

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

ARTIFICER

TRACKERS

CORE TALENT

● **INGENUITY:** You harness the power of creativity. You know 6 **touchstones** from the arcana crucibles, and have created 2 **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: *rebuild them using any other 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: 2 levels / +1 major arcana, +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



○ **MISCHIEF MAKER:** You can overload arcana to create a potent effect with it. Make a 2d story roll as the magic goes haywire. Add +1 to the story roll each time you use this, clearing them each session.

MISCHIEF



○ **TINKERER:** You spend your time fiddling with arcana. During extended downtime, you create a **flawed mythic arcana**—pick an arcana crucible and roll two touchstones, then pick a function. When used, it only lasts for the scene. One time only, you can choose for it to be permanent.

○ **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. On a perfect when triggered, **take spark**.

○ **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	DESIRES	2 YOU WANT & 1 YOU DON'T
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<input type="checkbox"/> Caring	<input type="checkbox"/> Honest	<input type="checkbox"/> Quiet	<input type="checkbox"/> Glory
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			<input type="checkbox"/> Wealth
			<input type="checkbox"/> Wisdom

STORY ARCS

CHARACTER

GROUP

EXPERIENCE

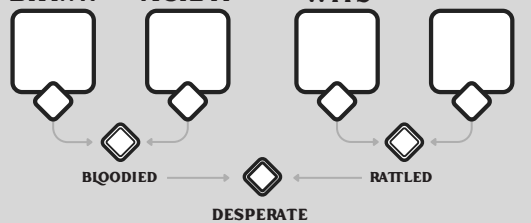
GRIMWILD

COMMUNITY EDITION

NAME

DISTINCTIVE FEATURES

BRAWN AGILITY WITS PRESENCE



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

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CONDITIONS +1t RELATED

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BACKGROUNDS & WISES

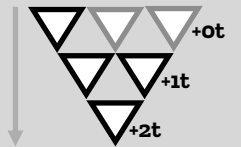
BONDS

PSION

TRACKERS

CORE TALENT

● **AWAKENED MIND:** You have spellcasting ability. Choose two bastions below which act as the touchstone for your psionic magic. You can cast spells using Wits, and can make them potent by adding instability, 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.



[Growth: 3 levels / +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 drop 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 on a bastion roll, you don't add instability, instead clearing one. 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.
- 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—*increase your instability level*.
- READER:** You gain 1 **story** per session and can spend **story** 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**. STORY
- TUMULTUOUS MIND:** Your fractured mind bleeds into the consciousness of others. The GM judges an NPC's response, or you can spend **story** 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 form, though you keep the same basic shape. GRENADES

TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

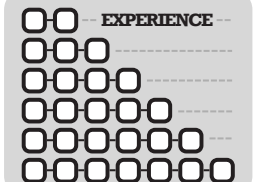
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STORY ARCS

CHARACTER

GROUP



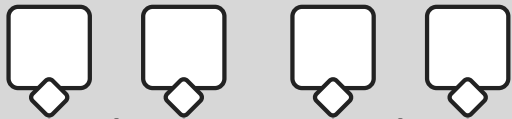
GRIMWILD

COMMUNITY EDITION

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DISTINCTIVE FEATURES

BRAWN AGILITY WITS PRESENCE



BLOODED RATTLED

DESPERATE

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IMPOSSIBLE too far outside

BACKGROUNDS & WISES

BONDS

SUMMONER

TRACKERS

CORE TALENT

● **VASSAL:** You attune to a plane, creating a creature from its essence to command. Each time you call forth a creature in this way, decide the connected plane. You have spellcasting ability, using that plane as the touchstone, though you can only cast spells without *risk*. Your vassal has a **4d power pool** to act. It returns to its max once at Od, or when you **push yourself**.

Example Planes: abyss—divine—earthen—fey—fire—mechanical—storm—void

Your connection is **strained** when it is **harm**, or when you command it to pull off a **potent feat within its planar nature**. It can be strained once, with any more causing your magical anchors to break. Make a 2d story roll to see the fallout before it disappears. Each scene, the strain resets, and you can replace your vassal.

[Growth: 3 levels / +1 strain slot.]

VASSAL



STRAIN



PATH TALENTS

- **BINDING WORD:** Add 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 inflicted by a potent spell, using the contract details as touchstones. One time only, you can make this a ritual-level effect.
- **CHOSEN EIDOLON:** You have a deep connection with a single vassal, and can only summon it. When your magical anchors break, take +1d on the story roll and **spark**.
- **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
- **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 never require 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.
- **UNIVERSAL LANGUAGE:** You have spellcasting, as the Words of Power talent, and know 4 words of power from the words of power crucible. Once used, the words can't be used again until the next session. You can speak in a way that anything can understand you, though you won't necessarily understand them. [Prohibited: Witch]

TRAITS

2 YOU ARE & 1 YOU'RE NOT

DESIRES

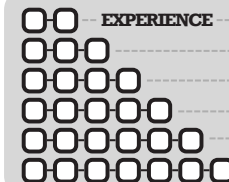
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STORY ARCS

CHARACTER

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BACKGROUNDS & WISES

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 to ignore the same number of thorns. If you now roll with Ot, add a special d8, a **panache die** to the roll, increasing the final result level on a 7 or 8. You may also spend it:

PANACHE



- ◆ as **story** including serendipity and strange luck in your vantage.
- ◆ to pull off a **potent feat of debonair charm**, provided you have an audience.
- ◆ to **interrupt** an impact move with a: *humorous quip—quick flourish—timely distraction*. (Once a session)

When one of your rolls is **cut** by a thorn, you regain 1 panache.

[Growth: 3 levels / +1d panache per scene.]

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. XX). 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*.

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DESIRES

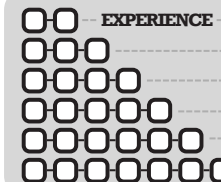
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STORY ARCS

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WITCH

TRACKERS

CORE TALENT

- **WORDS OF POWER:** You can use the tremendous magic granted by the words of power that you know. You have spellcasting ability, using magic based on the language of the universe, rolling Presence to cast, and using your **words of power** as the touchstones. When you use a word, mark it—you can't use it again until the next scene. You can mark a second word to: *cast a potent spell—take +1d on the roll—include it as an additional touchstone*. You begin with 3 words of power from the crucible. Spells without **risk** are automatically successful and don't mark words.

[GROWTH: 2 levels / +1 word 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 mark any other word to use it, and on a critical, you regain the use of all words.
- **EVIL EYE:** You can roll Presence to hex someone with: *dread—clumsiness—confusion—forgetfulness—misfortune—sleepiness*. Decide when it takes effect: *now—soon—much later—specific trigger*. This magic only works on someone once.
- **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.
- **KARMIC DEBT:** When someone you have offered no harm gives great offense, or hurts you or your allies, your next spell against them is potent, however distant in the future.
- **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**
- **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** when spellcasting, 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.

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DESIRES

2 YOU WANT & 1 YOU DON'T

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STORY ARCS

CHARACTER

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