

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

3D HEALING POOL

RATTLED

3D 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

Brave

Gentle

Protective

Caring

Honest

Quiet

Confident

Honorable

Rash

Curious

Persistent

Stubborn

Belonging

Justice

Renown

Glory

Knowledge

Thrills

Harmony

Love

Wealth

Honor

Power

Wisdom

BONDS

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

PC

BOND

BARD

TRACKERS

CORE TALENT

BARDSONG

You can sing 3 bardsongs (session). Choose a Style + Tune of Impact and roll Presence. Sing one to pull off a *potent feat of emotional influence* or *interrupt* any impact move. You can also sing 3 melodies (session) without a roll or composition to: *clear a mark—**heal rattled—**assist without risk.* [Growth: 3 levels/+1 bardsong, +1 melody].

BARDSONGS

MELODIES

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.

DYNAMIC ENTRANCE

You can always appear in a scene anywhere and anytime, limited only by your physical capabilities. Make a 3d story roll to Set the Scene for your entrance.

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.

INFLUENCE

Twice per session, you can *invoke an ally's bond with you* to increase their die roll result by 1. You don't have to be in the same scene—they might recall a memory.

JACK OF ALL TRADES

Increase one of your stats that's a 1 to a 2. You also take +1d on montage rolls.

WORDPLAY

On a perfect defense roll when the situation allows for verbal quips, you make them: *embarrass themselves—let a secret slip—focus on or lose track of you.* Once per session, you can **goad** the GM into spending suspense on conversation.

NON-PATH TALENTS & NOTES

STYLE	+	TUNE	OF	IMPACT
chaotic		anthem		affection
dire		aria		awe
fiery		ballad		calm
gentle		chant		despair
haunting		ditty		fear
playful		hymn		fury
nostalgic		ode		hope
rousing		requiem		joy
vicious		rhapsody		mockery
whimsical		serenade		wonder

EXPERIENCE

Each session, take 1 XP.

+

+

+

+

+

+

+

+

+

+

At +, take a new talent.

STORY ARCS

FINISH OR MOVE ON FROM AN ARC: TAKE SPARK

GROUP ARC

CHARACTER ARC

GRIMWILD

v1.3