

WOE TO THE WICKED / ALPHA v44

Conditions and Afflictions

Record the source, effect and endpoint or removal requirement. Restoring Resolve alone does not remove these effects.

Conditions

Conditions are temporary effects with a stated endpoint. Afflictions persist until their stated removal requirement is met, including prolonged disease, injury or other lasting hindrance. Both use the existing resolution and penalty rules; their difference is how they end. Record source, effect and duration for a Condition, or source, effect and removal requirement for an Affliction. Restoring Resolve does not independently remove either. Ordinary resting uses Recover; specific treatment is required only by a lasting Affliction or an explicit source.

Resolve a standalone control with one initial Contest. Apply on-Hit and on-Damaging-Hit riders automatically once their trigger is met. Use the printed endpoint, such as the start of a turn, leaving reach, removing the source or completing an appropriate action; do not add an opponent recovery roll. Distinct applicable die-step penalties stack to the shared floor, and boons to the shared ceiling. A repeated identical effect follows any printed nonstacking restriction. Do not apply Disadvantage, Hindrance and unavailability redundantly for one impairment. State missing source-specific severity or duration before application.

Maintained holds and release

Maintained restraints and holds: establish a hostile hold with one initial Skill + Affinity Contest, unless a Technique establishes it on a Hit or Damaging Hit. After application, escape is an Action and an appropriate Skill Test, not another opposing roll. The escape TN is the source's relevant Affinity die maximum: Might for a bodily grip or braced door, the casting Affinity for a maintained magical restraint. A static binding names an equivalent fixed TN when introduced. Use the die maximum that established the hold; temporary attack bonuses and the initial rolled total do not raise it. The target or a reachable helper can attempt release. Suitable tools, leverage, cutting the restraint or removing its source may remove uncertainty. The holder rolls no recovery defense. Printed durations and maintenance still apply. Disarming, contested possession and interception remain fresh Contests for new outcomes.

Holding a door: resolve Force + Might versus the appropriate opposing Skill + Affinity once to establish control. While the holder continues bracing, an Action to force that same hold uses an appropriate Skill Test against the holder's Might maximum. Release, lost leverage or a materially changed contest ends that established state. A contest over a new position or object is a new outcome; ordinary pushes and trips need no release roll.

Condition effects

Surprised: Reactions are unavailable until the start of the unit's first turn in that combat. At that point Surprise ends and its Reaction becomes available. Keep normal turn order, Movement, Action and Bonus Action.

Exposed: A vulnerability marker. Apply only an effect that explicitly exploits it; no automatic damage bonus. Ends when the exposing circumstance ends or its printed duration expires.

Blinded: Sight-dependent methods are unavailable; impose ordinary Disadvantage only when a remaining method materially relies on impaired sight. Ends when sight returns or the source ends.

Deafened: Hearing-dependent methods are unavailable; affect other methods only when hearing matters. Ends when hearing returns or the source ends.

Restrained: Movement prevented by the restraint is unavailable; apply its stated Hindrance to other impaired methods. Use the shared maintained-restraint release procedure when escape is permitted. Ends on release, destruction of the restraint or its stated expiry.

Stunned: Actions, Bonus Actions, voluntary Movement, Reactions and Evade are unavailable. Withstand + Vitality remains the one bodily defense against applicable physical harm without a new Reaction; never add it after another defense. Passive type resistance remains. Ends at the source's stated time or permitted recovery; Stasis also ends after another source deals damage.

Prone / Toppled: Same condition: on the ground. Spend 5 feet of usable Movement to stand when able; an applicable restraint must first permit standing. No automatic damage bonus or second defense. Ends on standing or being placed upright.

Burning: Apply only the source's printed ongoing damage and timing. An Action to extinguish ends an ordinary accessible flame when unopposed; contested or unusual fire uses its stated method. Ends on extinguishing or the source's explicit ending.

Bleeding: Apply only printed blood-loss damage and timing. The source names treatment and whether a Test is required; healing Resolve alone does not stop it. Ends after effective treatment or the source's explicit ending.

Poisoned: Use the toxin's stated Hindrance, damage, restricted function or single-use penalty. No universal extra penalty. Ends on its printed expiry, consumed roll, antidote or successful permitted treatment.

Diseased: use the illness's stated effects. A prolonged illness is an Affliction and ends when its treatment or removal requirement is met. No universal modifier or automatic rest cure.

Frightened: use the source's stated restrictions or Hindrance and fixed endpoint. A standalone application uses one initial Composure + Tact defense when specified; no repeated recovery Contest. Ends when its printed duration or removal requirement is met.

Unconscious: Actions, Bonus Actions, Movement and Reactions are unavailable. Retain Withstand + Vitality as the one bodily defense against applicable harm without a new Reaction, using normal physical protection limits; other defenses require explicit permission. This does not add a second defense. Passive type resistance remains. Ends when its cause is removed. Fatigue-induced unconsciousness permits a qualifying rest and ends below Endurance + 2, unless another cause remains.