

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

RATTLED

BLOODIED

RATTLED

CONDITIONS

VEX: FIGHT—FLIGHT
FREEZE—BREAKOUT

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

ROGUE

TRACKERS

CORE TALENT

● EXPERTISE: Choose a skillset below as your expertise:

- *Skullduggery*: Take +1d at stealth, picking locks, lying, and sleight of hand.
- *Assassination*: Take +1d at stealth, tracking people, opening strikes, and disguises.

Each session, you have a **3d Contingency** pool, always planning ahead. You can roll it as bonus dice after any roll within your expertise. [Growth: 2 levels/+1d Contingency]

CONTINGENCY

PATH TALENTS

○ ACCORDING TO PLAN: You gain 1 story per session and can spend story to flashback to utilizing subterfuge in a way that's immediately relevant, like swiping some keys, paying off a guard, or preparing an escape route. Make a montage roll, taking +1d for Expertise. The GM always takes suspense in place of an impact move.

○ ELDRITCH AFFINITY: You have spellcasting, as the Sorcery talent. You roll Presence to cast and choose 3 from magic paths and techniques. You can't cast potent spells, nor do you risk a wild surge.

MAGIC PATHS & TECHNIQUES

○ LURKER: On a perfect sneaking past or secretly observing sentient creatures, they: *let a secret slip—give you a golden opportunity*. If caught sneaking, you can **push yourself** to stay completely still and avoid detection, but must leave the area immediately after.

○ OPPORTUNIST: When someone nearby rolls defense, you take +1d on an immediate follow-up. On a critical by a nearby ally, you can **push yourself** to add a critical bonus.

○ POISONER: Each session, you have a **4d Poisons** resource pool. You have access to the following poisons: *hallucinations—knockout—memory loss—nausea—paralytic—truth serum*. They each take a bit of time to work and are most effective if ingested.

○ TRAP SENSE: You always get a **hint** or **reveal** on vigilance with traps. If avoided or disabled, **take spark**.

○ WEASEL: If caught in a lie or red-handed, you can **push yourself** to weasel your way out—for now. You get an exit, but they definitely realize what happened soon after.

PUSH

POISONS

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