

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.

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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

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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

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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.