

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

BARD

TRACKERS

CORE TALENT

● **INSPIRATION:** Each session, you have **3 inspiration** you can use to magically 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: 2 levels / +1 inspiration per session.]

INSPIRATION

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PATH TALENTS

- BARDIC LORE:** You gain any 3 wises and 1 extra **story** per session. You take +1d on any story rolls pertaining to what you know or story details you add. **STORY**
- 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.
- 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 gain 1 extra **story** per session. You can spend **story** to gain a wise until the session ends. Describe how you got this experience. **STORY**
- WORDPLAY:** On a perfect defense roll when the situation allows for verbal quips, you make them: *embarrass yourself—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

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STORY ARCS

CHARACTER

GROUP

□ □ — EXPERIENCE —

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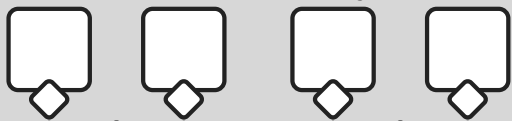
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DOUBTFUL it's a stretch

IMPOSSIBLE too far outside

BACKGROUNDS & WISES

BONDS

BERSERKER

TRACKERS

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: 3 levels / +1 free activation of frenzy per session.]

FRENZY



PATH TALENTS

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

○ **FLESH WOUNDS:** You can get **bloodied** multiple times, each time inflicting +1t on physical rolls. These extra thorns can never be ignored and apply to any attempt to heal you. When you are **bloodied** multiple times, only a **disaster** can drop you.

BLOODIED



○ **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

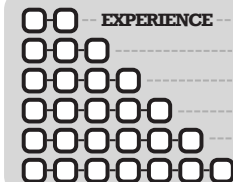
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STORY ARCS

CHARACTER

GROUP



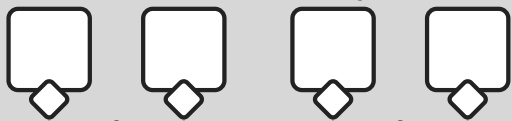
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BACKGROUNDS & WISES

BONDS

CLERIC

EPITHET

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 epithet**—their domain 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 without risk require no roll, unless potent. [Growth: 3 levels / +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, **USE** *take spark*.
- 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**.

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STORY ARCS

CHARACTER

GROUP

EXPERIENCE

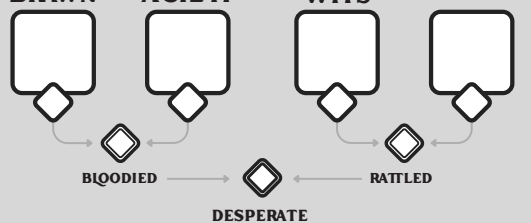
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IMPOSSIBLE too far outside

BACKGROUNDS & WISES

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: 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.

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.

○ **HERBALISM:** Before each session, use the herbalism crucible (pg. 58) 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**.

MINOR

MAJOR

○ **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. You always sense the presence of hidden dangers in places teeming with wildlife.

○ **PRIMORDIAL FORCES:** You have spellcasting ability, using an element as the touchstone, and casting spells with its connected stat (**Earth**-Brawn, **Air**-Agility, **Water**-Wits, **Fire**-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 **push yourself** to summon or dismiss, but not control: *dense fog—diving temperatures—heavy rain—snowfall—strong winds—thunder*. You can **push yourself** to do it again. You can perform weather rituals without anchors.

USE

TRAITS

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DESIRES

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STORY ARCS

CHARACTER

GROUP

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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: 3 levels / +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 2 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]

SPELL
 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

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STORY ARCS

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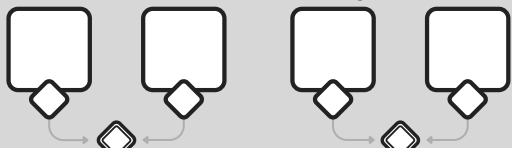
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MONK

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

- **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 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 life force. 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, 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**.

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DESIRES

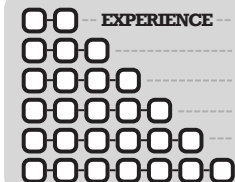
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STORY ARCS

CHARACTER

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- ◆ 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

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**.
- **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.
- **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]
- **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**.

USE

RITE



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



TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

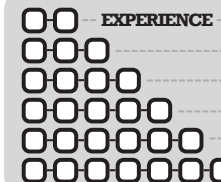
2 YOU WANT & 1 YOU DON'T

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| <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

BACKGROUNDS & WISES

WEAPON STYLE

SPARK (+1d)

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BONDS

STORY

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VANTAGE

CERTAIN it's on this sheet

REASONABLE it's implied

DOUBTFUL it's a stretch

IMPOSSIBLE too far outside

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 research or locate them, and when *anyone* attacks or defends against them. When a **Quarry** die rolls a '6', that PC **takes spark**.

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

[GROWTH: 3 levels / +1d Quarry pool]

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 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 **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

○ **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

DESIRES

2 YOU WANT & 1 YOU DON'T

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STORY ARCS

CHARACTER

GROUP

EXPERIENCE

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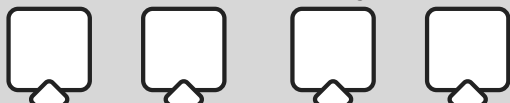
GRIMWILD

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*)
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STORY

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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 & 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**

○ **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 **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.

○ **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

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STORY ARCS

CHARACTER

GROUP

EXPERIENCE

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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

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winded battered confused

VEX: FIGHT—FLIGHT—FREEZE—BREAKOUT

BACKGROUNDS & WISES

WEAPON STYLE

SPARK (+1d)

TAKE SPARK:

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BONDS

STORY

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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. 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 always notice magical effects near you, and know a spell when you see it, though the purpose may not be clear. 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*. **USES**
- **SPELLEATER:** Each session, you have a **2d Spelleater pool**. When you suffer from magic, you can roll the pool to 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

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STORY ARCS

CHARACTER

GROUP

EXPERIENCE

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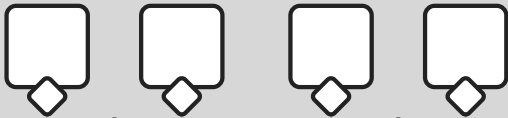
GRIMWILD

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

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VEX: FIGHT—FLIGHT—FREEZE—BREAKOUT

WEAPON STYLE

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STORY

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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**—a changeable 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**, channel a **potent magical effect** from your patron, or otherwise displease them, roll the pool. At Od, your patron will give you a visit to *clear up the issue*, then the pool resets.

[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**.

USE

○ **ELDRITCH WEAPONRY:** Once per session on a perfect when lashing out with your patron's power, you can also inflict a spell-level effect with their trappings as the touchstone (this effect can't deal more damage). You can **push yourself** to do it again.

USE

○ **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.

○ **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.

BONDS

TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

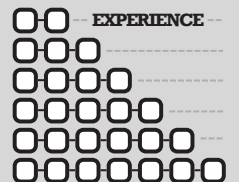
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STORY ARCS

CHARACTER

GROUP



GRIMWILD

COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

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

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

CRITICAL: GREATER EFFECT—SECONDARY EFFECT—SETUP—SPARK

CONDITIONS +1+ RELATED

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BACKGROUNDS & WISES

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STORY

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VANTAGE

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REASONABLE it's implied

DOUBTFUL it's a stretch

IMPOSSIBLE too far outside

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 **trivial potion** and roll the pool, or drop 1 and roll for a **minor potion**. You know recipes for your **spell theorems**, plus two more. Learn new recipes by sacrificing potions.
- **ARCHIVIST:** You gain **2 minor**, and **1 major arcana** that you've either found or created. You can **push yourself** to activate used arcana again.
- **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. Describe what reagent helped.
- **COLLEAGUES:** In every city, some towns, and the occasional dungeon, you can find a powerful, eccentric wizardly colleague who owes you a favor—or maybe you owe them one. If you go out of your way to meet and catch up, **take spark**, and they may trade theorem research with you.
- **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 scene.
- **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.

□

USE

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TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

2 YOU WANT & 1 YOU DON'T

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STORY ARCS

CHARACTER

GROUP

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