

WOE TO THE WICKED / ALPHA v44

First Session Options

Starter Techniques, equipment and Common Foothill resources selected from the current Alpha v44 catalogs. Entry effects and prices are unchanged.

Starter methods

These are the exact current entries used by the seven pregens. Racial and background features are printed on each character's page 3. Shared resolution stays in the included Player Book. Names such as Field Medic or Scout identify the printed method; they do not create a new character Class.

Steady Hands - Technique

Requires:

Field Medic

Effect: Once per turn when you use a consumed restorative item on a creature within reach, increase the Resolve restored by 2. Use the item's printed action, target, and healing limits; this does not revive a dead creature or prevent an attack from reducing Resolve to 0.

Evidence Trail - Technique

Requires:

Investigator

Effect: After examining a relevant clue for at least one minute, ask the GM whether it supports one specific lead: a person, place, object, or method. The GM answers yes, no, or inconclusive based on the evidence. The Technique does not reveal facts the clue cannot support.

Driving Strike - Technique

Requires:

Heavy Martial

Use: Before a melee weapon attack · 1 Stamina

Effect: On a Damaging Hit, choose: Topple the target or push it 5 feet into reachable open space. It can be no more than one size larger than you. Apply the rider without another Contest.

Read the Room - Technique

Requires:

Social Specialist

Effect: In a conversation after at least one exchange, spend a bonus action and roll Perception against one participant's Presence. On a success, learn one immediate concern, desire, or objection that the participant has expressed or visibly signaled. This does not reveal hidden thoughts or compel disclosure. Once per conversation unless circumstances materially change.

Steady Aim - Technique

Requires: Aim; Ranged Attack.

Cost: 1 Stamina.

Action Cost: Bonus Action.

Effect: Gain Advantage on your Agility die roll applied to your next weapon attack.

Duration: This turn.

Restriction: Moving more than half your Movement Speed this turn ends the effect early.

Communion - Pneumancy, Tier 1 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. one learned slot.

Use: Action · 15 feet; one willing, present spirit already located · Instant · 0 Mana

Effect: Exchange a brief question and answer with the spirit. It conveys only what it knows and chooses to share. The spell neither summons nor locates the dead, compels truth, reads memory or establishes that an available spirit exists.

A willing spirit finds a voice through your presence.

Trailwise - Technique

Requires:

Scout

Effect: When you successfully scout a route using Maneuver, allies who travel that same route may use your result instead of repeating that route check. This shares only the route result; individual hazards, choices, and later changes still resolve normally.

Equipment and Rank 1 rewards

The entries below cover pregen equipment and provide Common reward choices for this adventure. They grant no free purchase or extra item. On completion, use the adventure's one individual item per character plus one bonus party item; choose suitable Common items from these entries or the ordinary arrow bundle. Requirements still apply.

Starter arrows: 20 ordinary arrows cost 10 G and occupy one Carry slot. Each bow attack consumes one, including misses. There is no reload Action. Recover arrows only with an actual retrieval opportunity. This price and the printed starter ranges are playtest values.

Dagger - Equipment

Tier / Capacity / Price: Common (0) · 50 G

Requires: Agility d6 or Might d6

Use: Mundane, Melee Weapon, Light, One-Handed, Thrown, Concealable, Precision · Primary Die: d6 Wound (piercing or slashing) · Skills: Maneuver, Force, Aim

Thrown range: Close, maximum 15 feet. Throwing leaves the weapon at its resolved destination; retrieve it before reuse. Melee reach is unchanged.

A dagger is a short pointed blade with a grip sized for one hand. It is most commonly used for close fighting, quick thrusts, and throwing.

Effect - Other uses: Cutting, prying light material, marking surfaces, preparing food, and other tasks suited to a short rigid blade.

Club - Equipment

Tier / Capacity / Price: Common (0) · 10 G

Requires: Might d4

Use: Mundane, Melee Weapon, One-Handed, Impact · Primary Die: d4 Wound (bludgeoning) · Skills: Force

A club is a solid length of wood, bone, metal, or similar material shaped for striking. It is most commonly used as a simple close-combat bludgeon.

Effect - Other uses: Hammering stakes, breaking fragile objects, knocking loose material free, and serving as a simple lever or walking aid when appropriate.

Javelin - Equipment

Tier / Capacity / Price: Common (0) · 50 G

Requires: Might d6 or Agility d6

Use: Mundane, Melee Weapon, Ranged Weapon, One-Handed, Thrown, Reach · Primary Die: d6 Wound (piercing) · Skills: Force, Aim

Thrown range: Nearby, maximum 30 feet. Throwing leaves the weapon at its resolved destination; retrieve it before reuse. Melee reach is unchanged.

A javelin is a light narrow spear balanced for throwing. It is most commonly used as a ranged piercing weapon that can still be used in close combat.

Effect - Other uses: Hunting, probing terrain, marking distance, reaching or retrieving light objects, and serving as a simple pole.

Hunting Bow - Equipment

Tier / Capacity / Price: Common (0) · 50 G

Requires: Agility d6

Use: Mundane, Ranged Weapon, Light, Two-Handed, Ranged · Primary Die: d6 Wound (piercing) · Skills: Aim
Range: Far, maximum 60 feet. Uses one arrow per attack; an active hostile within 5 feet imposes the existing ranged-attack Disadvantage.

A hunting bow is a compact flexible bow sized for practical travel and field use. It is most commonly used for hunting and short-to-moderate ranged shooting.

Effect - Other uses: Firing signal arrows, carrying light line over a gap with an appropriate arrow, and other tasks where a compact bow can project a light object.

Padded Jack - Equipment

Tier / Capacity / Price: Common (0) · 10 G

Requires: Might d4

Use: Mundane, Armor, Light, Protective · Withstand Support: d4 · Skills: Withstand

Effect: Layered cloth and padding intended to soften impacts and reduce superficial injury.

Layered Padding - Passive

The jack supports physical Withstand up to d4 and counts as meaningful bodily protection where ordinary clothing would not.

Crowbar - Equipment

Tier / Capacity / Price: Common (0) · 10 G

Requires: Might d4

Use: Mundane, Tool · Skills: Force, Labor

A rigid lever for prying, separating, lifting, and breaking.

Equipment Ceiling: d4

Leverage - Conditional

Increase Force or Labor by 1 die size when the crowbar can be properly set against a fulcrum or seam.

Rank 1 Spell Focus - Equipment

Tier / Capacity / Price: Common (0) · 10 G

Requires: Spirit d4 or another explicitly supported casting requirement

Use: Skills: Invoke

Effect: Spell-Focus, Implement

A simple wand, charm, symbol, small grimoire, orb, instrument, crystal, or similar conduit.

Maximum Safe Spell Rank: 1

Channel Die ceiling: d8. Attune during 2 hours of permitted rest free time; casting above this safe Rank gains effective Rank - 1 Fatigue immediately and on each persistent maintenance turn.

Stabilize Rank 1 - Passive

Safely channels acquired Rank 1 spells.

Foothill Common resources

For the introductory journey, offer Common discovery opportunities. The GM still names a reachable source and Discovery TN before the search; use the included Commerce and Crafting reference. These are the two existing Common Foothill entries. The adventure's deliberate bush harvest has its own stated yield and does not grant an assumed eating or healing effect.

Stonecarver's Clay - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 1

Material: Clay; vessels, molds, fitted seals.

Effect: Moldable (ordinary material function) - Can be shaped and fired into an ordinary vessel, mold or fitted seal with suitable equipment.

Wildflower - Resource

Tier: Common · **Value:** 10g each · **Yield:** d12 · **Discovery:** 2

Material: Plant; pigments, scents, brew bases.

Effect: Pigment or scent (ordinary material function) - Choose a visible pigment or recognizable scent for the finished preparation. Neither forces agreement nor conceals a creature automatically.