

**WOE TO THE WICKED / ALPHA v44**

# Resolution and Combat

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

## Resolve effects

Test: appropriate Skill against TN 4. Contest: higher final total wins; defender wins ties. Roll only consequential uncertainty. Advantage or Disadvantage rolls two copies and keeps one; cancel opposites. Tests/Contests: each additive supplement requires a distinct authorized source; repeated spending of one source adds none. Advantage is separate. Attack/defense purchases retain their printed rules.

## Turn

Clockwise players starting left of GM, then each active foe in the GM slot. Movement + Action + Bonus Action. Action can exchange down; no upward exchange. Reactions require a valid trigger. No universal opportunity attack.

## Combat start and surprise

Before combat begins, determine each unit's awareness of the opposition. A unit unaware of every opposing unit is Surprised. If concealment makes awareness uncertain, resolve the concealed unit's Maneuver + Agility against the observer's Perception + Intellect; the observer wins ties. Use an existing applicable concealment record. An effect that reveals a unit establishes awareness unless another effect explicitly prevents that revelation.

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.

## Attack

Assigned Affinity + weapon or channel die + authorized supplements. Only the Affinity crits: retain and reroll each maximum, adding until a nonmaximum. Roll supplements once. Complete offense before defense. Skills are not an automatic third attack die; Techniques and spending add only printed contributions.

## Defense

One legal Skill + Affinity defense per threat: Evade/Agility, Block/Might, Withstand/Vitality, Perception/Intellect, Composure/Tact, Ward/Spirit. Your defensive Reaction permits a fresh appropriate choice for each later threat until your next turn. No second passive Withstand; unavailable methods contribute nothing.

Optional supplements: 2 Stamina physical / 3 Mana mental-spiritual per effective defensive Skill die. Pay once through next turn; roll afresh with that method. Purchases remain method-specific when switching. Add more before a later threat; resources are the only count limit.

## Apply harm

Evade matching or exceeding the pool makes a miss; otherwise subtract once. Block or Withstand subtracts once without creating a miss. Apply type interactions to remaining components, then buffers and Resolve. A mixed pool shares one defensive reduction budget. Resolve loss from this attack establishes a Damaging Hit. Resolve riders, Hope and death.

For external physical damage, unarmored Withstand supports d4 unless an explicit ability says otherwise; armor caps that roll at its Support and the actual Skill die. Shields cap Block; an intercepting weapon caps it at its Weapon Die. Parry uses Block and normal purchases, not a learned slot. Afflictions use actual Withstand, with the Test or Contest specified by their source; armor limits do not reduce it. Natural protection retains unarmored benefits unless its entry counts it as armor. Affinities remain separate. Resistance halves damage, rounded up; immunity removes only its stated type. Carryover requires its specific Technique.

Incapacitated characters retain applicable bodily Withstand without a new Reaction, with normal protection limits; other defenses need explicit permission. Hostile Contests default to Skill + Affinity on both sides. Only Affinities crit; defender wins ties.

Hit/Damaging Hit riders apply without another Contest against that target. Standalone control uses one initial Contest and a stated endpoint. Applicable die changes stack to d4 Disadvantage / d12 Advantage; Movement stops at 0. Conditions have an endpoint; Afflictions need their removal requirement.

Maintained hold: initial Skill + Affinity Contest, or a printed Hit rider. Release: Action + appropriate Skill Test against the source Affinity maximum (bodily hold: Might; magic: casting Affinity). Static bindings name a fixed TN. A reachable helper or suitable tools may release it; no repeat opposing roll. Respect expiry and maintenance.

## Damage types

Wound / Burn / Freeze / Shock / Corrode / Poison / Wither / Rend / Madden. Type describes harm; delivery determines legal defenses. Narrow piercing/slashing/bludgeoning and Holy-tagged interactions retain their printed scope. No type automatically grants a Condition.

**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.