



# 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

### 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

### THREAD

#### SPEND THREAD:

Establish a character, setting, or scene details 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

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### BONDS

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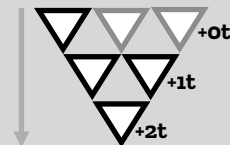
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## PSION

## 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: 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 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 **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 form, though you keep the same basic shape.  GRENADES

### TRAITS

#### 2 YOU ARE & 1 YOU'RE NOT

#### DESIRES

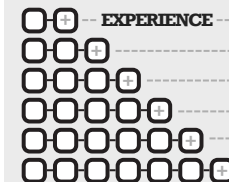
#### 2 YOU WANT & 1 YOU DON'T

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### STORY ARCS

#### CHARACTER

#### GROUP

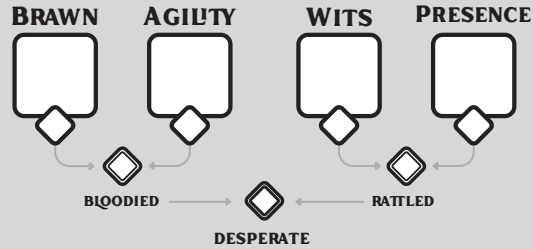


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### BACKGROUNDS & WISES

### 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: At levels 3 and 6, gain +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 Hidden Magic talent, and know **4 words of power**. You can roll Presence to cast a spell using any 2 words of power. Once used, the words can't be used again until the next session. You can spend **thread** to speak in such a way that anything can understand you. [Prohibited: Witch]

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### DESIRES

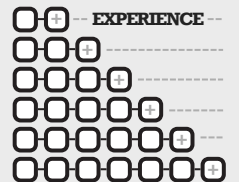
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CHARACTER

GROUP



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**THREAD**

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# 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).

**PANACHE**



**Quick Wit:** Once per session, you can **interrupt** an impact move with a: *humorous quip—quick flourish—timely distraction.*

**INTERRUPT**



[Growth: At levels 2, 4, and 6, gain +1 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. 67). 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**

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**STORY ARCS**

**CHARACTER**

**GROUP**

