

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

RATTLED

BLOODIED

RATTLED

4D HEALING POOL

4D HEALING POOL

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

Caring

Confident

Curious

Gentle

Honest

Honorable

Persistent

Protective

Quiet

Rash

Stubborn

Belonging

Glory

Harmony

Honor

Justice

Knowledge

Love

Power

Renown

Thrills

Wealth

Wisdom

BONDS

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

PC

BOND

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. You can learn new spell theorems from studying and experimenting with scrolls. This consumes the scroll. [Growth: 2 levels/1 spell, potent spell, and spell theorem]

SPELLS

POTENT SP.

PATH TALENTS

○ ALCHEMIST: Each session, you have a **4d Potions** resource pool. You can have a minor potion and roll the pool, or drop 1 and roll for a major potion. You know recipes for your spell theorems, plus two more. Learn new recipes by sacrificing potions.

POTIONS

○ ARCANIST: Take +1d when rolling an arcana's pool and ignore the first die that would be dropped. You also gain **3 minor arcana** and **1 major arcana** that you've either created or found.

○ 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**.

○ 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 session.

PUSH

○ 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.

POTENT

○ PREPARED SPELL: You gain 1 story per session and can spend story to flashback to casting a spell with specific triggers. If a montage to get access to a place is needed, the GM always takes suspense in place of an impact move. Roll for the spell's effectiveness now.

○ STORY

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