

WOE TO THE WICKED / ALPHA v44

Recovery and Hope

Table reference. Follow the [Player Book](#) and each entry's printed exceptions.

Rest

Short: 1 hour, twice per 24 hours; all Stamina, Recover result in Resolve. No Fatigue or spiritual removal. Convert only starting unspent resources before refill when explicitly permitted.

Long: 8 hours, including 2 hours free time unless skipped. All Stamina, half maximum Resolve and Mana rounded up, remove 1 Fatigue. No spiritual removal.

Full: safe, supplied Long Rest after immediate danger; all resources, all Fatigue, missing Hope and remove 1 remaining Piety or Corruption. Long or Full benefits once per 24 hours. Refresh only printed Full Rest abilities.

Apply recovery, then reassess thresholds. Conditions end only as printed. Strenuous interruptions restart required recovery time; quiet waking alone does not. Unconsciousness can complete a qualifying rest; waking alone grants no recovery. Conditions end at their stated endpoint; Afflictions persist until their removal requirement. Routine resting uses Recover, not a separate treatment procedure.

Fatigue and spiritual states

Endurance = unmodified Agility maximum / 2. E+1: effectively Doomed; E+2: Unconscious; E+3: dead. Apply the complete new total. Recorded Hope is suppressed above E and becomes protective again at E or less.

Piety and Corruption cancel 1:1. Corruption 1 lowers the check die one size; 2+ also Disadvantage. Piety 1 raises one size; 2+ also Advantage. At a die boundary use Advantage or Disadvantage instead; no stacking. Four Corruption consumes recorded Hope or kills without it, including suppressed Hope; four Piety restores missing Hope.

Lethal result

Protective Hope: spend it to remain at 1 Resolve and become Doomed, or Trust Vitality against TN 4 + negative Resolve magnitude. Success: 1 Resolve, retain Hope, Near Death. Failure: death and Hope lost. No further Death Test until Resolve exceeds 1. Doomed at 0 Resolve dies.

Revival

Window: until the dead character's turn in the following round. Stop destructive bodily harm first. Another character spends Hope; deceased rolls Spirit TN 4. Success: 1 Resolve, +1 Fatigue; bodily damage Conditions pause through first turn, external hazards do not. Without Hope, Doom settles next turn. One attempt per affected character per Full Rest; failure spends donor Hope.

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.