

WOE TO THE WICKED / ALPHA v44

Character Options

Complete entries and section rules. Summary: [02 Character-Options.pdf](#). Collected source: [01 All-Options.pdf](#).

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Character choices

Playable Races and Hybrid Expressions

Choose only from this book for Alpha v44. Cosmetic description never grants an unstated mechanic. Vessel expressions are reserved for future development and are not selectable in this packet.

Shared Innate Traits

Flight - Innate Trait

Effect: Gain a Flying Speed equal to your Movement. Flight must be physically or magically possible in the current situation; it grants no second movement allowance.

Natural Swimmer - Innate Trait

Effect: Gain a Swimming Speed equal to your Movement.

Deep Breath - Innate Trait

Effect: Hold your breath for rounds equal to twice your Vitality die maximum.

Amphibious - Innate Trait

Effect: Breathe on land and in water.

Climber - Innate Trait

Effect: Gain a Climbing Speed equal to your Movement on surfaces with usable handholds. Hazardous surfaces may still require a Test.

Tunneler - Innate Trait

Effect: Gain a Tunneling Speed equal to your Movement through earth, silt, loam, clay, sand, naturally occurring soft minerals, and small debris such as gravel or refuse.

Keen Sense - Innate Trait

Effect: Choose hearing, smell, or sight. Gain Advantage on Perception Tests relying primarily on that sense.

Low-Light Sight - Innate Trait

Effect: See in dim natural light as though it were bright. This does not reveal anything in complete darkness.

Prehensile Feature - Innate Trait

Effect: A tail, trunk, tendril, or additional limb may hold and manipulate an accessible object. It grants no extra Action, Bonus Action, Reaction, attack, or equipment slot.

Natural Weapon - Innate Trait

Effect: Choose claws, fangs, horns, mandibles, or similar anatomy. It uses a supplemental d4 Weapon Die plus Might or Agility chosen when selected, and Wound damage, with its chosen anatomical delivery qualifier.

Compact Form - Innate Trait

Effect: Your body is Small and fits openings and cover appropriate to its dimensions. No automatic combat modifier, Movement increase, or free passage through occupied space.

Sturdy - Innate Trait

Effect: Gain Advantage on Labor Contests against effects that physically force you to move.

Natural Protection - Innate Trait

Effect: While unarmored, your natural physical protection has a d4 floor. Add Vitality separately through the normal Withstand defense. This is not an additional defense layer and does not count as worn armor. Internal afflictions use actual Withstand; this trait does not replace that Skill.

Reflexes - Innate Trait

Effect: When you roll as part of a Reaction, you may roll with Advantage. Uses per Full Rest equal half your Agility die maximum. It grants no extra Reaction.

Human

Choose one Human racial option. These options are mutually exclusive and grant no additional Shared Innate selection.

Jack of All Trades - Racial Ability

Effect: When an eligible primary maximum would award one Training Tally, gain two instead. Other awards, including qualifying critical-chain maxima, follow their normal rules. This grants no Tallies for ineligible rolls.

Restriction: No Skill may exceed d10 training.

Master of One - Racial Ability

Effect: Choose one Skill, regardless of its governing Affinity; it is trained to d12. This Skill is unaffected by die-size changes. Advantage and Disadvantage still apply normally.

Dwarf

Innate - Sturdy. Choose one racial option:

Forging Steel - Racial Ability

Effect: gain Advantage on the relevant Crafting Test when using blacksmith tools to craft, repair, modify, or reinforce an item made primarily from refined metal.

Forging Identities - Racial Ability

Effect: gain Advantage on Crafting when creating or altering official documents with appropriate tools and materials; inadequate materials remove the Advantage.

Warming Up - Hammerscorch Dwarf - Racial Trait

Type: Stacking Conditional Damage Rider

Stack Requirement: Non-damaging hit with a melee weapon.

Stacks: Start at 1d4. Each additional stack raises the newest die one step; after d12, add another 1d4.

Stack Trigger: Critical Strike.

Rider: Roll all Warming Up dice; their total deals additional Burn damage to the target.

Resolution: Consume all Warming Up stacks.

Goblin

Innate - Compact Form. Choose one Racial Ability:

Insulting - Racial Ability

Use: Reaction · A perceived creature fails a Test · 1 Stamina

Effect: Contest Influence + Tact against its Composure + Tact. On your success, it has Disadvantage on Composure Tests against you for rounds equal to your Tact die maximum.

Blood Crazy - Racial Ability

Use: Reduce a hostile creature to 0 Resolve · 1 Stamina

Effect: Gain Advantage on Composure Tests against Suggestion effects for rounds equal to your Tact die maximum.

Elf

Choose Innate - Low-Light Sight or Keen Sense (hearing or sight). Choose one Racial Ability:

Bloodroot - playtest racial alternative - Racial Ability

Effect: choose one School. If Untrained Casting in that school triggers recoil, calculate recoil one effective Rank lower, minimum Rank 1 (Ranks 1-5: 0, 0, 4, 9, 16). Result penalties and all other casting costs remain. This grants no spell or school access;

Veilborn - Racial Ability

Effect: sense the presence and direction of magical items or beings within 30 feet unless a solid barrier completely separates you. This does not reveal number, identity, properties, or exact location. Gain Advantage on Attune Tests to identify a sensed source; identification still requires a successful Test.

Orc

Innate - Intimidating Presence. Choose one Racial Ability:

Intimidating Presence - Innate Trait

Effect: gain Advantage on Influence Tests made to intimidate during combat.

Ferocity - Racial Ability

Use: Bonus Action · After a damaging hit with a melee weapon · 2 Stamina

Effect: Make another melee attack.

Bloodied Strikes - Racial Ability

Effect: gain Advantage on attacks against Wounded creatures.

Iron Resilience - Racial Ability

Use: Reaction · When you take damage · Uses per Full Rest: half your Vitality die maximum

Effect: Roll Vitality and reduce incoming damage by the result.

Shadow Blend - Racial Ability

Effect: gain Advantage on Maneuver Tests to hide in dim light or darkness.

Firebrand - Fiery Temper - Racial Ability

Effect: gain Burn Resistance.

Firebrand - Flameborn Fury - Racial Ability

Use: Bonus Action · 2 Stamina

Effect: Ignite a wielded weapon. The next damaging hit with it deals +1d8 supplemental Burn damage, then the flame ends.

Gnome

Exact Recall - Innate Trait

Effect: after clearly observing or hearing up to one minute of information, you can later reproduce it accurately. This does not supply meaning, translation, or details you never perceived.

Pattern Insight - Racial Ability

Effect: after examining a nonmagical mechanism for at least one minute, gain Advantage on your next Perception or Crafting Test within 10 minutes to identify its function, a physical fault, or a recent physical alteration. It cannot reveal magic or unsupported facts.

Giant

Giant Weapons - Racial Ability

Effect: when you wield a weapon, increase its Weapon Die by one step to a maximum of d12. If it is already d12, add +1d4 supplemental weapon damage instead. The supplemental d4 cannot trigger or extend a Critical Hit. Giant stature alone grants no unstated reach, occupied-space, or carrying modifier.

Hybrid - build your own expression

Choose one category, one compatible Innate Trait if available, and one Racial Ability from that category. Appearance and category names grant no additional mechanics. Repeating a trait across categories never grants extra selections or stacking.

Bestial - Innate Trait

Effect: Compatible Innates include Climber, Keen Sense, Natural Weapon, Natural Protection, Sturdy, Compact Form, Prehensile Feature, Quadrupedal Build, Hooves, Endurance, and Ratspeak.

Quadrupedal Build - Innate Trait

Effect: your lower body is four-legged. You may carry a willing rider or secured load within normal carrying limits; the rider is a separate creature and gains no extra turn.

Hooves - Innate Trait

Effect: Natural Weapon with d6 Weapon Die, Wound (bludgeoning). Force describes the method; its ordinary attack rolls Might + the Weapon Die, not an additional Force Skill die.

Endurance - Innate Trait

Effect: gain Advantage on Tests resisting Fatigue from prolonged activity or travel.

Ratspeak - Innate Trait

Effect: exchange simple ideas with ordinary rats you can hear; this does not compel them or share senses.

Pack Rat - Racial Ability

Effect: your cheek pouches can each store small-sized items. Increase maximum stack size of stackable items by your Intellect die maximum.

Loyal Companion - Racial Ability

Effect: gain a d12 to add to a Contest where losing would require you to betray an ally through direct or indirect harm.

Ratfolk example: Bestial Hybrid; Innate - Ratspeak; Racial Ability - Pack Rat.

Aquatic - Innate Trait

Effect: Compatible Innates include Amphibious, Natural Swimmer, Keen Sense, Low-Light Sight, Natural Weapon, Natural Protection, Prehensile Feature, and Compact Form.

Axolin Regeneration - Racial Ability

Use: Bonus Action · On your turn; yourself · 2 Stamina

Effect: Remove one Condition from yourself on your turn; roll Recover with Advantage while resting; during a Full Rest regrow lost body parts, including your head. This does not revive a dead character.

Avian - Innate Trait

Effect: Compatible Innates include Flight, Keen Sense, Natural Weapon, Natural Swimmer, Compact Form, Prehensile Feature, Perching Feet, and Mimicry. Penguin expressions cannot choose Flight.

Perching Feet - Innate Trait

Effect: grip a branch, rope, or ledge with your feet and remain perched with hands free; unstable footing may still require Maneuver.

Mimicry - Innate Trait

Effect: reproduce a voice or ordinary sound you have heard; deception still uses the normal social rules.

Vampiric Fangs - Racial Ability

Use: After a damaging hit with your Natural Weapon · 1 Stamina

Effect: Roll Recover; restore Resolve to yourself equal to the result, up to your maximum Resolve.

Insectile - Innate Trait

Effect: Compatible Innates include Flight, Natural Weapon, Natural Protection, Compact Form, Prehensile Feature, Antennae, Compound Eyes, and Clinging Limbs.

Antennae - Innate Trait

Effect: communicate silently with willing Insecterids you can perceive within 60 feet.

Compound Eyes - Innate Trait

Effect: gain Advantage on Perception Tests to notice a moving creature or object in your unobstructed field of view.

Clinging Limbs - Innate Trait

Effect: climb ordinary solid walls and ceilings at your Movement.

Venomous Stinger - Racial Ability

Effect: the stinger is a Natural Weapon. If its hit deals Resolve damage, spend 1 Stamina to inflict Poisoned with strength equal to a Vitality die result for rounds equal to half your Vitality die maximum; use the **Player Book** Poisoned procedure.

Exoskeletal Resilience - Racial Ability

Effect: Gain Resistance to Wound damage delivered by piercing. This is a narrow delivery-specific Resistance, not Resistance to all Wound.

Swarm Tactics - Racial Ability

Effect: once per turn, gain Advantage on one attack when you and a willing ally are both within reach of the same target.

Arachnid - Innate Trait

Effect: Compatible Innates include Clinging Limbs, Prehensile Feature, Natural Weapon, Natural Protection, Low-Light Sight, Compact Form, and Vibration Sense.

Vibration Sense - Innate Trait

Effect: while touching a web or solid surface, gain Advantage on Perception Tests to notice movement transmitted through it; it cannot identify motionless creatures or cross a physical break.

Webspinner - Racial Ability

Use: Action · Within reach · 2 Stamina

Effect: Create a 5-foot web patch within reach; it is Difficult Terrain. On first entry each turn, resolve your Force + Might against the creature's Labor + Might. Your success Restrains its movement. Release uses an Action and Labor or Crafting Test against your Might die maximum under **Player Book**. A reachable helper may remove the web; suitable tools can remove uncertainty. Leaving, cutting free or destroying the web ends the hold.

Reptilian - Innate Trait

Effect: Compatible Innates include Natural Weapon, Natural Protection, Keen Sense, Low-Light Sight, Climber, Natural Swimmer, Deep Breath, and Sturdy. Venomous Fangs may use the Venomous Stinger procedure with a fang Natural Weapon.

Floral - Innate Trait

Effect: Compatible Innates include Natural Protection (bark), Prehensile Feature (vine), Natural Weapon (thorns), Climber, Compact Form, Rooted Grip, Natural Camouflage, and Regrowth.

Rooted Grip - Innate Trait

Effect: while roots can enter natural soil, use Sturdy against forced movement.

Natural Camouflage - Innate Trait

Effect: gain Advantage on Maneuver Tests to hide among vegetation matching your body.

Regrowth - Innate Trait

Effect: during a Full Rest, regrow minor leaves, twigs, or vine tips; this restores no Resolve and no major limb.

Photosynthesis - Racial Ability

Use: Bonus Action · Bright natural sunlight · Uses per Full Rest: half your Vitality die maximum

Effect: Roll Vitality and regain Resolve equal to the result, up to maximum.

Fungal - Innate Trait

Effect: Compatible Innates include Natural Protection, Compact Form, Sporeborn, Fungal Camouflage, and Mycelial Awareness.

Sporeborn - Innate Trait

Effect: ordinary spoiled organic food does not harm you solely because it is spoiled.

Fungal Camouflage - Innate Trait

Effect: gain Advantage on Maneuver Tests to hide among matching fungal growth.

Mycelial Awareness - Innate Trait

Effect: while touching contiguous fungal growth, gain Advantage on Perception Tests to detect movement through it within 30 feet; it gives no identity and does not cross breaks.

Spore Cloud - Racial Ability

Use: Action · Breathing creatures within 10 feet · 2 Stamina

Effect: Breathing creatures within 10 feet contest Withstand + Vitality against your Exert + Vitality. On your success, they become Poisoned under the [Player Book](#) procedure.

Decomposer - Racial Ability

Use: During a Short Rest · Sufficient decaying organic matter

Effect: Roll Vitality and regain that much Resolve.

Bioluminescence - Racial Ability

Use: Bonus Action

Effect: Emit or suppress ordinary light in a 30-foot radius.

Mythical - Innate Trait

Effect: Compatible Innates include any Shared Innate that fits the body, plus Quadrupedal Build, One Large Eye, Natural Glow, and Serpentine Hair.

One Large Eye - Innate Trait

Effect: gain Advantage on Perception Tests relying on distant visual detail; no benefit while the eye is covered or Blinded.

Natural Glow - Innate Trait

Use: Bonus Action

Effect: Emit or suppress ordinary light in a 20-foot radius.

Serpentine Hair - Innate Trait

Effect: living hair functions as a Prehensile Feature for tiny accessible objects; no extra Action or attack.

Fairy Favor - Racial Ability

Use: Reaction · A perceived creature fails a Test · Uses per Full Rest: half your Tact die maximum

Effect: Roll Tact and add the result to that Test.

Sticky Fingers - Racial Ability

Use: Immediately after successfully taking or palming a small unattended object with Maneuver · Available space

Effect: You may immediately conceal it on your person if you have space.

Stone-Gaze - Racial Ability

Use: Action · One creature within 30 feet that can see your eye · 2 Stamina

Effect: One creature within 30 feet that can see your eye contests Withstand + Vitality against your Attune + Spirit. On your success it becomes Restrained by stiffening stone until the end of its next turn.

Examples: Fairy = Flight + Fairy Favor. Pixie = Compact Form + Sticky Fingers. Centaur = Quadrupedal Build + Loyal Companion. Cyclops = One Large Eye + Stone-Gaze. Gorgon-like characters = Serpentine Hair + Stone-Gaze.

Homelands and Profession/Education

Choose one Homeland and one Profession/Education route. These remain separate character layers. Neither automatically raises an Affinity or Skill, grants Training Points, a Technique, equipment, money, a spell,.

Homeland selections

Small Village - Neighborly - Innate Trait

Effect: When you seek ordinary help, information, or a minor favor in a willing settlement, tell the GM what you need. The GM identifies the most plausible local person or service if one is present. This does not compel cooperation or create unavailable people, goods, or services.

Frontier - Make Do - Innate Trait

Effect: If you lack a simple mundane tool, use plausible nearby materials to improvise a temporary substitute for one noncombat task. It cannot substitute for a weapon, armor, medicine, consumable, specialized workshop, or required crafted item.

Great City - Find the System - Innate Trait

Effect: In a settlement, identify the district, office, guild, trade, or service most likely to handle an ordinary need. This identifies a route or contact; it grants no access, authority, appointment, or favorable treatment.

Rural Countryside - Read the Land - Innate Trait

Effect: When evidence is visible, recognize ordinary signs of cultivation, livestock, water use, seasonal work, and habitation, and infer how people use the surrounding land. This reveals no hidden fact or additional harvest.

Coastal or River Communities - Read the Water - Innate Trait

Effect: After observing a waterway or dock, interpret visible currents, tides, changing water conditions, and common signs of waterborne travel. This is not a navigation bonus and does not guarantee safety.

Mountain or Highland Communities - Read the Route - Innate Trait

Effect: When paths and terrain are visible, identify a viable route among apparent options and recognize likely exposure, chokepoints, or unstable ground. This removes no hazard and guarantees no passage.

Coldlands - Weatherwise - Innate Trait

Effect: When you can observe local weather and shelter, recognize common signs of dangerous exposure and identify a plausible nearby shelter if one exists. This grants no Resistance, supplies, or immunity.

Ruined Lands - Scavenger's Eye - Innate Trait

Effect: When examining a damaged structure or site, recognize obvious instability and identify ordinary material likely to remain usable. This reveals no hidden contents, extra yield, or magic.

Profession/Education routes

Apprenticeship or Trade Practice - Innate Trait

Effect: Choose one craft or trade. You know its common tools, materials, and routine workflow. When no pressure or meaningful risk exists, identify ordinary steps without a Test. Complex work, concealed defects, scarce materials, and consequential repairs use normal rules.

Field or Service Work - Innate Trait

Effect: Choose a practical service such as courier, caravan, maritime crew, hunting, fishing, animal care, or field medicine. You know its ordinary safety and staging procedures and can identify one visible omission or hazard in a setup. No general Skill bonus.

Military or Guard Service - Innate Trait

Effect: You know common ranks, public signals, routine orders, and the ordinary chain of command of an organization you served with. Visible signs can identify a likely role or contact. No command authority or combat bonus.

Scholarly Education - Innate Trait

Effect: Choose one field. You know its common terms and established facts. With an ordinary reference collection and time, identify the likely source or section for a routine question. Sources can still be missing, incomplete, or wrong.

Religious Instruction - Innate Trait

Effect: Choose one faith or tradition. Recognize its common symbols, public rites, and ordinary etiquette. When its institution is present, identify where a public rite or appropriate attendant may be found. No compelled welcome, rank, or magic.

Self-Directed Study - Innate Trait

Effect: Choose one subject and keep notes. After at least one minute consulting them, recall a fact you previously recorded or identify the next source/evidence needed for a specific question. The notes cannot supply information never encountered.

These choices grant no generic spell access. Magic access exists only when another explicit option grants it.