

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.

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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

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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

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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.