

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

RATTLED

BLOODIED

RATTLED

4D HEALING POOL

4D HEALING POOL

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

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

PSION

TRACKERS

CORE TALENT

AWAKENED MIND: You have spellcasting ability. Your bastions act as touchstones for your magic. Each session, you have 8 power points. Spend 1 power point to cast a spell. You can augment it by spending 1 or more points to: cast a potent spell—take +1d (max once) on the roll—ignore thorns from damage—add another bastion as a touchstone. [Growth: 2 levels/1 bastion, 2 power points per session]

BASTIONS

POWER PTS.

PATH TALENTS

DISTURBED MIND: Your presence is highly disturbing. The GM judges an NPC's response, or you can spend story to set it: agitated—fractured—paranoid—repulsed. Once per session when you would take vex, a nearby sentient creature must instead take a vex response.

MIND SEED: When you plant thoughts or alter memories in someone's head, you can always choose to have them take effect exactly when you want them to. You can decide this at any time later. Once per session, you can use this for an interrupt.

MIND THIEF: On a critical on a bastion roll, refund the power points spent and gain 3 power points. 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: On a critical with a feat of martial prowess, take a setup and spend no power points if you follow-up with a bastion. You can't benefit from using the same bastion twice.

READER: You gain 1 story per session and can spend story 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.

TUMULTUOUS MIND: You can spend 2 power points to gain potency on any Wits or Presence defense roll. Regardless of the roll, if the attacker is sentient, you can interrupt their next impact move.

WILDER: Your powers are inherently chaotic, either by nature or nurture, and you struggle to control them. Take +1d, but also +1t, on all psionic bastion rolls. You can never ignore thorns from any source, including your core talent. On a critical, regain the power points you just spent.

VEX

INTER.

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