

NAME

PLAYER

DISTINCTIVE FEATURES

BRAWN

AGILITY

WITS

PRESENCE

BLOODIED

RATTLED

4D HEALING POOL

4D HEALING POOL

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

WISDOM

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

SORCERER

TRACKERS

CORE TALENT

SORCERY: You have spellcasting ability. You roll Presence to cast and your magic paths and techniques serve as touchstones. You can cast spells at-will, though they always carry risk and require a roll. You can **push yourself** to cast a potent spell, but gain no free activation of it. When casting, rolling two or more 1s triggers a secondary **wild surge**—raw magic spirals out of your control. Make a 2d story roll to see what happens. Use the GM crucible or ask your group for ideas. [Growth: 2 levels/gain a new technique or magic path]

MAGIC PATHS & TECHNIQUES

PATH TALENTS

ELDRITCH GROWTH: The maelstrom of magic has twisted your body. You gain a permanent physical feature. In addition to its obvious benefits, it now serves as a touchstone.

MAELSTROM: You open yourself fully to the maelstrom of raw magic. When you cast a **potent spell**, 5s count as 6s, but 4s count as 1s. These 4s also count as 1s towards wild surge.

MAGIC SENSE: You always get a **hint** or **reveal** on vigilance involving magic. When you avoid or disrupt it, **take spark**.

SPELLEATER: You have a **3d Spelleater pool** (per session). When you suffer from magic, roll the pool. If dice remain, ignore the effect and bank essence (max 2). Spend it to increase a spellcasting die result by 1, but it triggers wild surge.

SUBTLE CASTING: You can always cast spells subtly, able to conceal that you were the one that cast it. This doesn't defeat common sense, of course.

WISPS: Two small spheres of your magic path float around you. Give them 2 traits: *annoying—capricious—malevolent—mesmerizing—whimsical*. They serve as touchstones. You can sacrifice one to: *assist without risk—distract someone—suffer vex in your stead*. Make story rolls to determine effects if sacrificed. They return each session.

WRATH: When you or a nearby ally gets bloodied, rattled, or dropped, you take +1d and **potency** on your next spell if you immediately lash out.

SPELL. ESS.

SACRIFICED

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