

Nell Quillwake • Basics and current state

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

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				
Intellect	d8		Cunning	d8		Perception	d8				
Tact	d6		Presence	d6		Composure	d6				
Spirit	d12		Invoke	d12		Ward	d12				

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		

Weaknesses

Resistances

Immunities

☐ Hope ☐ Near Death ☐ Doomed

☐ Bleeding
 ☐ Blinded
 ☐ Burning
 ☐ Deafened

☐ Diseased
 ☐ Exposed
 ☐ Frightened
 ☐ Poisoned

☐ Prone
 ☐ Restrained
 ☐ Stunned
 ☐ Unconscious

ALPHA 44 • Nell Quillwake

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.