

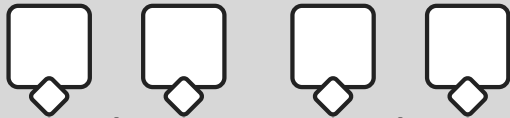
GRIMWILD

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—BREAKOUT

BACKGROUNDS & WISES

WEAPON STYLE

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

BONDS

STORY

SPEND STORY:

Establish a character, setting, or scene detail within your vantage.

Doubtful details may require a story roll.

VANTAGE

CERTAIN	it's on this sheet
REASONABLE	it's implied
DOUBTFUL	it's a stretch
IMPOSSIBLE	too far outside

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** (max 2), such as: *aquatic—smaller than a cat—bigger than a bear—flight—a thematic path talent*.

[Growth: 3 levels / +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.
- **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.
- **HERBALISM:** Before each session, use the herbalism crucible (pg. XX) to make two herb names. You have a **minor potion of one**, and a **major potion of the other**. The name is the touchstone. They lose effect after the session. One time only, you can have 1 mythic potion (choose after rolling).
- **KINDRED SPIRITS:** You can speak with all manner of wild things. When you meet, they know of you. Roll their bond with you or spend **story** to establish it. When you call, those nearby will answer.
- **PRIMORDIAL BONDS:** You have a connection with each primordial element: **Air, Earth, Fire, Water**. You have spellcasting ability, and cast spells with a story roll (usually 2d) using that element as the touchstone. You can strain your connection to cast a potent spell, though it will be less likely to answer next time.
- **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. You can **push yourself** to summon or dismiss, but not control: *dense fog—diving temperatures—heavy rain—snowfall—strong winds—thunder*. You can perform weather rituals without ritual anchors.

OMENS



MINOR

MAJOR

A. E.

F. W.

PUSH

TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

2 YOU WANT & 1 YOU DON'T

- | | | | | | |
|------------------------------------|-------------------------------------|-------------------------------------|------------------------------------|------------------------------------|----------------------------------|
| <input type="checkbox"/> Brave | <input type="checkbox"/> Gentle | <input type="checkbox"/> Protective | <input type="checkbox"/> Belonging | <input type="checkbox"/> Justice | <input type="checkbox"/> Renown |
| <input type="checkbox"/> Caring | <input type="checkbox"/> Honest | <input type="checkbox"/> Quiet | <input type="checkbox"/> Glory | <input type="checkbox"/> Knowledge | <input type="checkbox"/> Thrills |
| <input type="checkbox"/> Confident | <input type="checkbox"/> Honorable | <input type="checkbox"/> Rash | <input type="checkbox"/> Harmony | <input type="checkbox"/> Love | <input type="checkbox"/> Wealth |
| <input type="checkbox"/> Curious | <input type="checkbox"/> Persistent | <input type="checkbox"/> Stubborn | <input type="checkbox"/> Honor | <input type="checkbox"/> Power | <input type="checkbox"/> Wisdom |

STORY ARCS

CHARACTER

GROUP

EXPERIENCE

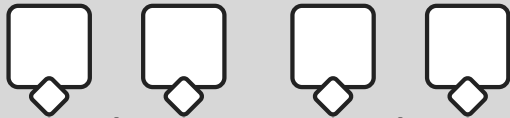
GRIMWILD

COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

BRAWN AGILITY WITS PRESENCE



BLOODIED RATTLED

DESPERATE

MARK: +1+ TO STAT, THEN CLEAR HARM: +1+ CONNECTED STATS

CRITICAL: GREATER EFFECT—SECONDARY EFFECT—SETUP—SPARK

CONDITIONS +1+ RELATED

daunted strained unsteady
winded battered confused

VEX: FIGHT—FLIGHT—FREEZE—BREAKOUT

WEAPON STYLE

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

STORY

SPEND STORY:

Establish a character, setting, or scene detail within your vantage.

Doubtful details may require a story roll.

VANTAGE

CERTAIN it's on this sheet

REASONABLE it's implied

DOUBTFUL it's a stretch

IMPOSSIBLE too far outside

BACKGROUNDS & WISES

BONDS

MONK

TRACKERS

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: 3 levels / +1 flow per scene and +1 interrupt per session.]

FLOW



INTERRUPT



PATH TALENTS

- **ELEGANT MANEUVERS:** With fluid actions, you surprise your foes. On a perfect when you act to only improve your position or **setup** an advantage, you can also: seize an opening—unnerve your foe, to roll a related task pool.
- **FLURRY:** You can **push yourself** to attempt two distinct physical actions at once using one stat, and taking your *highest two dice* as the results. You can't prompt more than one impact move from this combined action.
- **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**.
- **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.
- **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**.

PUSH



PUSH



TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

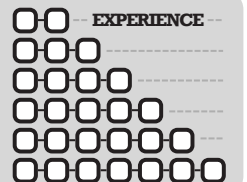
2 YOU WANT & 1 YOU DON'T

- | | | | | | |
|---------------------------------|----------------------------------|----------------------------------|---------------------------------|---------------------------------|-------------------------------|
| <input type="radio"/> Brave | <input type="radio"/> Gentle | <input type="radio"/> Protective | <input type="radio"/> Belonging | <input type="radio"/> Justice | <input type="radio"/> Renown |
| <input type="radio"/> Caring | <input type="radio"/> Honest | <input type="radio"/> Quiet | <input type="radio"/> Glory | <input type="radio"/> Knowledge | <input type="radio"/> Thrills |
| <input type="radio"/> Confident | <input type="radio"/> Honorable | <input type="radio"/> Rash | <input type="radio"/> Harmony | <input type="radio"/> Love | <input type="radio"/> Wealth |
| <input type="radio"/> Curious | <input type="radio"/> Persistent | <input type="radio"/> Stubborn | <input type="radio"/> Honor | <input type="radio"/> Power | <input type="radio"/> Wisdom |

STORY ARCS

CHARACTER

GROUP



GRIMWILD

COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

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



BLOODIED **RATTLED**

DESPERATE

MARK: +1+ TO STAT, THEN CLEAR **HARM:** +1+ CONNECTED STATS

CRITICAL: GREATER EFFECT—SECONDARY EFFECT—SETUP—SPARK

CONDITIONS +1+ RELATED

daunted strained unsteady
winded battered confused

VEX: FIGHT—FLIGHT—FREEZE—BREAKOUT

WEAPON STYLE

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

STORY

SPEND STORY:

Establish a character, setting, or scene detail within your vantage.

Doubtful details may require a story roll.

VANTAGE

CERTAIN it's on this sheet

REASONABLE it's implied

DOUBTFUL it's a stretch

IMPOSSIBLE too far outside

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: 2 levels / +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 **story** to set it: *admiration—obedience—respect—defiance.* You can **push yourself** to pull off a **potent feat of righteous command**.

PUSH

○ **CHALLENGE:** **Push yourself** to 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.

PUSH

○ **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.

RITE



○ **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. (no free activation)

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



○ **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**.

BACKGROUNDS & WISES

BONDS

TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

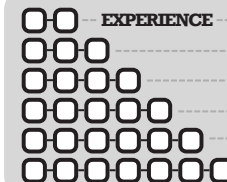
2 YOU WANT & 1 YOU DON'T

- | | | | | | |
|------------------------------------|-------------------------------------|-------------------------------------|------------------------------------|------------------------------------|----------------------------------|
| <input type="checkbox"/> Brave | <input type="checkbox"/> Gentle | <input type="checkbox"/> Protective | <input type="checkbox"/> Belonging | <input type="checkbox"/> Justice | <input type="checkbox"/> Renown |
| <input type="checkbox"/> Caring | <input type="checkbox"/> Honest | <input type="checkbox"/> Quiet | <input type="checkbox"/> Glory | <input type="checkbox"/> Knowledge | <input type="checkbox"/> Thrills |
| <input type="checkbox"/> Confident | <input type="checkbox"/> Honorable | <input type="checkbox"/> Rash | <input type="checkbox"/> Harmony | <input type="checkbox"/> Love | <input type="checkbox"/> Wealth |
| <input type="checkbox"/> Curious | <input type="checkbox"/> Persistent | <input type="checkbox"/> Stubborn | <input type="checkbox"/> Honor | <input type="checkbox"/> Power | <input type="checkbox"/> Wisdom |

STORY ARCS

CHARACTER

GROUP



GRIMWILD

COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

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



BLOODIED RATTLED

DESPERATE

MARK: +1+ TO STAT, THEN CLEAR | HARM: +1+ CONNECTED STATS

CRITICAL: GREATER EFFECT—SECONDARY EFFECT—SETUP—SPARK

CONDITIONS +1+ RELATED

daunted strained unsteady
winded battered confused

VEX: FIGHT—FLIGHT—FREEZE—BREAKOUT

WEAPON STYLE

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

STORY

SPEND STORY:

Establish a character, setting, or scene detail within your vantage.

Doubtful details may require a story roll.

VANTAGE

CERTAIN it's on this sheet

REASONABLE it's implied

DOUBTFUL it's a stretch

IMPOSSIBLE too far outside

BACKGROUNDS & WISES

BONDS

RANGER

TRACKERS

CORE TALENT

● **QUARRY:** Twice per session, you can designate a target as your **Quarry**—the focus of your hunt. Until the end of the session, you have a **2d Quarry pool** rolled as bonus dice to act or defend against, research, or locate them by any means. When a **Quarry** die rolls a '6', the roll counts as a critical success overall. If it was already a critical, **take spark**.

Prowler: You take +1d when using stealth, traversal, and traps in familiar terrain.

[GROWTH: 3 levels / +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.

Tricks: *distract—fight—guard—perform—rescue—retrieve—scout—search—track—warn.*

Flaws: *aggressive—clumsy—grumpy—insatiable—jumpy—noisy—overprotective—scary—unruly.*

MARK

HURT

○ **KEEN SENSES:** Your senses are twice as sharp as normal. You can pull off **potent feats of tracking** and can always get a **hint** or **reveal** on **vigilance** against living creatures.

○ **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 **story** per session and can spend **story** to flashback to scouting ahead and: *sabotage something—set a trap—survey the area (ask 2 questions)—take out a danger—set up an interrupt.* Make a 3d montage roll. The GM always takes **suspense** in place of an impact move.

STORY

○ **SPOT WEAKNESS:** You can **push yourself** to declare a weakness in a foe. Describe the vulnerability and tag it with a **2d Weakness pool**. When your allies target the weakness, roll the pool as bonus dice on their roll. **Take spark** if either **Weakness** die rolls a '6'.

PUSH

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

PUSH

○ **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.

TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

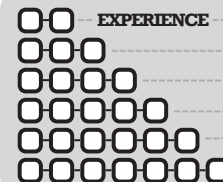
2 YOU WANT & 1 YOU DON'T

- | | | | | | |
|------------------------------------|-------------------------------------|-------------------------------------|------------------------------------|------------------------------------|----------------------------------|
| <input type="checkbox"/> Brave | <input type="checkbox"/> Gentle | <input type="checkbox"/> Protective | <input type="checkbox"/> Belonging | <input type="checkbox"/> Justice | <input type="checkbox"/> Renown |
| <input type="checkbox"/> Caring | <input type="checkbox"/> Honest | <input type="checkbox"/> Quiet | <input type="checkbox"/> Glory | <input type="checkbox"/> Knowledge | <input type="checkbox"/> Thrills |
| <input type="checkbox"/> Confident | <input type="checkbox"/> Honorable | <input type="checkbox"/> Rash | <input type="checkbox"/> Harmony | <input type="checkbox"/> Love | <input type="checkbox"/> Wealth |
| <input type="checkbox"/> Curious | <input type="checkbox"/> Persistent | <input type="checkbox"/> Stubborn | <input type="checkbox"/> Honor | <input type="checkbox"/> Power | <input type="checkbox"/> Wisdom |

STORY ARCS

CHARACTER

GROUP



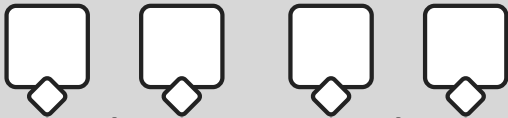
GRIMWILD

COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

BRAWN AGILITY WITS PRESENCE



BLOODED RATTLED

DESPERATE

MARK: +1 TO STAT, THEN CLEAR HARM: +1 CONNECTED STATS

CRITICAL: GREATER EFFECT—SECONDARY EFFECT—SETUP—SPARK

CONDITIONS +1 RELATED

daunted strained unsteady
winded battered confused

VEX: FIGHT—FLIGHT—FREEZE—BREAKOUT

WEAPON STYLE

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

STORY

SPEND STORY:

Establish a character, setting, or scene detail within your vantage.

Doubtful details may require a story roll.

VANTAGE

CERTAIN it's on this sheet

REASONABLE it's implied

DOUBTFUL it's a stretch

IMPOSSIBLE too far outside

BACKGROUNDS & WISES

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 a **4d Competence pool** to represent your focus under pressure. You can roll it as bonus dice after any of these skills.

Above board: *duel—evade—investigate—persuade—track—traverse.*

Below table: *ambush—forgery and disguise—lying—sabotage—sleight of hand—stealth.*

[GROWTH: 3 levels / +1d Competence per session, +1 skill]

COMP.

PATH TALENTS

○ **ACCORDING TO PLAN:** You gain 1 **story** per session and can spend **story** to flashback, establishing how you planned for the current situation. Make a montage roll, taking +1d if it fell within your expertise. The GM must take **suspense** in place of an impact move.

○ STORY

○ **CUNNING ACTIONS:** On a perfect in an intense scene, you can keep the **spotlight**, even if the GM wants to spend **suspense**. The GM must take **suspense** as an impact move on your follow-up. Afterward, move the **spotlight** to an ally.

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

MAGIC PATHS & 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.

PUSH

○ **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**.

PUSH

○ **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:** If caught in a lie or red-handed, you can **push yourself** to weasel your way out—for now. Make a story roll to see if they realize their mistake later.

PUSH

TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

2 YOU WANT & 1 YOU DON'T

- | | | | | | |
|------------------------------------|-------------------------------------|-------------------------------------|------------------------------------|------------------------------------|----------------------------------|
| <input type="checkbox"/> Brave | <input type="checkbox"/> Gentle | <input type="checkbox"/> Protective | <input type="checkbox"/> Belonging | <input type="checkbox"/> Justice | <input type="checkbox"/> Renown |
| <input type="checkbox"/> Caring | <input type="checkbox"/> Honest | <input type="checkbox"/> Quiet | <input type="checkbox"/> Glory | <input type="checkbox"/> Knowledge | <input type="checkbox"/> Thrills |
| <input type="checkbox"/> Confident | <input type="checkbox"/> Honorable | <input type="checkbox"/> Rash | <input type="checkbox"/> Harmony | <input type="checkbox"/> Love | <input type="checkbox"/> Wealth |
| <input type="checkbox"/> Curious | <input type="checkbox"/> Persistent | <input type="checkbox"/> Stubborn | <input type="checkbox"/> Honor | <input type="checkbox"/> Power | <input type="checkbox"/> Wisdom |

STORY ARCS

CHARACTER

GROUP

○○ EXPERIENCE

○○○○

○○○○○

○○○○○○

○○○○○○○

○○○○○○○○

○○○○○○○○○

GRIMWILD

COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

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

BLOODIED **RATTLED**
DESPERATE

MARK: +1+ TO STAT, THEN CLEAR **HARM:** +1+ CONNECTED STATS

CRITICAL: GREATER EFFECT—SECONDARY EFFECT—SETUP—SPARK

CONDITIONS +1+ RELATED

daunted strained unsteady
winded battered confused

VEX: FIGHT—FLIGHT—FREEZE—BREAKOUT

BACKGROUNDS & WISES

WEAPON STYLE

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

BONDS

STORY

SPEND STORY:

Establish a character, setting, or scene detail within your vantage.

Doubtful details may require a story roll.

VANTAGE

CERTAIN	it's on this sheet
REASONABLE	it's implied
DOUBTFUL	it's a stretch
IMPOSSIBLE	too far outside

SORCERER

TRACKERS

CORE TALENT

- **SORCERY:** You have spellcasting ability. You roll Presence to cast and your **magic paths** and **techniques** serve as touchstones. Your spells always carry **risk** and require a roll. You can **push yourself** to cast a potent spell, but gain no free activation of it. When casting, rolling two or more 1s (thorns included) triggers a **magical twist**. Choose any 4 Magic Paths 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). **Magic paths:** blood—decay—flame—frost—lux—shadow—stone—tempest. **Techniques:** attack—create—defend—enhance—hinder—influence—transform—traverse. [GROWTH: 2 levels / +1 new magic path or technique]

PATH TALENTS

- **ELDRITCH GROWTH:** The maelstrom of magic has twisted your body. You gain a permanent physical feature like *metal-rending claws*, *venomous fangs*, *leathery wings*, or *thrashing tentacles*. In addition to its obvious benefits, it now serves as a touchstone.
- **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 can sense strong magic near you, and know a spell when you see it. You always get a **hint** or **reveal** on **vigilance** involving magic. When you avoid or disrupt magic, **take spark**.
- **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*. **METAMAGIC**
- **SPELLEATER:** Each session, you have a **3d Spelleater pool**. When you suffer from magic, roll the pool. If dice remain, ignore the effect and bank **essence** (max 2). Spend it to increase a spellcasting die result by 1, but it triggers a **magical twist**. **ESSENCE**
- **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** to see how it goes. They return each session. **WISPS**
- **WRATH:** When a nearby ally takes **harm** or is dropped, you take +1d and potency on your next spell, if you immediately lash out.

TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

2 YOU WANT & 1 YOU DON'T

- | | | | | | |
|------------------------------------|-------------------------------------|-------------------------------------|------------------------------------|------------------------------------|----------------------------------|
| <input type="checkbox"/> Brave | <input type="checkbox"/> Gentle | <input type="checkbox"/> Protective | <input type="checkbox"/> Belonging | <input type="checkbox"/> Justice | <input type="checkbox"/> Renown |
| <input type="checkbox"/> Caring | <input type="checkbox"/> Honest | <input type="checkbox"/> Quiet | <input type="checkbox"/> Glory | <input type="checkbox"/> Knowledge | <input type="checkbox"/> Thrills |
| <input type="checkbox"/> Confident | <input type="checkbox"/> Honorable | <input type="checkbox"/> Rash | <input type="checkbox"/> Harmony | <input type="checkbox"/> Love | <input type="checkbox"/> Wealth |
| <input type="checkbox"/> Curious | <input type="checkbox"/> Persistent | <input type="checkbox"/> Stubborn | <input type="checkbox"/> Honor | <input type="checkbox"/> Power | <input type="checkbox"/> Wisdom |

STORY ARCS

CHARACTER

GROUP

EXPERIENCE

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

○○○○○

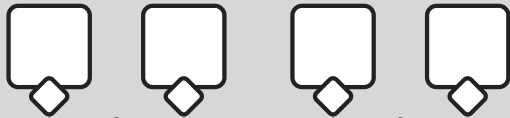
GRIMWILD

COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

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



BLOODIED **RATTLED**

DESPERATE

MARK: +1+ TO STAT, THEN CLEAR | **HARM:** +1+ CONNECTED STATS

CRITICAL: GREATER EFFECT—SECONDARY EFFECT—SETUP—SPARK

CONDITIONS +1+ RELATED

daunted strained unsteady
winded battered confused

VEX: FIGHT—FLIGHT—FREEZE—BREAKOUT

BACKGROUNDS & WISES

WEAPON STYLE

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

BONDS

STORY

SPEND STORY:

Establish a character, setting, or scene detail within your vantage.

Doubtful details may require a story roll.

VANTAGE

CERTAIN it's on this sheet

REASONABLE it's implied

DOUBTFUL it's a stretch

IMPOSSIBLE too far outside

WARLOCK

PATRON

CORE TALENT

● **PACT:** You have magic bestowed by a patron, allowing you to lash out with their power using Presence, and gifting you an **Eldritch Talent**—another path talent manifesting with your patron's trappings.

You also have a **8d Patience** pool, representing service to your fickle patron's desires. When you choose to change your **Eldritch Talents**, or otherwise displease your Patron, roll the pool. At 0d, your patron will give you a visit to *clear up the issue*.

[GROWTH: 3 levels / +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**.

AFFLICT

○ **ELDRITCH WEAPONRY:** On a perfect when lashing out with your patron's power, you can **push yourself** to also inflict a spell-level effect with their trappings as the touchstone. This effect can't deal more damage.

PUSH

○ **KNOWING GAZE:** When given time, you can 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.

PUSH

○ **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*.

○ **RITUALIST:** Take +1d on a ritual's invocation and replace any one of its anchors with yourself.

○ **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.

PUSH

TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

2 YOU WANT & 1 YOU DON'T

- | | | | | | |
|------------------------------------|-------------------------------------|-------------------------------------|------------------------------------|------------------------------------|----------------------------------|
| <input type="checkbox"/> Brave | <input type="checkbox"/> Gentle | <input type="checkbox"/> Protective | <input type="checkbox"/> Belonging | <input type="checkbox"/> Justice | <input type="checkbox"/> Renown |
| <input type="checkbox"/> Caring | <input type="checkbox"/> Honest | <input type="checkbox"/> Quiet | <input type="checkbox"/> Glory | <input type="checkbox"/> Knowledge | <input type="checkbox"/> Thrills |
| <input type="checkbox"/> Confident | <input type="checkbox"/> Honorable | <input type="checkbox"/> Rash | <input type="checkbox"/> Harmony | <input type="checkbox"/> Love | <input type="checkbox"/> Wealth |
| <input type="checkbox"/> Curious | <input type="checkbox"/> Persistent | <input type="checkbox"/> Stubborn | <input type="checkbox"/> Honor | <input type="checkbox"/> Power | <input type="checkbox"/> Wisdom |

STORY ARCS

CHARACTER

GROUP

○○○○ EXPERIENCE

○○○○

○○○○

○○○○

○○○○

○○○○

○○○○

○○○○

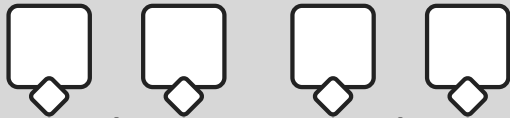
GRIMWILD

COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

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



BLOODIED RATTLED

DESPERATE

MARK: +1+ TO STAT, THEN CLEAR HARM: +1+ CONNECTED STATS

CRITICAL: GREATER EFFECT—SECONDARY EFFECT—SETUP—SPARK

CONDITIONS +1+ RELATED

daunted strained unsteady
winded battered confused

VEX: FIGHT—FLIGHT—FREEZE—BREAKOUT

WEAPON STYLE

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

STORY

SPEND STORY:

Establish a character, setting, or scene detail within your vantage.

Doubtful details may require a story roll.

VANTAGE

CERTAIN it's on this sheet

REASONABLE it's implied

DOUBTFUL it's a stretch

IMPOSSIBLE too far outside

BACKGROUNDS & WISES

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 with no **risk** require no roll and don't count against your limited number per session, unless potent.

You can learn new theorems from studying and experimenting with scrolls, consuming them.

[GROWTH: 2 levels / +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 **minor potion** and roll the pool, or drop 1 and roll for a **major potion**. You know recipes for your **spell theorems**, plus two more. Learn new recipes by sacrificing potions.
- **ARCHIVIST:** You can use your own spellcasting to cast magic through arcana, using their touchstones. You gain **2 minor**, and **1 major arcana** that you've either found or created.
- **COMPONENT POUCH:** Each session, you have a **3d Components pool** to help focus your magic. When you get a messy or grim on spellcasting, you can roll the pool. If dice remain, increase a die result by 1, and explain 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.
- **FAMILIAR:** You manifest a small magical creature. You can communicate telepathically and send it on simple tasks, making a story roll to see how it goes. By entering a trance, you can use its senses. 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 session.
- **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**.

POTIONS

□

COMP.

□

PUSH

POT.

TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

2 YOU WANT & 1 YOU DON'T

- | | | | | | |
|------------------------------------|-------------------------------------|-------------------------------------|------------------------------------|------------------------------------|----------------------------------|
| <input type="checkbox"/> Brave | <input type="checkbox"/> Gentle | <input type="checkbox"/> Protective | <input type="checkbox"/> Belonging | <input type="checkbox"/> Justice | <input type="checkbox"/> Renown |
| <input type="checkbox"/> Caring | <input type="checkbox"/> Honest | <input type="checkbox"/> Quiet | <input type="checkbox"/> Glory | <input type="checkbox"/> Knowledge | <input type="checkbox"/> Thrills |
| <input type="checkbox"/> Confident | <input type="checkbox"/> Honorable | <input type="checkbox"/> Rash | <input type="checkbox"/> Harmony | <input type="checkbox"/> Love | <input type="checkbox"/> Wealth |
| <input type="checkbox"/> Curious | <input type="checkbox"/> Persistent | <input type="checkbox"/> Stubborn | <input type="checkbox"/> Honor | <input type="checkbox"/> Power | <input type="checkbox"/> Wisdom |

STORY ARCS

CHARACTER

GROUP

□ □ — EXPERIENCE —

□ □ □ □

□ □ □ □ □

□ □ □ □ □ □

□ □ □ □ □ □ □

□ □ □ □ □ □ □ □