

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

RATTLED

4D HEALING POOL

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

MONK

TRACKERS

CORE TALENT

DISCIPLINE: Never face a disadvantage due to a weapon matchup. Once per session, you can **interrupt** with a: *philosophical point*—*quick reaction*—*stunning strike*. Each scene, you have **4 flow**. Spend it to:

◆ Ignore difficulty thorns from: *being outnumbered*—*a single powerful opponent*.

◆ Attempt a **fluid maneuver**. Before rolling, declare you want to also: *disarm them*—*redirect momentum*—*reposition you, them, or both*. On a perfect or messy, it happens.

◆ Pull off a **potent feat of mystical grace**, like running across water or falling harmlessly from a great height. *For 1 more flow*, extend this to those you're touching.

[Growth: 3 levels/+1 flow per scene and +1 interrupts per session]

FLOW

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PATH TALENTS

FLOW STATE: You can keep taking action to keep the spotlight, even if the GM wants to spend suspense.

HEALING HANDS: You can heal the bloodied pool of an ally. When you do, roll Presence as a defense roll against getting dropped—you take their pain onto yourself and must fend it off.

LIGHTNING REFLEXES: You can always act first, unless completely surprised. You also ignore difficulty thorns on Agility defense rolls.

MIND OVER MATTER: When you take a physical mark, you can instead choose to take a mental mark. When you clear any mark by rolling it, **take spark**.

PRIMORDIAL FORCES: Choose an element: *Air*—*Earth*—*Fire*—*Water*. You can cast cantrips with it, useful as *set dressing* and *magic utility*. On a critical, charge it (*mark its box*). Spend it to pull off a **potent feat of force or movement** empowered by the element.

TETHER: Once per session, touch someone to link spirits. You can sense their feelings and know where they are. You can **push yourself** to: *assist them*—*speak into their mind*—*take mental damage for them*—*teleport to them*. If they get dropped, so do you. You must touch again or rest for the link to end. When it does, change your bond.

THERE IS NO TRY: When putting your life or something you hold equally dear on the line, **5s count as 6s, but 4s count as 1s**. This generally occurs with high risk or after being bloodied in battle.

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TETHER

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