

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

4D HEALING POOL

RATTLED

4D HEALING POOL

BLOODIED

RATTLED

CONDITIONS

VEX: FIGHT—FLIGHT
FREEZE—FREAKOUT

CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP

STORY

SPARK

CHARACTER DETAILS

INTRODUCE A TANGLE: TAKE SPARK

BACKGROUNDS

WISES

TRAITS: 2 you are | 1 you're really not

DESIRES: 2 you want | 1 you really don't

BONDS

CHANGE A BOND: THE OTHER PC TAKES SPARK | QUARREL: BOTH TAKE SPARK

PC

BOND

RANGER

TRACKERS

CORE TALENT

HUNTER'S MARK: Twice per session, you can declare a weakness in a non-humanoid creature. Describe and tag it with a **2d Weakness** pool. When anyone targets the weakness, roll the pool as bonus dice on their roll. **Take spark** when a Weakness die rolls a perfect (not the overall result). [Growth: 2 levels/+1 use per session]

WEAKNESS

Prowess: Take +1d at stealth, traversal, setting traps, and tracking.

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 and hurt (for harm). It can always exit a scene when 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 montage roll, taking +1d for prowess. The GM always takes suspense in place of an impact move.

SEASONED HUNTER: You always know where a monster's lair will be. Once per session, you can tell all to **Look Out!** and declare how a monster spends 1 suspense on a move to attack your party. Everyone takes +1d on the defense roll and follow-up action rolls.

SHARPSHOOTER: When given time, you can pull off **potent feats of ranged precision**. You can also **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 wand. A minor wand requires no roll. A major wand requires a Wits roll. The monster's name, ability, and body part are the touchstone. Only you can use it.

STORY

LOOK OUT!

PUSH

NON-PATH TALENTS & NOTES

STORY ARCS

FINISH OR MOVE ON FROM AN ARC: TAKE SPARK

GROUP ARC

CHARACTER ARC

EXPERIENCE

Each session, take 1 XP.

+

+

+

+

+

+

At +, take a new talent.

GRIMWILD

v1.2