

# 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 | <input type="radio"/> Hope | <input type="radio"/> Near Death | <input type="radio"/> Doomed |
|            |             |            |                            |                                  |                              |

## CONDITIONS

|                                |                                  |                                  |                                   |
|--------------------------------|----------------------------------|----------------------------------|-----------------------------------|
| <input type="radio"/> Bleeding | <input type="radio"/> Blinded    | <input type="radio"/> Burning    | <input type="radio"/> Deafened    |
| <input type="radio"/> Diseased | <input type="radio"/> Exposed    | <input type="radio"/> Frightened | <input type="radio"/> Poisoned    |
| <input type="radio"/> Prone    | <input type="radio"/> Restrained | <input type="radio"/> Stunned    | <input type="radio"/> 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    | <div></div> | 6   | Withstand  | <div></div> | 6   | Recover   | <div></div> | 6   |
| Force    | <div></div> | 8   | Block      | <div></div> | 8   | Labor     | <div></div> | 8   |
| Aim      | <div></div> | 4   | Evade      | <div></div> | 4   | Maneuver  | <div></div> | 4   |
| Cunning  | <div></div> | 6   | Perception | <div></div> | 6   | Crafting  | <div></div> | 6   |
| Presence | <div></div> | 8   | Composure  | <div></div> | 8   | Influence | <div></div> | 8   |
| Invoke   | <div></div> | 6   | Ward       | <div></div> | 6   | Attune    | <div></div> | 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 |
| <div>Steady Aim / Aim</div>                                                                    | <div></div>                 |
| Technique / Skill / reference                                                                  | Requirements / costs / uses |
| <div></div>                                                                                    | <div></div>                 |
| <div></div>                                                                                    | <div></div>                 |
| <div></div>                                                                                    | <div></div>                 |
| <div></div>                                                                                    | <div></div>                 |
| <div></div>                                                                                    | <div></div>                 |
| <div></div>                                                                                    | <div></div>                 |
| <div></div>                                                                                    | <div></div>                 |
| <div></div>                                                                                    | <div></div>                 |

Focus

Safe Tier

Channel Die

Attuned

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