

WOE TO THE WICKED

Character Sheet • Basics and current state

BASICS

Player	Character	Impact	Renown
Date introduced	Archetype / character concept	Marks	Class

AFFINITIES AND SKILLS

Affinities		Skills		Skills		Skills	
Die	Change	Die	Change	Die	Change	Die	Change
Vitality		Exert		Withstand		Recover	
Might		Force		Block		Labor	
Agility		Aim		Evade		Maneuver	
Intellect		Cunning		Perception		Crafting	
Tact		Presence		Composure		Influence	
Spirit		Invoke		Ward		Attune	

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
Movement	Carry	Fatigue	Endurance	Piety	Corruption

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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Character Sheet • 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

CARRIED INVENTORY

Item / resource	Qty	Carry	Tier / value	Properties / criticals / uses

Equipment and Inventory Notes

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Character Sheet • Background, contacts and goals

RACE AND BACKGROUND FEATURES

Race / expression - innate and racial features, uses and changes

Homeland - features, uses and changes

Profession / education - features, uses and changes

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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Character Sheet • 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			Withstand			Recover		
Force			Block			Labor		
Aim			Evade			Maneuver		
Cunning			Perception			Crafting		
Presence			Composure			Influence		
Invoke			Ward			Attune		

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

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.