

WOE TO THE WICKED / ALPHA v44

Training and Advancement

Table reference. Follow the **Player Book** and each entry's printed exceptions.

Progress and banks

Each Skill has Tallies. Eligible primary maxima grant normal awards (normally 1; Human option 2). Damage routes its Affinity maxima to its named Skill only if that attack causes Resolve loss after defenses and buffers; a zero-damage Hit grants none. Supplements grant none. Paid eligible Advantage copies and critical chains retain awards. GM calls meaningful rolls; no daily counter.

Skill d4/d6/d8/d10/d12: threshold and cap 12/8/6/5/4. At threshold, advancement is available. Record it outside the spotlight or off-turn without slowing combat; no Full Rest required. Overflow waits for that opportunity; subtract purchase costs only. Never change a completed roll retroactively.

Combined advancement

Default Technique cost = one current named Skill bank cap: d4/d6/d8/d10/d12 pays 12/8/6/5/4 Tallies, including spells and Weapon Techniques. Printed prerequisites govern access; only explicit exceptions alter cost. Pay the Skill improvement threshold to increase one size, max d12, and select an eligible Technique from the same bank within that payment. Check cost and prerequisites at the resulting Skill die; pay explicit excess/other-bank costs. Subtract costs only. At d12, four Tallies learn a method without another die increase. At nine advancement methods, Skill increases remain; new methods require replacement.

One free Starter slot plus nine unique advancement slots, spells included. The Starter grants no resource growth or Skill increase. Occupied advancement count adds +1 maximum per resource for its governing d4-d8, or +2 for d10-d12. New slot increases current by that difference. Forget clamps; direct replacement calculates final maxima once and grants no refill.

Instruction and creation

Eight hours/attempts with mentor Advantage cost one Skill-tier Mark: 50/100/250/500/1,000 G; partial hourly price one eighth. No extra-training extension. Characters begin with no Training Tallies. No acquisition-per-Rest limit. The free Starter method is separate from paid advancement.

Renown and Impact

One established completed quest at Quest Rank equal to or above your Renown grants 1 Impact. At Renown 1/2/3/4, reaching 4/6/8/10 Impact automatically raises Renown and resets Impact to zero; maximum Renown 5. Renown grants recognition, not resource growth. Forgetting costs half one Mark at Technique tier; retain trained Skills and unrelated Tallies. See **Player Book** for exceptions.

Human exceptions: Jack of All Trades awards two Tallies instead of one for an eligible primary maximum; other awards remain normal. Master of One fixes one chosen Skill at d12; its Affinity and resources do not increase. Jack of All Trades restricts all Skill training to d10 or less.