

WOE TO THE WICKED / ALPHA v44

Damage Types and Skill Scope

Types describe the harm; the actual delivery and printed entry determine defense. Skills describe methods.

Nine damage types

Type	Harm
Wound	Impact, cutting, puncturing, crushing or pressure injury
Burn	Intense heat
Freeze	Extreme cold
Shock	Electrical discharge
Corrode	Chemical dissolution or material eaten away
Poison	Toxins or venom causing Resolve damage
Wither	Disease, rot, decay or depletion of living vitality
Rend	Direct injury to a soul or spiritual essence
Madden	Direct injury to thought, memory or awareness

Classify damage by how it harms, not its source. Holy and Unholy are source descriptors, not damage types or moral verdicts. Wound entries may retain slashing, piercing or bludgeoning as delivery qualifiers for a narrowly printed interaction; those qualifiers do not create additional types. A source-specific Weakness to Holy-tagged damage does not become Weakness to all Rend. Damage types grant no automatic Condition, Affliction, equipment destruction or ongoing damage. Add another type only for a meaningful form of harm outside these definitions.

Eighteen Skills

Affinity	Skill	Scope
Vitality	Exert	Sustain bodily effort
Vitality	Withstand	Resist bodily harm, stress, toxins and disease
Vitality	Recover	Recuperate from bodily harm
Might	Force	Overpower external physical resistance
Might	Block	Intercept or brace against force
Might	Labor	Lift, haul, dig and handle loads
Agility	Aim	Place melee or ranged attacks accurately
Agility	Evade	Avoid threatened contact
Agility	Maneuver	Move, balance, sneak and handle things delicately
Intellect	Cunning	Analyze evidence, connect clues and solve problems

Affinity	Skill	Scope
Intellect	Perception	Notice and recognize details, threats and deception
Intellect	Crafting	Design, build, repair and operate technical methods
Tact	Presence	Perform, impersonate and project authority
Tact	Composure	Maintain composure and resist coercion
Tact	Influence	Persuade, negotiate and gain cooperation
Spirit	Invoke	Project supernatural effects
Spirit	Ward	Resist spiritual or magical intrusion
Spirit	Attune	Establish and manage supernatural connections

Skill scope

The eighteen Skills describe methods, not compulsory combat roles. Roll the Skill resolving the declared uncertainty; another roll is justified only for a distinct consequential uncertainty. Labor replaces Lift. Multiple Skills listed on equipment are applicable alternatives or different uses, never an instruction to add them together.

Vitality. Exert sustains bodily output; Withstand resists bodily harm, stress and afflictions, including poisons and disease; Recover manages recuperation. Force overcomes external resistance, while Labor handles loads.

Might. Force imposes physical power against resistance; Block intercepts or braces against force; Labor lifts, hauls, digs and manages loads. Load bearing does not guarantee fragile handling.

Agility. Aim places directed attacks precisely, including melee; Evade avoids threatened contact; Maneuver controls movement, footing and delicate handling. Avoidance does not replace every escape or route procedure.

Intellect. Cunning examines evidence, connects clues and works out explanations; Perception notices and recognizes details, threats and deception; Crafting designs, builds, repairs and operates tools or technical methods. Cunning does not take over social deception from Presence or Influence. Established knowledge needs no automatic recall roll; a procedure or uncertain clue supplies the actual Test.

Tact. Presence establishes a convincing presentation through performance, assumed identity, authority or attention; Composure preserves composure and judgment against fear, provocation or coercion; Influence obtains voluntary agreement or cooperation, including negotiation and bartering. Presenting an identity uses Presence; forging its credentials can use Crafting. Roll only the consequential uncertainty, not both automatically. No social roll grants unstated authority or removes agency.

Spirit. Invoke projects supernatural effects; Ward resists spiritual or magical intrusion when assigned; Attune establishes and manages supernatural connections. Magic uses its named Skill and Affinity, not automatically Spirit.

Knowledge: when Race, Homeland, Profession, a Contact or a learned Technique clearly supplies relevant knowledge, provide it without a roll. When consequential recall or application is uncertain, use the Skill appropriate to that task. Cunning is deliberate inquiry, not a mandatory roll for every fact.

Common Skill applications

Stealth and concealment. Maneuver controls quiet movement and concealment of your own position; an active observer uses Perception in the applicable Contest. Crafting prepares camouflage or hides an object; Presence passes openly as someone who belongs. Choose the uncertainty that matters rather than requiring every method.

Navigation, tracking and survival. Cunning follows evidence or establishes a route through inquiry; Perception notices trails, landmarks or dangers; Maneuver traverses difficult ground. Finding food uses the actual method, such as noticing a resource, following signs or making a hunting attack. Routine established knowledge requires no roll.

Animals and riding. Influence obtains cooperation through an approach the animal can understand; it does not imply human speech or automatic obedience. Maneuver handles riding and the rider's position. Labor manages harnessing, draft work and loads. Ordinary care follows established knowledge.

Effort, work and exposure. Exert sustains effort, such as prolonged running; Labor completes physical work, such as hauling a chest; Withstand resists threatened bodily harm or affliction, such as dangerous cold. Do not routinely require all three for one outcome.

Social pressure. Influence seeks a response through persuasion, bargaining or a credible threat. Presence establishes convincing appearance, performance or authority. Composure resists fear, provocation and coercion. Roll only the consequential uncertainty; no social result overrides player agency.

Low Resolve: at half maximum Resolve or less, Presence, Composure and Influence have Disadvantage on their Skill dice; normal cancellation applies. Ends above half. Odd maximum 9: threshold 4.