

WOE TO THE WICKED

Seven Pregenerated Characters

Alpha Version 43

Alpha 43. Four playable fillable pages per character. Fixed build values are filled; unused trackers remain blank for pencil or digital entry.

Playtest Edition • October 2026

WOE TO THE WICKED

Maela Frost • Basics and current state

BASICS

Player	Character	Impact	Renown
	Maela Frost		1
Date introduced	Archetype / character concept	Marks	Class
	Vitality Survivor / Field Protector		Peasant

AFFINITIES AND SKILLS

Affinities			Skills			Skills			Skills			
	Die	Change		Die	Change		Die	Change		Die	Change	
Vitality	d12		Exert	d12		Withstand	d12		Armor	Recover	d12	
Might	d6		Force	d6		Block	d6		Shield	Labor	d6	
Agility	d8		Aim	d8		Evade	d8			Maneuver	d8	
Intellect	d6		Cunning	d6		Perception	d6			Crafting	d6	
Tact	d8		Presence	d8		Composure	d8			Influence	d8	
Spirit	d8		Invoke	d8		Ward	d8			Attune	d8	

Affinity sets starting Skill die, not its ceiling. Change: lasting die steps.

RESOURCES AND ENDURANCE

Resolve current	Resolve maximum	Stamina current	Stamina maximum	Mana current	Mana maximum
	12		8		8
Movement	Carry	Fatigue	Endurance	Piety	Corruption
30 ft	6		4		

Endurance = Agility max / 2. At E+1: Doomed; E+2: unconscious; E+3: dead. Above E: Hope suppressed.

Weaknesses	Resistances	Immunities	☐ Hope	☐ Near Death	☐ Doomed

CONDITIONS

☐ Bleeding	☐ Blinded	☐ Burning	☐ Deafened
☐ Diseased	☐ Exposed	☐ Frightened	☐ Poisoned
☐ Prone	☐ Restrained	☐ Stunned	☐ Unconscious

Conditions / source / endpoint	Afflictions / source / removal requirement

At half maximum Resolve or less: Presence, Composure and Influence have Disadvantage.

WOE TO THE WICKED

Maela Frost • Equipment and inventory

POSSESSIONS

Heirloom	Tier / value	Properties / criticals / uses

EQUIPMENT

Equipped items do not count towards Carry. Record stowed items in Carried inventory.

Item / weapon / tool	Tier / die	Reach / Skill	Tags / properties / criticals / uses
Dagger	d6	Throw 15ft	Force or Aim; Precision, Thrown

CARRIED INVENTORY

Item / resource	Qty	Carry	Tier / value	Properties / criticals / uses

Equipment and Inventory Notes

WOE TO THE WICKED

Maela Frost • Background, contacts and goals

RACE AND BACKGROUND FEATURES

Race / expression - innate and racial features, uses and changes

Human

Jack of All Trades - Gain two Training Tallies instead of one for an eligible primary maximum. Other awards remain normal. Restriction: no Skill may exceed d10 training.

Homeland - features, uses and changes

Coldlands - Weatherwise. By observing local weather and shelter, recognize common signs of dangerous exposure and identify plausible nearby shelter if one exists. This grants no Resistance, supplies, or immunity to cold.

Profession / education - features, uses and changes

Field or Service Work, focus: field medicine. Knows ordinary safety and staging procedures; when inspecting a setup, can identify one visible omission or hazard that would make the procedure fail. No general healing bonus.

CONTACTS AND SETTLEMENT RECORDS

Contact limit = Tact tier: d4 / d6 / d8 / d10 / d12 permits 1 / 2 / 3 / 4 / 5 Contacts.

Contact / settlement	Location	Access / obligation / reputation

CURRENT GOALS AND PREPARATIONS

Current goals / next lead / preparations

WOE TO THE WICKED

Maela Frost • Training and learned Techniques

SKILL TRAINING TALLIES

d4 / d6 / d8 / d10 / d12: threshold and cap 12 / 8 / 6 / 5 / 4. Advance at threshold in a quiet decision window; retain unspent Tallies.

Skills		Skills		Skills	
Tallies	Cap	Tallies	Cap	Tallies	Cap
Exert	4	Withstand	4	Recover	4
Force	8	Block	8	Labor	8
Aim	6	Evade	6	Maneuver	6
Cunning	8	Perception	8	Crafting	8
Presence	6	Composure	6	Influence	6
Invoke	6	Ward	6	Attune	6

LEARNED TECHNIQUES - STARTER + NINE ADVANCEMENT SLOTS

Starter: no resource growth. Nine advancement rows grant growth; replacements grant no refill.	
Starter / Skill / reference - no resource growth	Requirements / costs / uses
Technique / Skill / reference	Requirements / costs / uses

Focus

Safe Tier

Channel Die

☐ Attuned

Spell ceiling = casting Affinity tier. Mana = tier - 1; upkeep and unsafe casting follow Player Book.

WOE TO THE WICKED

Oren Ledgerbeard • Basics and current state

BASICS

Player	Character	Impact	Renown
	Oren Ledgerbeard		1
Date introduced	Archetype / character concept	Marks	Class
	Intellect Investigator		Peasant

AFFINITIES AND SKILLS

Affinities			Skills			Skills			Skills			
	Die	Change		Die	Change		Die	Change		Die	Change	
Vitality	d6		Exert	d6		Withstand	d6		Armor	Recover	d6	
Might	d8		Force	d8		Block	d8		Shield	Labor	d8	
Agility	d8		Aim	d8		Evade	d8			Maneuver	d8	
Intellect	d12		Cunning	d12		Perception	d12			Crafting	d12	
Tact	d6		Presence	d6		Composure	d6			Influence	d6	
Spirit	d8		Invoke	d8		Ward	d8			Attune	d8	

Affinity sets starting Skill die, not its ceiling. Change: lasting die steps.

RESOURCES AND ENDURANCE

Resolve current	Resolve maximum	Stamina current	Stamina maximum	Mana current	Mana maximum
	6		8		8
Movement	Carry	Fatigue	Endurance	Piety	Corruption
30 ft	8		4		

Endurance = Agility max / 2. At E+1: Doomed; E+2: unconscious; E+3: dead. Above E: Hope suppressed.

Weaknesses	Resistances	Immunities	☐ Hope	☐ Near Death	☐ Doomed

CONDITIONS

☐ Bleeding	☐ Blinded	☐ Burning	☐ Deafened
☐ Diseased	☐ Exposed	☐ Frightened	☐ Poisoned
☐ Prone	☐ Restrained	☐ Stunned	☐ Unconscious

Conditions / source / endpoint	Afflictions / source / removal requirement

At half maximum Resolve or less: Presence, Composure and Influence have Disadvantage.

WOE TO THE WICKED

Oren Ledgerbeard • Equipment and inventory

POSSESSIONS

Heirloom	Tier / value	Properties / criticals / uses

EQUIPMENT

Equipped items do not count towards Carry. Record stowed items in Carried inventory.

Item / weapon / tool	Tier / die	Reach / Skill	Tags / properties / criticals / uses
Dagger	d6	Throw 15ft	Force or Aim; Precision, Thrown

CARRIED INVENTORY

Item / resource	Qty	Carry	Tier / value	Properties / criticals / uses

Equipment and Inventory Notes

WOE TO THE WICKED

Oren Ledgerbeard • Background, contacts and goals

RACE AND BACKGROUND FEATURES

Race / expression - innate and racial features, uses and changes

Dwarf

Innate Sturdy - Advantage on Labor Contests against forced movement effects that try to move him.

Racial Forging Identities - Advantage on Crafting when creating or altering official documents with appropriate tools. Inadequate materials remove this Advantage.

Homeland - features, uses and changes

Great City - Find the System. In a settlement, identify the district, office, guild, trade, or service most likely to handle an ordinary need. This reveals a route or contact, not access or favorable treatment.

Profession / education - features, uses and changes

Scholarly Education, focus: civic records and local history. Knows the field's common terms and established facts; with an ordinary reference collection and time, can identify the likely source or section for a routine question. Sources can be unavailable, incomplete, or wrong.

CONTACTS AND SETTLEMENT RECORDS

Contact limit = Tact tier: d4 / d6 / d8 / d10 / d12 permits 1 / 2 / 3 / 4 / 5 Contacts.

Contact / settlement	Location	Access / obligation / reputation

CURRENT GOALS AND PREPARATIONS

Current goals / next lead / preparations

WOE TO THE WICKED

Oren Ledgerbeard • Training and learned Techniques

SKILL TRAINING TALLIES

d4 / d6 / d8 / d10 / d12: threshold and cap 12 / 8 / 6 / 5 / 4. Advance at threshold in a quiet decision window; retain unspent Tallies.

Skills			Skills			Skills		
	Tallies	Cap		Tallies	Cap		Tallies	Cap
Exert		8	Withstand		8	Recover		8
Force		6	Block		6	Labor		6
Aim		6	Evade		6	Maneuver		6
Cunning		4	Perception		4	Crafting		4
Presence		8	Composure		8	Influence		8
Invoke		6	Ward		6	Attune		6

LEARNED TECHNIQUES - STARTER + NINE ADVANCEMENT SLOTS

Starter: no resource growth. Nine advancement rows grant growth; replacements grant no refill.	
Starter / Skill / reference - no resource growth	Requirements / costs / uses
Evidence Trail / Cunning	
Technique / Skill / reference	Requirements / costs / uses

Focus

Safe Tier

Channel Die

Attuned

Spell ceiling = casting Affinity tier. Mana = tier - 1; upkeep and unsafe casting follow Player Book.

WOE TO THE WICKED

Dorr Hillbreaker • Basics and current state

BASICS

Player	Character	Impact	Renown
	Dorr Hillbreaker		1
Date introduced	Archetype / character concept	Marks	Class
	Might Vanguard / Breacher		Peasant

AFFINITIES AND SKILLS

Affinities			Skills			Skills			Skills			
	Die	Change		Die	Change		Die	Change		Die	Change	
Vitality	d8		Exert	d8		Withstand	d8		Armor	d4		
Might	d12		Force	d12		Block	d12		Shield			
Agility	d8		Aim	d8		Evade	d8			Recover	d8	
Intellect	d6		Cunning	d6		Perception	d6			Labor	d12	
Tact	d8		Presence	d8		Composure	d8			Maneuver	d8	
Spirit	d6		Invoke	d6		Ward	d6			Crafting	d6	
										Influence	d8	
										Attune	d6	

Affinity sets starting Skill die, not its ceiling. Change: lasting die steps.

RESOURCES AND ENDURANCE

Resolve current	Resolve maximum	Stamina current	Stamina maximum	Mana current	Mana maximum
	8		8		6
Movement	Carry	Fatigue	Endurance	Piety	Corruption
30 ft	12		4		

Endurance = Agility max / 2. At E+1: Doomed; E+2: unconscious; E+3: dead. Above E: Hope suppressed.

Weaknesses	Resistances	Immunities	☐ Hope	☐ Near Death	☐ Doomed

CONDITIONS

☐ Bleeding	☐ Blinded	☐ Burning	☐ Deafened
☐ Diseased	☐ Exposed	☐ Frightened	☐ Poisoned
☐ Prone	☐ Restrained	☐ Stunned	☐ Unconscious

Conditions / source / endpoint	Afflictions / source / removal requirement

At half maximum Resolve or less: Presence, Composure and Influence have Disadvantage.

WOE TO THE WICKED

Dorr Hillbreaker • Equipment and inventory

POSSESSIONS

Heirloom	Tier / value	Properties / criticals / uses

EQUIPMENT

Equipped items do not count towards Carry. Record stowed items in Carried inventory.

Item / weapon / tool	Tier / die	Reach / Skill	Tags / properties / criticals / uses
Club	d6	5ft	Force; Impact; Giant Weapons
Crowbar		Labor	Might d4 requirement
Padded Jack	Common / d4	Withstand	Might d4; Withstand die d4

CARRIED INVENTORY

Item / resource	Qty	Carry	Tier / value	Properties / criticals / uses
Gold pouch	1			20g

Equipment and Inventory Notes

WOE TO THE WICKED

Dorr Hillbreaker • Background, contacts and goals

RACE AND BACKGROUND FEATURES

Race / expression - innate and racial features, uses and changes

Giant

Innate none in this Alpha v42 entry.

Racial Giant Weapons - when attacking with a weapon, increase its Weapon Die one step to a maximum of d12 If the weapon's die is already d12, add 1d4 supplemental weapon damage. This supplemental d4 does not trigger or extend a Critical Hit.

Homeland - features, uses and changes

Frontier - Make Do. When he lacks a simple mundane tool, Dorr may use plausible nearby materials to improvise a temporary substitute for one noncombat task, within the GM's stated limits. This cannot substitute for a weapon, armor, medicine, consumable, specialized workshop, or required crafted item.

Profession / education - features, uses and changes

Apprenticeship or Trade Practice, focus: blacksmithing. Knows ordinary tools, materials, and workflow; without pressure or meaningful risk, identifies routine steps without a Test. Complex work, hidden defects, scarce materials, and consequential repairs use normal rules.

CONTACTS AND SETTLEMENT RECORDS

Contact limit = Tact tier: d4 / d6 / d8 / d10 / d12 permits 1 / 2 / 3 / 4 / 5 Contacts.

Contact / settlement	Location	Access / obligation / reputation

CURRENT GOALS AND PREPARATIONS

Current goals / next lead / preparations

WOE TO THE WICKED

Dorr Hillbreaker • Training and learned Techniques

SKILL TRAINING TALLIES

d4 / d6 / d8 / d10 / d12: threshold and cap 12 / 8 / 6 / 5 / 4. Advance at threshold in a quiet decision window; retain unspent Tallies.

Skills			Skills			Skills		
	Tallies	Cap		Tallies	Cap		Tallies	Cap
Exert		6	Withstand		6	Recover		6
Force		4	Block		4	Labor		4
Aim		6	Evade		6	Maneuver		6
Cunning		8	Perception		8	Crafting		8
Presence		6	Composure		6	Influence		6
Invoke		8	Ward		8	Attune		8

LEARNED TECHNIQUES - STARTER + NINE ADVANCEMENT SLOTS

Starter: no resource growth. Nine advancement rows grant growth; replacements grant no refill.	
Starter / Skill / reference - no resource growth	Requirements / costs / uses
Driving Strike / Force	
Technique / Skill / reference	Requirements / costs / uses

Focus

Safe Tier

Channel Die

Attuned

Spell ceiling = casting Affinity tier. Mana = tier - 1; upkeep and unsafe casting follow Player Book.

WOE TO THE WICKED

Vaela Ashvoice • Basics and current state

BASICS

Player	Character	Impact	Renown
	Vaela Ashvoice		1
Date introduced	Archetype / character concept	Marks	Class
	Tact Envoy / Firebrand		Peasant

AFFINITIES AND SKILLS

Affinities			Skills			Skills			Skills		
	Die	Change		Die	Change		Die	Change		Die	Change
Vitality	d6		Exert	d6		Withstand	d6		Recover	d6	
Might	d8		Force	d8		Block	d8		Labor	d8	
Agility	d8		Aim	d8		Evade	d8		Maneuver	d8	
Intellect	d6		Cunning	d6		Perception	d6		Crafting	d6	
Tact	d12		Presence	d12		Composure	d12		Influence	d12	
Spirit	d8		Invoke	d8		Ward	d8		Attune	d8	

Affinity sets starting Skill die, not its ceiling. Change: lasting die steps.

RESOURCES AND ENDURANCE

Resolve current	Resolve maximum	Stamina current	Stamina maximum	Mana current	Mana maximum
	6		8		8
Movement	Carry	Fatigue	Endurance	Piety	Corruption
30 ft	8		4		

Endurance = Agility max / 2. At E+1: Doomed; E+2: unconscious; E+3: dead. Above E: Hope suppressed.

Weaknesses	Resistances	Immunities	☐ Hope	☐ Near Death	☐ Doomed

CONDITIONS

☐ Bleeding	☐ Blinded	☐ Burning	☐ Deafened
☐ Diseased	☐ Exposed	☐ Frightened	☐ Poisoned
☐ Prone	☐ Restrained	☐ Stunned	☐ Unconscious

Conditions / source / endpoint	Afflictions / source / removal requirement

At half maximum Resolve or less: Presence, Composure and Influence have Disadvantage.

WOE TO THE WICKED

Vaela Ashvoice • Equipment and inventory

POSSESSIONS

Heirloom	Tier / value	Properties / criticals / uses

EQUIPMENT

Equipped items do not count towards Carry. Record stowed items in Carried inventory.

Item / weapon / tool	Tier / die	Reach / Skill	Tags / properties / criticals / uses
Dagger	d6	Throw 15ft	Force or Aim; Precision, Thrown

CARRIED INVENTORY

Item / resource	Qty	Carry	Tier / value	Properties / criticals / uses

Equipment and Inventory Notes

WOE TO THE WICKED

Vaela Ashvoice • Background, contacts and goals

RACE AND BACKGROUND FEATURES

Race / expression - innate and racial features, uses and changes

Orc, Firebrand expression

Innate Intimidating Presence - Advantage on Influence Tests made to intimidate a creature during combat.

Racial Fiery Temper - Fire Resistance.

Homeland - features, uses and changes

Small Village - Neighborly. When she seeks ordinary help, information, or a minor favor in a willing settlement, tell the GM the need; the GM identifies the most plausible local person or service if present. This does not compel cooperation or create unavailable people or goods.

Profession / education - features, uses and changes

Military or Guard Service, focus: town watch. Knows common ranks, public signals, routine orders, and the ordinary chain of command of the organization served. Visible signs can identify likely role or contact; this grants no command authority, access, combat bonus, or obedience.

CONTACTS AND SETTLEMENT RECORDS

Contact limit = Tact tier: d4 / d6 / d8 / d10 / d12 permits 1 / 2 / 3 / 4 / 5 Contacts.

Contact / settlement	Location	Access / obligation / reputation

CURRENT GOALS AND PREPARATIONS

Current goals / next lead / preparations

WOE TO THE WICKED

Vaela Ashvoice • Training and learned Techniques

SKILL TRAINING TALLIES

d4 / d6 / d8 / d10 / d12: threshold and cap 12 / 8 / 6 / 5 / 4. Advance at threshold in a quiet decision window; retain unspent Tallies.

Skills			Skills			Skills		
	Tallies	Cap		Tallies	Cap		Tallies	Cap
Exert		8	Withstand		8	Recover		8
Force		6	Block		6	Labor		6
Aim		6	Evade		6	Maneuver		6
Cunning		8	Perception		8	Crafting		8
Presence		4	Composure		4	Influence		4
Invoke		6	Ward		6	Attune		6

LEARNED TECHNIQUES - STARTER + NINE ADVANCEMENT SLOTS

Starter: no resource growth. Nine advancement rows grant growth; replacements grant no refill.	
Starter / Skill / reference - no resource growth	Requirements / costs / uses
Read the Room / Influence	
Technique / Skill / reference	Requirements / costs / uses

Focus

Safe Tier

Channel Die

☐ Attuned

Spell ceiling = casting Affinity tier. Mana = tier - 1; upkeep and unsafe casting follow Player Book.

WOE TO THE WICKED

Pip Tangletail • Basics and current state

BASICS

Player	Character	Impact	Renown
	Pip Tangletail		1
Date introduced	Archetype / character concept	Marks	Class
	Agility Scout / Ratfolk Courier		Peasant

AFFINITIES AND SKILLS

Affinities			Skills			Skills			Skills		
	Die	Change		Die	Change		Die	Change		Die	Change
Vitality	d8		Exert	d8		Withstand	d8		Recover	d8	
Might	d6		Force	d6		Block	d6		Labor	d6	
Agility	d12		Aim	d12		Evade	d12		Maneuver	d12	
Intellect	d8		Cunning	d8		Perception	d8		Crafting	d8	
Tact	d6		Presence	d6		Composure	d6		Influence	d6	
Spirit	d8		Invoke	d8		Ward	d8		Attune	d8	

Affinity sets starting Skill die, not its ceiling. Change: lasting die steps.

RESOURCES AND ENDURANCE

Resolve current	Resolve maximum	Stamina current	Stamina maximum	Mana current	Mana maximum
	8		12		8
Movement	Carry	Fatigue	Endurance	Piety	Corruption
40 ft	6		6		

Endurance = Agility max / 2. At E+1: Doomed; E+2: unconscious; E+3: dead. Above E: Hope suppressed.

Weaknesses	Resistances	Immunities	☐ Hope	☐ Near Death	☐ Doomed

CONDITIONS

☐ Bleeding	☐ Blinded	☐ Burning	☐ Deafened
☐ Diseased	☐ Exposed	☐ Frightened	☐ Poisoned
☐ Prone	☐ Restrained	☐ Stunned	☐ Unconscious

Conditions / source / endpoint	Afflictions / source / removal requirement

At half maximum Resolve or less: Presence, Composure and Influence have Disadvantage.

WOE TO THE WICKED

Pip Tangletail • Equipment and inventory

POSSESSIONS

Heirloom	Tier / value	Properties / criticals / uses

EQUIPMENT

Equipped items do not count towards Carry. Record stowed items in Carried inventory.

Item / weapon / tool	Tier / die	Reach / Skill	Tags / properties / criticals / uses
Hunting Bow	d6	Ranged	Aim; 1 arrow per attack. Buy ammunition.

CARRIED INVENTORY

Item / resource	Qty	Carry	Tier / value	Properties / criticals / uses

Equipment and Inventory Notes

WOE TO THE WICKED

Pip Tangletail • Background, contacts and goals

RACE AND BACKGROUND FEATURES

Race / expression - innate and racial features, uses and changes

Hybrid, Bestial category, Ratfolk expression
Innate Ratspeak - exchange simple ideas with ordinary rats Pip can hear. A rat may decline to engage; this grants no shared senses or knowledge beyond the rat's perceptions.
Racial Pack Rat - cheek pouches store small-sized items; increase the maximum stack size of stackable items by the Intellect Die Maximum. This grants no additional Innate. Pip's Intellect d8 gives +8 to the normal maximum stack size.

Homeland - features, uses and changes

Mountain or Highland Communities - Read the Route. When paths and terrain are visible, identify a viable route among apparent options and recognize likely exposure, chokepoints, or unstable ground. This does not remove hazards or guarantee passage.

Profession / education - features, uses and changes

Field or Service Work, focus: courier. Knows ordinary safety and staging procedures; when inspecting a setup, can identify one visible omission or hazard that would make the procedure fail. This grants no general tracking, navigation, healing, or survival bonus.

CONTACTS AND SETTLEMENT RECORDS

Contact limit = Tact tier: d4 / d6 / d8 / d10 / d12 permits 1 / 2 / 3 / 4 / 5 Contacts.

Contact / settlement	Location	Access / obligation / reputation

CURRENT GOALS AND PREPARATIONS

Current goals / next lead / preparations

WOE TO THE WICKED

Pip Tangletail • Training and learned Techniques

SKILL TRAINING TALLIES

d4 / d6 / d8 / d10 / d12: threshold and cap 12 / 8 / 6 / 5 / 4. Advance at threshold in a quiet decision window; retain unspent Tallies.

Skills			Skills			Skills		
	Tallies	Cap		Tallies	Cap		Tallies	Cap
Exert		6	Withstand		6	Recover		6
Force		8	Block		8	Labor		8
Aim		4	Evade		4	Maneuver		4
Cunning		6	Perception		6	Crafting		6
Presence		8	Composure		8	Influence		8
Invoke		6	Ward		6	Attune		6

LEARNED TECHNIQUES - STARTER + NINE ADVANCEMENT SLOTS

Starter: no resource growth. Nine advancement rows grant growth; replacements grant no refill.	
Starter / Skill / reference - no resource growth	Requirements / costs / uses
Steady Aim / Aim	
Technique / Skill / reference	Requirements / costs / uses

Focus

Safe Tier

Channel Die

Attuned

Spell ceiling = casting Affinity tier. Mana = tier - 1; upkeep and unsafe casting follow Player Book.

WOE TO THE WICKED

Nell Quillwake • Basics and current state

BASICS

Player	Character	Impact	Renown
	Nell Quillwake		1
Date introduced	Archetype / character concept	Marks	Class
	Spirit Ritualist / Warding Support		Peasant

AFFINITIES AND SKILLS

Affinities			Skills			Skills			Skills			
	Die	Change		Die	Change		Die	Change		Die	Change	
Vitality	d8		Exert	d8		Withstand	d8		Armor	d4		
Might	d6		Force	d6		Block	d6		Shield			
Agility	d8		Aim	d8		Evade	d8			Recover	d8	
Intellect	d8		Cunning	d8		Perception	d8			Labor	d6	
Tact	d6		Presence	d6		Composure	d6			Maneuver	d8	
Spirit	d12		Invoke	d12		Ward	d12			Crafting	d8	
										Influence	d6	
										Attune	d12	

Affinity sets starting Skill die, not its ceiling. Change: lasting die steps.

RESOURCES AND ENDURANCE

Resolve current	Resolve maximum	Stamina current	Stamina maximum	Mana current	Mana maximum
	8		8		12
Movement	Carry	Fatigue	Endurance	Piety	Corruption
30 ft	6		4		

Endurance = Agility max / 2. At E+1: Doomed; E+2: unconscious; E+3: dead. Above E: Hope suppressed.

Weaknesses	Resistances	Immunities	☐ Hope	☐ Near Death	☐ Doomed

CONDITIONS

☐ Bleeding	☐ Blinded	☐ Burning	☐ Deafened
☐ Diseased	☐ Exposed	☐ Frightened	☐ Poisoned
☐ Prone	☐ Restrained	☐ Stunned	☐ Unconscious

Conditions / source / endpoint	Afflictions / source / removal requirement

At half maximum Resolve or less: Presence, Composure and Influence have Disadvantage.

WOE TO THE WICKED

Nell Quillwake • Equipment and inventory

POSSESSIONS

Heirloom	Tier / value	Properties / criticals / uses

EQUIPMENT

Equipped items do not count towards Carry. Record stowed items in Carried inventory.

Item / weapon / tool	Tier / die	Reach / Skill	Tags / properties / criticals / uses
Club	d4	5ft	Force; Impact
Common Spell Focus	Tier 1 / d8	Attune	Safe Tier 1; channel ceiling d8; attuned
Padded Jack	Common / d4	Withstand	Might d4; Withstand die d4

CARRIED INVENTORY

Item / resource	Qty	Carry	Tier / value	Properties / criticals / uses
Gold pouch	1			20g

Equipment and Inventory Notes

WOE TO THE WICKED

Nell Quillwake • Background, contacts and goals

RACE AND BACKGROUND FEATURES

Race / expression - innate and racial features, uses and changes

Gnome

Innate Exact Recall - after clearly observing or hearing a sequence of up to one minute, reproduce it accurately later. It preserves only perceived detail; it does not translate, interpret, or supply missed information.

Racial Pattern Insight - after one minute examining a nonmagical mechanism, gain Advantage on the next Perception or Crafting Test within 10 minutes to identify how it functions, detect a fault, or recognize a recent physical alteration. It does not identify magic or reveal facts the mechanism does not show.

Homeland - features, uses and changes

Coastal or River Communities - Read the Water. 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 or guarantee of safety.

Profession / education - features, uses and changes

Religious Instruction, focus: the local faith's public rites. Recognizes common symbols, public rites, and ordinary etiquette; when the institution is present, identify where a public rite or suitable attendant may be found. This grants no rank, spell, or magic.

CONTACTS AND SETTLEMENT RECORDS

Contact limit = Tact tier: d4 / d6 / d8 / d10 / d12 permits 1 / 2 / 3 / 4 / 5 Contacts.

Contact / settlement	Location	Access / obligation / reputation

CURRENT GOALS AND PREPARATIONS

Current goals / next lead / preparations

WOE TO THE WICKED

Nell Quillwake • Training and learned Techniques

SKILL TRAINING TALLIES

d4 / d6 / d8 / d10 / d12: threshold and cap 12 / 8 / 6 / 5 / 4. Advance at threshold in a quiet decision window; retain unspent Tallies.

Skills			Skills			Skills		
	Tallies	Cap		Tallies	Cap		Tallies	Cap
Exert		6	Withstand		6	Recover		6
Force		8	Block		8	Labor		8
Aim		6	Evade		6	Maneuver		6
Cunning		6	Perception		6	Crafting		6
Presence		8	Composure		8	Influence		8
Invoke		4	Ward		4	Attune		4

LEARNED TECHNIQUES - STARTER + NINE ADVANCEMENT SLOTS

Starter: no resource growth. Nine advancement rows grant growth; replacements grant no refill.	
Starter / Skill / reference - no resource growth	Requirements / costs / uses
Communion / Invoke	
Technique / Skill / reference	Requirements / costs / uses

Focus

Common Spell Focus

Safe Tier

1

Channel Die

d8

☒ Attuned

Spell ceiling = casting Affinity tier. Mana = tier - 1; upkeep and unsafe casting follow Player Book.

WOE TO THE WICKED

Kett Pebble • Basics and current state

BASICS

Player	Character	Impact	Renown
	Kett Pebble		1
Date introduced	Archetype / character concept	Marks	Class
	All-D8 Generalist / Roadwise Adventurer		Peasant

AFFINITIES AND SKILLS

Affinities			Skills			Skills			Skills		
	Die	Change		Die	Change		Die	Change		Die	Change
Vitality	d8		Exert	d8		Withstand	d8		Recover	d8	
Might	d8		Force	d8		Block	d8		Labor	d8	
Agility	d8		Aim	d8		Evade	d8		Maneuver	d8	
Intellect	d8		Cunning	d8		Perception	d8		Crafting	d8	
Tact	d8		Presence	d8		Composure	d8		Influence	d8	
Spirit	d8		Invoke	d8		Ward	d8		Attune	d8	

Affinity sets starting Skill die, not its ceiling. Change: lasting die steps.

RESOURCES AND ENDURANCE

Resolve current	Resolve maximum	Stamina current	Stamina maximum	Mana current	Mana maximum
	8		8		8
Movement	Carry	Fatigue	Endurance	Piety	Corruption
30 ft	8		4		

Endurance = Agility max / 2. At E+1: Doomed; E+2: unconscious; E+3: dead. Above E: Hope suppressed.

Weaknesses	Resistances	Immunities	☐ Hope	☐ Near Death	☐ Doomed

CONDITIONS

☐ Bleeding	☐ Blinded	☐ Burning	☐ Deafened
☐ Diseased	☐ Exposed	☐ Frightened	☐ Poisoned
☐ Prone	☐ Restrained	☐ Stunned	☐ Unconscious

Conditions / source / endpoint	Afflictions / source / removal requirement

At half maximum Resolve or less: Presence, Composure and Influence have Disadvantage.

WOE TO THE WICKED

Kett Pebble • Equipment and inventory

POSSESSIONS

Heirloom	Tier / value	Properties / criticals / uses

EQUIPMENT

Equipped items do not count towards Carry. Record stowed items in Carried inventory.

Item / weapon / tool	Tier / die	Reach / Skill	Tags / properties / criticals / uses
Javelin	d6	Reach	Force or Aim; Thrown, Reach

CARRIED INVENTORY

Item / resource	Qty	Carry	Tier / value	Properties / criticals / uses

Equipment and Inventory Notes

WOE TO THE WICKED

Kett Pebble • Background, contacts and goals

RACE AND BACKGROUND FEATURES

Race / expression - innate and racial features, uses and changes

Goblin

Innate Compact Form - Small body fits openings and cover appropriate to actual dimensions; no automatic combat modifier, Movement increase, or passage through occupied spaces.

Racial Insulting - when a creature Kett perceives fails a Test, spend his Reaction and 1 Stamina to contest Influence against its Resolve. On a win, it has Disadvantage on Composure Tests against him for rounds equal to Kett's Tact Die Maximum (8 rounds). One compatible Innate + one Racial Ability only.

Homeland - features, uses and changes

Ruined Lands - Scavenger's Eye. When examining a damaged site, recognize obvious instability and identify ordinary material likely to remain usable. This reveals no hidden contents, creates no extra resource yield, and detects no magic.

Profession / education - features, uses and changes

Self-Directed Study, focus: travel hazards and settlement maps. Keep notes on what Kett learns. After at least one minute consulting them, recall a fact previously recorded or identify the next source/evidence needed to answer a specific question. Notes cannot supply information not encountered.

CONTACTS AND SETTLEMENT RECORDS

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Aim		6	Evade		6	Maneuver		6
Cunning		6	Perception		6	Crafting		6
Presence		6	Composure		6	Influence		6
Invoke		6	Ward		6	Attune		6

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Starter / Skill / reference - no resource growth	Requirements / costs / uses
Trailwise / Maneuver	
Technique / Skill / reference	Requirements / costs / uses

Focus

Safe Tier

Channel Die

Attuned

Spell ceiling = casting Affinity tier. Mana = tier - 1; upkeep and unsafe casting follow Player Book.