

WOE TO THE WICKED

Vaela Ashvoice • Basics and current state

BASICS

Player	Character	Impact	Renown
	Vaela Ashvoice		1
Date introduced	Archetype / character concept	Marks	Class
	Tact Envoy / Firebrand		Peasant

AFFINITIES AND SKILLS

Affinities			Skills			Skills			Skills		
	Die	Change		Die	Change		Die	Change		Die	Change
Vitality	d6		Exert	d6		Withstand	d6		Recover	d6	
Might	d8		Force	d8		Block	d8		Labor	d8	
Agility	d8		Aim	d8		Evade	d8		Maneuver	d8	
Intellect	d6		Cunning	d6		Perception	d6		Crafting	d6	
Tact	d12		Presence	d12		Composure	d12		Influence	d12	
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

Orc, Firebrand expression

Innate Intimidating Presence - Advantage on Influence Tests made to intimidate a creature during combat.

Racial Fiery Temper - Fire Resistance.

Homeland - features, uses and changes

Small Village - Neighborly. When she seeks ordinary help, information, or a minor favor in a willing settlement, tell the GM the need; the GM identifies the most plausible local person or service if present. This does not compel cooperation or create unavailable people or goods.

Profession / education - features, uses and changes

Military or Guard Service, focus: town watch. Knows common ranks, public signals, routine orders, and the ordinary chain of command of the organization served. Visible signs can identify likely role or contact; this grants no command authority, access, combat bonus, or obedience.

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		8	Perception		8	Crafting		8
Presence		4	Composure		4	Influence		4
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
Read the Room / Influence	
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.