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

ADVENTURER

TRACKERS

CORE TALENT

TALENTED: You forge your own path forward, unbeholden to any standard but your own. You gain two non-core talents from any path (in addition to the one you start with).

[Growth: At levels 3 and 6, gain +1 extra talent.]

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

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DISTINCTIVE FEATURES

BRAWN AGILITY WITS PRESENCE

BLOODIED RATTLED

DESPERATE

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BONDS

ARTIFICER

TRACKERS

CORE TALENT

● **INFUSION:** You harness the power of creativity. You know 6 **touchstones** from the arcana crucibles, and have created 3 **major arcana** using them. Anyone can use them with the most relevant stat (as arcana), though it always carries ***risk*** for those other than you. Given time, you can: *disassemble and rebuild them using any touchstones you know—pull off a* ***potent feat of mechanical ingenuity***. You can ***push yourself*** to do it on the spot.

Engineer: Take +1d at creating, repairing, or destroying mechanisms and arcana. You can also **deconstruct** arcana to learn their touchstones, destroying them in the process.

[Growth**:** At levels 2, 4, and 6, gain +1 major arcana and +2 learned touchstones.]

PATH TALENTS

○ **ANIMATE OBJECTS:** Given time, you can bestow a semblance of life into objects, giving them a **2d Animated** power pool. They can only act within their nature or with simple one-word commands. They can roll 1d of their power pool to ***assist*** you. You can reliably command up to three of these at a time, with others following their nature.

○ **ARTIFICIAL PARTS:** You have enhanced replacement body parts. Choose 3 benefits for them: *built-in weapon—detachable—independent—keen sense—storage—strong*. Each perk can be activated once per session to take +1d on a related roll. They also have a drawback: *noisy—horrifying—unreliable—power source*.

○ **GRENADES:** Each session, you have a **3d Grenades** resource pool. You have access to the following bombs: *entangle—force—fiery—gravity—obscuring—stun*. These grenades affect multiple targets or an area.

GRENADES ☐

○ **MAGNUM OPUS:** You're in the process of creating a **mythic arcana.** Before each session, roll 3 random touchstones. Each time, you can choose 1 touchstone to lock in, never rolling for it again. Work with your GM to determine the arcana's effects.

○ **MISCHIEF MAKER:** You can overload arcana to create a potent effect with it. Make a 2d story roll as the magic goes haywire. Add +1t to the story roll each time you've used this before, clearing them each session.

MISCHIEF ☐☐☐

○ **TRAP MAKING:** Given time, you can set potent traps, with an effect based on the style*: blade—collapse—entangle—fire—poison—alarm*. ***Push yourself*** to deploy a trap on the spot.

○ **WANDSLINGER:** You have a specialized wand and can use it to fire the following bolts of magic using Wits: *acid burst—force blast—ice shard—inferno bolt—static charge—stun beam*. Once per session, you can cause a ***secondary effect*** (as a critical) related to the type.

☐ **USE**

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*

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BONDS

BARD

TRACKERS

CORE TALENT

INSPIRATION: Each session, you have **3 inspiration** you can use to bolster the spirits of those around you, and influence your foes.

You can spend inspiration to: *increase an ally's die result by 1 (3→4)—calm or intensify a **vex** response—clear a **mark** from an ally.*

You can also spend inspiration and roll Presence to: *pull off a **potent feat of emotional influence**—**interrupt** an impact move—clear **rattled** from an ally.*

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

INSPIRATION

PATH TALENTS

BARDIC LORE: You gain any 3 wises. You also gain 1 extra ***thread*** per session, and take +1d on any story rolls pertaining to what you know or story details you add. **THREAD**

DYNAMIC ENTRANCE: You can always appear in a scene exactly where and when you want, limited only by your physical capabilities. Make a 3d story roll to describe your entrance and its effect.

FOLK HERO: You can spend **inspiration** and ***spark*** interchangeably. If your ***spark*** die comes up as a 6, you regain it. Tales of your heroism are told throughout the area; track their spread with campaign pools. [Bard Only]

FORKED TONGUE: When given time, you can tell ***potent lies***. You can ***push yourself*** to do it on the spot.

FRIENDLY FACE: In any new town or district of a city you go to, you can always: *know someone useful—quickly make a friend—be recognized by a fan*. They'll gladly do you a reasonable favor. ***Take spark*** if you promise to pay them back.

JACK OF ALL TRADES: You take +1d on montage rolls and have a **3d power pool** to represent the smattering of knowledge from your travels. **JACK**

WORDPLAY: On a perfect defense roll when the situation allows for verbal quips, you make them: *embarrass themselves—let a secret slip—focus on or lose track of you.* Once per session, you can goad the GM into spending ***suspense*** on conversation. **USE**

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

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SPARK (+1d)

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BONDS

BERSERKER

TRACKERS

FRENZY

CORE TALENT

● **FRENZY:** Once per session, or when you get ***bloodied*** or take ***vex***, you can enter a frenzy for the scene. During the frenzy, you can only take aggressive actions. You:

- Take +1d for each ***mark*** you have and ignore all thorns from ***harm*** and ***marks***.
- **Collateral damage:** *send something flying—smash mooks—throw insults—wreck something.*
- Always get a final action when dropped. On a critical, ignore getting dropped.

You can only exit a frenzy when: *no challenger stands before you—get dropped—**push yourself***.

[Growth**:** At levels 3 and 6, gain +1 free activation of frenzy per session.]

PATH TALENTS

○ **FEARSOME:** Your presence instills fear in others. The GM judges an NPC's response, or you can spend ***thread*** to set it: *hostile—nervous—respectful—scared*. You can ***push yourself*** to pull off a ***potent feat of intimidation***.

○ **FLESH WOUNDS:** When you would get ***bloodied***, you can instead take a **Flesh Wound**, a ***condition*** that inflicts +1t on all rolls, and is cleared when the scene ends. On a disaster, you cannot take a Flesh Wound.

WOUNDS

○ **INTO THE FRAY:** When you're the first into an intense situation, **5s count as 6s, but 4s count as 1s** on your first roll. You also ***setup*** the first person following you regardless of your outcome.

○ **JOYFUL WARRIOR:** On a critical or when ***bloodied*** in battle, you take ***spark*** and can: *clear one mark from each ally—bring a dropped (not dead) ally back into the scene.*

○ **MIGHTY:** When given time, you can pull off ***potent feats of raw strength***. You can ***push yourself*** to do it on the spot.

○ **OVERKILL:** On a critical when bringing violence, threats, or destruction to bear, you can: *cause an extra secondary effect—roll the related task pool twice.*

○ **WARCRY:** Each session, you have **2 inspiration**, as the talent. You can spend one to: *increase an ally's die result by 1 (3 → 4)—calm or intensify a vex response—clear a mark from an ally.* [Prohibited: Bard]

USES

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*	

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BONDS

CLERIC

DEITY

CORE TALENT

● **CHANNEL DIVINITY:** You can call upon your deity to channel their magic. You roll a **rite pool** to cast spells, and that pool and your **god's title** serve as touchstones. Your major rite is a **6d power pool**, and your minor rites are **4d power pools**. They replenish each session. You can drop 1d and roll to cast a potent spell. Spells cast without ***risk*** are automatically successful, but still roll the pool. [Growth: At levels 3 and 6, gain +1d each rite power pool.]

☐ MAJOR ☐ MINOR ☐ MINOR

PATH TALENTS

○ **BLESSED:** Once per session, you can re-roll a roll you just made as your god attempts to intervene. The re-roll is made without any thorns on it. On a perfect, ***take spark***. ☐ USE

○ **DEVOUT:** Intelligent creatures recognize you as a person of deep honesty and only your most hated enemies would treat you with a lack of respect or doubt your word. You are never seriously injured or killed by an enemy, unless they have no choice. Any creature with speech will always hear you out. This aura is upheld by your unwavering commitment—you must ***push yourself*** to act in bad faith.

○ **HEALER:** You take +1d when you heal someone, with magic or treatment. On a critical, both of you ***take spark***. One time only, you can bring back the recently dead. Common sense takes precedent.

○ **IRON WILL:** Each session, you have a **2d Iron Will** resource pool. When you get ***rattled*** or take ***vex***, roll the pool to ignore it. If the situation allows for it, you can also lash out at the cause or a bystander and: *instill dread in their heart—sow doubt in their mind.* IRON WILL ☐

○ **RINGS FALSE:** You always know when someone is lying, though not necessarily the truth. You take +1d on a follow-up if you reveal you know they're lying.

○ **SERMONS:** When given time, you can pull off a ***potent feat of persuasion*** in the name of your beliefs, like *commanding a crowd to bring the duke for judgment* or *showing the goblins the glory of your god*. You can also ***push yourself*** to do it on the spot. One time only, you can make this a ritual-level effect.

○ **SHEPHERD:** When you assist an ally on a defense roll that would leave them ***rattled*** or with ***vex***, you can invoke your bond to take +1d on the roll. On a perfect, you both ***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*	

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BONDS

DRUID

TRACKERS

CORE TALENT

● **WILD SHAPE:** Shift into any familiar beast form by using a **2d Wild Shape** resource pool, replenishing each scene. You take on the form's physical qualities and feral instincts, moving stat points to represent this (min 1, max 3). You lose access to your own physical talents. Drop 1d before rolling for each **wild talent**, such as: *aquatic—smaller than a cat—bigger than a bear—flight—a thematic path talent.*

[Growth**:** At levels 3 and 6, gain +1d to your Wild Shape pool per scene.]

WILD SHAPE ☐

PATH TALENTS

○ **AUGURY:** You can read the world around you and interpret its signs. Before each session, roll 2d and record the results. These are your **Omens**. During the session, you can replace any rolled d6 (by anyone) with an **omen** result, then erase it.

OMENS ☐ ☐

○ **AWAKEN:** Once per scene, you may awaken a living natural feature—plants, animals, fungi, or the like—within or nearby the scene. It gains awareness and purpose, forming a **3d power pool** you can direct, guided by its nature. One time only, you can make this a ritual-level effect.

○ **KINDRED SPIRITS:** You can speak with all manner of wild things. When you meet, they know of you. Make a story roll for their attitude, or spend ***thread*** to establish a ***bond***. When you call, those nearby will answer. You always sense the presence of hidden dangers in places teeming with wildlife.

○ **PRIMAL GROWTH:** You can move through any natural terrain quickly and without issue. Once per session you can grow, wither, or shape: *crops—dense foliage—entangling vines—fungi—poisonous spores*. You can ***push yourself*** to do it again. You don't need anchors on plant or harvest rituals.

☐ **USE**

○ **PRIMORDIAL BONDS:** You have spellcasting ability, using raw elemental power (**Fire**, **Earth**, **Air**, or **Water**) as the touchstone, and casting spells with Presence. On a critical using an element, charge it. Spend it to cast a potent spell with that element.

A. ☐ ☐ E.
F. ☐ ☐ W.

○ **TRUE SHAPE:** Choose 1 beast form. If it has no **wild talents**, you can shift into it without using a wild shape pool. If it has **wild talents**, you drop 1d less than normal when you shift into it.

○ **WINDCALLER:** Your voice carries on the winds over great distances. Once per session, you can summon or dismiss, but not control: *dense fog—extreme temperatures—heavy rain—snowfall—storms—strong winds*. You can ***push your-self*** to do it again. You can perform weather rituals without anchors.

☐ **USE**

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*
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BONDS

FIGHTER

TRACKERS

CORE TALENT

● **WEAPON MASTERY:** Choose a **fighting style** you have mastered: *brawling—dual-wielding—one-handed—ranged—two-handed.* When you fight, defend, or ***assist*** in your style, take +1d. Each scene, you have **2 mastery** to spend when using this style to add a critical effect. [Growth: At levels 3 and 6, gain +1 Mastery per scene.]

MASTERY

Example Maneuvers: *blind—disarm—knockdown—pin down—pull—push—sunder—unnerve.*

PATH TALENTS

○ **ARCANE TRAINING:** You have spellcasting as the Spellcraft talent. You can cast 3 spells and 1 potent spell per session. You know **3 spell theorems**, created with the Spell Crucible, and can learn new spells from scrolls. [Prohibited: Wizard]

USE **POTENT**

○ **BULWARK:** Each session, you have a **2d Bulwark** resource pool from armor or other defenses. When you take physical harm, you can roll the pool to ignore the damage.

BULWARK

○ **CONTROL:** Once per session, you can declare a zone that enemies cannot cross without dealing with you. If they attempt to move past you, you can ***interrupt*** them. On a perfect, ***take spark.*** You can ***push yourself*** to do it again.

USE

○ **GOT YOUR BACK:** Once per session, you can assist an ally after they roll a grim. The ally can also roll 1d. On a perfect, you both ***take spark.*** You can ***push yourself*** to do it again.

USE

○ **MEASURED TONES:** When you speak in measured tones, people always stop and listen—you can declare ***low stakes*** if desired. Unless completely surprised, you can ***push yourself*** to ***interrupt*** an impact move initiating aggression. If you change their mind, ***take spark***.

○ **SWIFT RECOVERY:** On a perfect roll with an unmarked stat, clear a ***mark*** on another stat.

○ **TACTICIAN:** Once per session during an intense action sequence, you tag 3 scene elements right away, and 1 later in the sequence. When an ally interacts with a tagged element, you ***assist*** without risk on the roll. If no roll is needed, they ***take spark.*** You can ***push yourself*** to do it again.

USE

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*

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BONDS

MONK

TRACKERS

FLOW

INTERRUPT

CORE TALENT

● **DISCIPLINE:** Never face a disadvantage due to a weapon matchup. Once per session, you can ***interrupt*** with a: *philosophical point—quick reaction—stunning strike*. Each scene, you have **4 flow**. Spend it to:

- Ignore thorns from: *being outnumbered—a single imposing opponent.*
- Attempt a **fluid maneuver**. Before rolling, declare you want to also: *disarm them—redirect momentum—reposition you, them, or both.* On a perfect or messy, it happens.
- Pull off a ***potent feat of mystical grace***, like *running across water* or *falling harmlessly from a great height.* For 1 more **flow**, extend this to those you're touching.

[Growth: At levels 3 and 6, gain +1 flow per scene and +1 interrupt per session.]

PATH TALENTS

○ **HEALING HANDS**: You can heal a ***bloodied*** ally. It clears, but you must make a Presence defense roll against being bloodied—you take their pain onto yourself and must fend it off.

○ **LIGHTNING REFLEXES:** You can always act first, unless completely surprised. You also ignore thorns on Agility defense rolls, except for those from ***marks***, ***harm***, and ***conditions***.

○ **MIND OVER MATTER:** When you take a physical ***mark***, you can instead choose to take a mental mark. When you clear a mark by rolling it, ***take spark***.

○ **REDIRECT:** On a perfect defense against a physical attack, you can **push yourself** to turn it back on your foe.

○ **RESONANCE:** When you would drop a foe, you can instead keep their lifeforce. They know you hold their fate. In the near future, you can decide to let go, and: *drop them instantly—**take spark** and release them.* One time only on a perfect, you can immediately drop a foe you strike.

○ **TETHER:** Once per session, touch someone to link spirits. You can sense their feelings, speak in their mind, and know where they are. You can ***push yourself*** to: *assist them without risk—take mental damage for them—teleport to them.* If they get dropped, so do you.

○ **THERE IS NO TRY:** When putting your life or something you hold equally dear on the line, **5s count as 6s, and 4s count as 1s**. This generally occurs with ***high risk*** or after being ***bloodied***.

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

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

PALADIN

TRACKERS

CORE TALENT

● **OATHSWORN:** You draw power from your **three tenets**. When you add a thorn from ***bloodied***, ***rattled***, or ***desperate***, you also take +1d. Each session, you have **3 smite**. When acting with total conviction, spend it 1-for-1 to drop dice from a task pool after rolling it.

Affirmation: Before each session, state your tenets and discuss how they came up last session. Give ***spark*** to one player who joined a scene involving your tenets. Take 1 less **smite** for each tenet in violation.

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

SMITE

PATH TALENTS

○ **AEGIS:** You take +1d when making a defense roll to protect yourself from physical harm. On a perfect, you can also: *keep their attention on you—rekindle hope in an ally—inspire action in a bystander.*

○ **AUTHORITY:** Your presence fills the air with authority. The GM judges an NPC's response, or you can spend ***thread*** to set it: *admiration—obedience—respect—defiance*. You can ***push yourself*** to pull off a ***potent feat of righteous command***.

○ **CHALLENGE:** Once per session, you can challenge a foe, taking +1d on all rolls against them, but give them 1 ***suspense***. If they do anything besides confront you, you can ***interrupt*** it. The challenge ends if an ally engages your foe, or your interrupt result is less than a perfect. You can ***push yourself*** to do it again.

☐ **USE**

○ **DAUNTLESS:** ***Take spark*** when your roll is ***cut***. Take +1d on story rolls if dropped. On a perfect, ignore it.

○ **DIVINE BLESSING:** You have spellcasting as the *Channel Divinity* talent. Detail your god and choose **1 rite**, a **4d power pool** (per session). You can drop 1d and roll the pool to cast a potent spell. [Prohibited: Cleric]

RITES

○ **GUARDIAN:** Take +1d when you assist on a defense roll. You can also make a defense roll for an ally when they would be affected by an impact move, or **push yourself** to defend multiple nearby allies from a single attack.

○ **REBUKE:** When the GM spends ***suspense*** to prompt an impact move, you take +1d on any follow-up action against the source. On a critical, ***take spark***.

TENETS: *mark if in violation. Slash for light, fill for heavy.*

☐

☐

☐

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

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GRIMWILD
COMMUNITY EDITION

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BRAWN **AGILITY** **WITS** **PRESENCE**

BLOODIED — DESPERATE — RATTLED

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CRITICAL: *greater effect—secondary effect—setup—spark*

CONDITIONS +1t RELATED

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VEX: *fight—flight—freeze—freakout*

BACKGROUNDS & WISES

SPARK (+1d)

TAKE SPARK:

- *roll a disaster (grim cut by thorn)*
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- *quarrel with an ally*
- *ally changes bond with you*

THREAD

SPEND THREAD:

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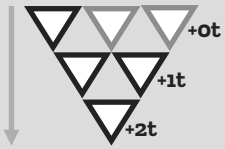
BONDS

PSION

TRACKERS

CORE TALENT

● **AWAKENED MIND:** You have spellcasting ability. Choose two bastions which act as the touchstone for your psionic magic. You can cast spells using Wits, and can make them potent by adding instability afterward, eventually adding increasing ***thorns*** to your future spellcasting rolls. You can't cast potent spells once adding +2t from instability. ***Thorns*** from instability can't be ignored and reset at the beginning of each session. You gain more slots that don't add instability with growth.



Bastions: *biodynamics—clairsentience—metacreation—psychokinesis—telepathy—transposition.*

[Growth**:** At levels 3 and 6, gain +1 instability slot at 0d, and +1 bastion.]

PATH TALENTS

○ **ECHO:** Once per session, you can create a duplicate as a **3d power pool**. It is a second version of you, acting as you with shared knowledge, ability, and resources. You can roll 1d of its pool to have it: *assist you—trade places with you.* ☐ **USE**

○ **FORESIGHT:** You can catch small glimpses of the future. Once per session, you can describe a brief course of action while in a calm situation, and the GM will tell you the result. If there's ***risk***, make a montage roll to see how it would play out. Afterward, you can decide whether to take the action. ☐ **USE**

○ **MIND BLAST:** On a critical bastion roll, ignore any increases to instability, and lower it by 1. This causes mental collateral damage around you: *confusion—hallucinations—headaches—panic.* One time only, you can make this a ritual-level effect, affecting all within miles. [Psion Only]

○ **PSYCHIC WARRIOR:** You're able to turn your psychic volatility against others. You can create weapons made from pure willpower, using them with Wits. You take +1d to follow up with them when you: *take vex or rattled—increase your instability level.*

○ **READER:** You gain 1 ***thread*** per session and can spend ***thread*** when you first meet someone to know their **foremost surface thought**—they are like an open book to you. If you follow-up on it, it counts as a ***setup***. ○ **THREAD**

○ **TUMULTUOUS MIND:** Your fractured mind bleeds into the consciousness of others. The GM judges an NPC's response, or you can spend ***thread*** to set it: *agitated—confused—paranoid—forgetful.* Once per session, when you would take ***vex***, a nearby creature must take it instead. ☐ **VEX**

○ **SHIFT FORM:** Each session, you have a **2d Shifter** resource pool. You can roll the pool to alter your features and appearance, though you keep the same basic shape. **SHIFT** ☐

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

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

RANGER

TRACKERS

CORE TALENT

● **QUARRY:** Once per session, you can choose a foe as your **Quarry**—the focus of your hunt. You have a **Quarry die**, a special d6. When you or an ally attempts to research, locate, or attack your quarry, add your quarry die to the roll. If a quarry die rolls a '6', you can add a ***critical effect***.

Survivalist: You take +1d when scouting, wrangling animals, placing traps, and on defense rolls against environmental hazards.

[Growth: At levels 3 and 6, choose +1 Quarry per session.]

QUARRY ☐ ☐ ☐

PATH TALENTS

○ **ANIMAL COMPANION:** You're accompanied by a fiercely loyal animal. Each PC adds a reciprocal bond with it. Choose **3 tricks** and **2 flaws**. You roll 3d for its tricks and 1d otherwise. It has only two damage boxes, marked (for any ***mark***) and hurt (for any ***harm***). It can always exit a scene when hurt. If lost, you can bond with a new animal.

☐ **MARK** ☐ **HURT**

Tricks: *distract—fight—guard—perform—rescue—retrieve—scout—search—track—warn.*
Flaws: *aggressive—clumsy—grumpy—insatiable—jumpy—noisy—overprotective—scary—unruly.*

○ **KEEN SENSES:** Your senses are twice as sharp as normal. You can pull off ***potent feats of tracking*** and and you always notice the presence of living creatures near you, though details are unclear.

○ **RELENTLESS:** You can pull off ***potent feats of traversal*** and can always move at full speed, unhindered by what's in your way.

○ **SCOUT AHEAD:** You gain 1 ***thread*** per session and can spend ***thread*** to flashback to scouting ahead and: *find an escape route—sabotage something—set a trap—survey the area (ask 2 questions)—take out a danger*. Make a 3d montage roll. The GM always takes ***suspense*** in place of an impact move.

○ **THREAD**

○ **SEASONED HUNTER:** You can ***push yourself*** to tell your allies to *Look Out!* and **goad** the GM into spending suspense on a move you declare to attack your party. Anyone involved takes +1d on a defense roll and follow-up action rolls.

○ **SHARPSHOOTER:** When given time, you can pull off ***potent feats of ranged precision***. You can ***push yourself*** to do it on the spot.

○ **TROPHIES:** When you play a key part in slaying a powerful monster, you can take a trophy from it. This acts as a **major expendable arcana**. Use the monster's name, ability, and a function as the touchstones. You also gain 1 major expendable arcana—detail it.

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

GRIMWILD
COMMUNITY EDITION

NAME

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BRAWN **AGILITY** **WITS** **PRESENCE**

BLOODIED — DESPERATE — RATTLED

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CRITICAL: *greater effect—secondary effect—setup—spark*

CONDITIONS +1t RELATED

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VEX: *fight—flight—freeze—freakout*

BACKGROUNDS & WISES

SPARK (+1d)

TAKE SPARK:

- *roll a disaster (grim cut by thorn)*
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THREAD

SPEND THREAD:
Establish character, setting, or scene details within your vantage. Doubtful details may require a story roll.

BONDS

ROGUE

TRACKERS

CORE TALENT

● **EXPERTISE:** Choose three skills below as your **skill set**. Take +1d when using a chosen skill. Each session, you have **2 Competence** to represent your focus under pressure. You can spend 1 to pull off a ***potent feat within your skill set***.

Above board: *blend in—charm—investigate—negotiate—network—parkour.*

Below table: *ambush—deception—dismantle—provoke—sleight of hand—stealth.*

[Growth: At levels 3 and 6, gain +1 Competence per session and +1 skill.]

COMP. ☐☐ ☐☐

PATH TALENTS

○ **DISTRACTION:** On a perfect, you can ***setup*** an ally and pass them the ***spotlight***, even if the GM wants to spend suspense.

○ **ELDRITCH AFFINITY:** You have spellcasting, as the Sorcery talent. You roll Presence to cast and choose 3 from **sources** and **techniques**. You can't cast potent spells, nor do you risk a **magical twist**. [Prohibited: Sorcerer]

SOURCES & TECHNIQUES

○ **LURKER:** On a perfect sneaking past or secretly observing sentient creatures, they: *let a secret slip—give you a golden opportunity*. If caught sneaking, you can ***push yourself*** to stay completely still and avoid detection, but must leave the area immediately after.

○ **MASTERMIND:** You gain 1 ***thread*** per session and can spend ***thread*** to flashback to employing subterfuge or clever preparation to: *make a contact—plant a decoy—prepare reinforcements—set up an* ***interrupt****—swipe or stash a useful item*. Make a 3d montage roll. The GM must take ***suspense*** in place of an impact move.

○ **THREAD**

○ **OPPORTUNIST:** When someone nearby rolls defense, you take +1d on an immediate follow-up. On a critical by a nearby ally, you can ***push yourself*** to add a ***critical bonus***.

○ **POISONER:** Each session, you have a **4d Poisons** resource pool. You have access to the following poisons: *hallucinations—knockout—memory loss—nausea—paralytic—truth serum*. They each take a bit of time to work and are most effective if ingested.

POISONS ☐

○ **WEASEL:** Once per session, if caught in a lie or red-handed, you can weasel your way out—for now. Make a story roll to see if they realize their mistake later. You can ***push yourself*** to do it again.

☐ **USE**

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

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

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VEX: *fight—flight—freeze—freakout*

BACKGROUNDS & WISES

SPARK (+1d)

TAKE SPARK:

- *roll a disaster (grim cut by thorn)*
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- *quarrel with an ally*
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THREAD

SPEND THREAD:

Establish character, setting, or scene details within your vantage. Doubtful details may require a story roll.

BONDS

SORCERER

TRACKERS

CORE TALENT

● **SORCERY:** You have spellcasting ability. You roll Presence to cast and combine at least 1 **source** and 1 **technique** as touchstones. Your spells always carry ***risk*** and require a roll. You can ***push yourself*** to cast a potent spell. When casting, rolling two or more 1s (thorns included) triggers a **magical twist**. Choose any 4 from Sources and Techniques (at least 1 of each) and how your twists manifest below, or talk to the GM to make your own.

Magical twists: *wild surge (2d story roll for effect)—take vex—curse (+1 suspense).*

Sources: *blood—decay—flame—frost—lux—shadow—stone—tempest.*

Techniques: *attack—create—defend—enhance—hinder—influence—transform—traverse.*

[Growth: At levels 2, 4, and 6, gain +1 new source or technique.]

PATH TALENTS

○ **ELDRITCH GROWTH:** Intense magic has twisted your body. You gain a permanent physical feature like *metal-rending claws, fiery breath, or venomous fangs.*

○ **MAELSTROM:** You open yourself fully to the maelstrom of raw magic. When you cast a potent spell, **5s count as 6s, but 4s count as 1s**. When rolling two or more 1s (including these 4s), you trigger a **magical twist**, as Sorcery.

○ **MAGIC SENSE:** You always notice magical effects near you, and take +1d when you disrupt them. Given time, you can *discern their details* (ask 2 questions).

○ **METAMAGIC:** Twice per session, you can alter your magic as it flows through you, modifying the effect or casting by giving it an extra touchstone: *controlled—distant—intense—lasting—subtle—quick.* **USES** ○○

○ **SPELLEATER:** Each session, you have a **2d Spelleater** resource pool. When you suffer from magic, you can roll the pool to ignore the effect. When the pool drops to 0d, your next action is potent. **POOL** ☐

○ **WISPS:** Two small magical motes float around you. Give them 2 traits such as: *annoying—melancholic—mesmerizing—petty—troublesome—whimsical.* You can **sacrifice** one to have it act independently, making a ***story roll*** if needed. They return each session. **WISPS** ○○

○ **WRATH:** When a nearby ally takes ***harm*** or is dropped, you take +1d and potency on your next action, if you immediately lash out.

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

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BRAWN AGILITY WITS PRESENCE

BLOODIED — DESPERATE — RATTLED

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CONDITIONS +1t RELATED

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VEX: *fight—flight—freeze—freakout*

BACKGROUNDS & WISES

SPARK (+1d)

TAKE SPARK:

- *roll a disaster (grim cut by thorn)*
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THREAD

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BONDS

SUMMONER

TRACKERS

CORE TALENT

● **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**, representing your connection. You can ***push yourself*** to return the pool to its max. It has **2 aspects**, strange traits defining it such as: *big enough to ride—telepathic—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, and take +1d when performing summoning rituals.

[Growth**:** At levels 3 and 6, it gains +1 aspect, and +1d to the power pool.]

VASSAL ☐

☐ MARK
☐ HARM

PATH TALENTS

○ **BINDING WORD:** You gain *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, though you still summon one at a time. 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. [Summoner Only]

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

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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

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BACKGROUNDS & WISES

SPARK (+1d)

TAKE SPARK:

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BONDS

SWASHBUCKLER

TRACKERS

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.]

PANACHE

INTERRUPT

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		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

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

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***. **USE**

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 enchant-ment to produce a potent effect with it. You can add your weapon as a touchstone on spells. **USE**

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

GRIMWILD
COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

BRAWN **AGILITY** **WITS** **PRESENCE**

BLOODIED — DESPERATE — RATTLED

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VEX: *fight—flight—freeze—freakout*

BACKGROUNDS & WISES

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TAKE SPARK:

- *roll a disaster (grim cut by thorn)*
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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 cast without ***risk*** require no roll, 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. [Witch Only]

○ **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

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BONDS

WIZARD

TRACKERS

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 without ***risk*** require no roll and don't count against your limited number per session, unless potent.

You begin with 4 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.]

SPELLS

POTENT

PATH TALENTS

○ **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.

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.

○ **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.

COMP.

○ **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.

○ **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.

COUNTER

○ **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.

USE

○ **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*

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TALENTS

BONDS

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

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NAME

DISTINCTIVE FEATURES

BRAWN AGILITY WITS PRESENCE

BLOODIED RATTLED

DESPERATE

TALENT

BACKGROUNDS

BONDS Them → You

You → Them

TRAITS
1 they are & 1 they're not

○ *Brave* ○ *Gentle* ○ *Protective*
○ *Caring* ○ *Honest* ○ *Quiet*
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1 they want & 1 they don't

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○ *Glory* ○ *Knowledge* ○ *Thrills*
○ *Harmony* ○ *Love* ○ *Wealth*
○ *Honor* ○ *Power* ○ *Wisdom*

NOTES

NAME

DISTINCTIVE FEATURES

BRAWN AGILITY WITS PRESENCE

BLOODIED RATTLED

DESPERATE

TALENT

BACKGROUNDS

BONDS Them → You

You → Them

TRAITS
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DESIRES
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○ *Belonging* ○ *Justice* ○ *Renown*
○ *Glory* ○ *Knowledge* ○ *Thrills*
○ *Harmony* ○ *Love* ○ *Wealth*
○ *Honor* ○ *Power* ○ *Wisdom*

NOTES

NAME

DISTINCTIVE FEATURES

BRAWN AGILITY WITS PRESENCE

BLOODIED RATTLED

DESPERATE

TALENT

BACKGROUNDS

BONDS Them → You

You → Them

TRAITS
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○ *Brave* ○ *Gentle* ○ *Protective*
○ *Caring* ○ *Honest* ○ *Quiet*
○ *Confident* ○ *Honorable* ○ *Rash*
○ *Curious* ○ *Persistent* ○ *Stubborn*

DESIRES
1 they want & 1 they don't

○ *Belonging* ○ *Justice* ○ *Renown*
○ *Glory* ○ *Knowledge* ○ *Thrills*
○ *Harmony* ○ *Love* ○ *Wealth*
○ *Honor* ○ *Power* ○ *Wisdom*

NOTES

CAMPAIGN INFORMATION

CAMPAIGN NAME

THEME & SETTING

PARTY CONCEPT

2 they are & 1 they definitely aren't

- ◯ *Conquerors*
- ◯ *Disciples*
- ◯ *Explorers*
- ◯ *Heroes*
- ◯ *Mercenaries*
- ◯ *Merchants*
- ◯ *Mystics*
- ◯ *Outsiders*
- ◯ *Renegades*
- ◯ *Scholars*
- ◯ *Scoundrels*
- ◯ *Wardens*

GROUP STORY ARCS

SUSPENSE

BONDS

deep	*affection*
complex	*camaraderie*
growing	*curiosity*
lowkey	*doubts*
playful	*respect*
tense	*rivalry*

NOTES

GM CRUCIBLE

Roll top and bottom, smash and interpret

tough	*quiet*	*precarious*	*wild*	*mysterious*	*rustic*
muffled	***aged***	*romantic*	*menacing*	*puzzling*	*eerie*
broken	*dwindling*	***distant***	*perilous*	*bleak*	*tense*
forgotten	*abundant*	*hidden*	***withered***	*chaotic*	*looming*
festive	*lost*	*immense*	*serene*	***vibrant***	*flickering*
rugged	*splintered*	*sacred*	*relentless*	*tangled*	***twisted***
journey	*juncture*	*rift*	*scheme*	*nexus*	*team*
tremor	***debris***	*symbol*	*scar*	*archive*	*chasm*
sanctuary	*betrayal*	***trail***	*wasteland*	*help*	*mystery*
peak	*threshold*	*boundary*	***beacon***	*secret*	*wall*
territory	*rumor*	*standoff*	*strife*	***maze***	*pact*
dilemma	*tradition*	*jackpot*	*omen*	*deception*	***illusion***

PLAYER INFORMATION

PC NAME

PLAYER NAME

BACKGROUNDS

PC NAME

PLAYER NAME

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BACKGROUNDS