

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.

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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

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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

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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Kett Pebble • 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		6	Block		6	Labor		6
Aim		6	Evade		6	Maneuver		6
Cunning		6	Perception		6	Crafting		6
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
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.