Fate's Edge
System Reference Document

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1 Core Principles

1.1 Identity of Fate's Edge

Fate's Edge is a narrative-first tabletop roleplaying system where every action carries weight, every choice has consequence, and every spell risks backlash. Dice are not simply a measure of success or failure—they are instruments of fate, weaving opportunity with risk.

1.2 A World of Consequences

1.2.1 Design Goals

- **Narrative Primacy:** Mechanics exist to serve the story.
- **Risk as Drama:** Every roll carries the potential for triumph and complication.
- **Meaningful Growth:** Advancement is more than improving statistics.

1.2.2 The Central Question

What are you willing to risk, and what are you willing to pay, to reshape the world around you?

1.2.3 Tone of Play

- Cinematic, with pacing tied to narrative beats.
- Consequential, where even small choices ripple outward.
- Collaborative, empowering both GM and players.

1.3 Key Concepts

1.3.1 Narrative Time

Time is measured by story weight:

- **A Moment** — A heartbeat, a glance, a single strike or word.
- **Some Time** — A few minutes, enough for a skirmish.
- **Significant Time** — Hours, long enough for travel or rituals.
- **Days** — Large-scale endeavors: marches, training, recovery.

1.3.2 Story Beats

Whenever a player rolls dice, each result of 1 generates a Story Beat (SB). These are narrative fuel. The GM spends them to introduce twists.

1.3.3   Affinity

Each culture provides an Affinity: a narrative edge or metaphysical bond. Affinities make certain Arts, skills, or actions more reliable.

1.3.4   Prestige Abilities

High-level talents unlocked by mastering cultural arts or philosophies. They are narrative milestones as much as mechanical ones.

1.3.5   On-Screen vs. Off-Screen

- **On-Screen Resources:** Companions, hirelings, or allies who stand beside you in danger.
- **Off-Screen Resources:** Taverns, estates, titles, or networks of informants.

2   Core Mechanic

2.1   The Art of Consequence

2.1.1   Procedure

All significant actions follow a three-step process:

1. **Approach:** The player describes both what their character wants and how they attempt it.

2. **Execution:** Build a dice pool equal to *Attribute + Skill* and roll that many d10s. Each die of **6+** counts as a success. Each **1** rolled generates a **Story Beat (SB)**.

3. **Outcome:** The GM interprets total successes against the difficulty (DV) of the task. Story Beats are then spent to weave narrative setbacks.

2.1.2   The Description Ladder

- **Basic Action:** Roll the pool as-is. All 1s remain as Story Beats.
- **Detailed Action:** A clear, descriptive flourish allows the player to re-roll one die showing 1.
- **Intricate Action:** A richly described, multi-sensory action allows the player to re-roll *all* dice showing 1, and add one positive narrative flourish to the scene if they succeed.

Rule — Re-rolling 1s and SB   Re-rolling 1s does not remove the Story Beats already generated by those dice. If any re-rolled dice show 1 again, they generate additional SB as normal.
Let C_0 = initial 1s, C_r = 1s on re-rolls $\Rightarrow$ **Total SB** $= C_0 + C_r$.
Example: You roll 7d10: $\{9, 8, 5, 4, 3, \mathbf{1}, \mathbf{1}\} \Rightarrow C_0 = 2$. You re-roll both 1s (Intricate): $\{6, 2\}$ $\Rightarrow C_r = 0$. Final: successes $= 3$, SB $= 2$ (the initial SB remain).

2.1.3 Story Beats

Story Beats (SB) are the engine of drama. They are not simple penalties, but narrative levers. The GM spends SB to introduce setbacks appropriate to the context:

- **Escalation** — drawing more enemies, raising the stakes.

- **Exhaustion** — draining time, resources, or positioning.

- **Exposure** — revealing hidden actions, alerting foes.

- **Collateral** — harm or danger spilling over onto allies, innocents, or surroundings.

2.1.4 Design Intent

This mechanic ensures that every roll changes the story. Success without risk is rare, and even failure opens new narrative avenues.

2.1.5 GM Quick Reference: Adjudicating Skill Checks

Difficulty Ladder (set before the roll)

DV	Name	When to Use
2	Routine	Clear intent, modest stakes, controlled environment.
3	Pressured	Time pressure, mild resistance, partial info.
4	Hard	Hostile conditions, active opposition, precise timing.
5+	Extreme	Multiple constraints, high precision, dramatic failure.

Outcome Matrix (after the roll)   Let S be successes (≥ 6) and C be SB (number of 1s rolled).

Case	Guidance
$S \geq DV$ and $C = 0$	**Clean Success**: Deliver the intent crisply.
$S \geq DV$ and $C > 0$	**Success & Cost**: Grant the intent; spend/bank SB for complications.
$0 < S < DV$	**Partial**: Progress with a fork. Award 1 boon
$S = 0$	**Miss**: No progress. Cash/bank SB. Award 2 boons

SB Spend Menu (guidance)

- **1 SB**: Minor pressure: noise, trace, +1 Supply segment.

- **2 SB**: Moderate setback: alarm raised, lose position/cover, lesser foe or lock.

- **3 SB**: Serious trouble: reinforcements, key gear breaks, rail tick.

- **4+ SB**: Major turn: trap springs, authority arrives, scene shifts.

Assistance, Boons, & Description

- **Assists:** One helper per action; total Assist dice across sources are capped at +3 (unless a specific Talent states otherwise).

- **Boons:** A player may re-roll one die after seeing the pool. Once per session, in downtime, you may convert 2 Boons → 1 XP (max 2 XP via conversion per session). Hold cap: 5. Trim to 2 at scene end.

- **Description Ladder:** Basic (roll as-is), Detailed (re-roll one 1), Intricate (re-roll all 1s and add one flourish on success).

2.2 Boon Sharing

Players may gift **1 Boon per scene** to an ally with a brief narrative justification.

- **Bonded Allies:** If characters share a bond, they may gift **2 Boons per scene**.

- **Assistance:** Boons may be spent to enhance an ally's roll (counts as assistance).

- **Campaign Events:** Major victories or setbacks may generate shared Boons for the party.

Table Use: Require a short story beat for each gift. Normal Boon limits apply. Track shared Boons openly. **GM Notes:** Reward generosity with extra opportunities, introduce occasional complications from dependence, and balance group vs. individual needs.

2.3 Time Guidance Framework

2.3.1 Narrative Time Scales

Time in Fate's Edge is measured by story weight, not by clocks:

- **A Moment** — A heartbeat, a glance, a single strike or word.

- **Some Time** — A few minutes: a skirmish, a careful lockpick, a short negotiation.

- **Significant Time** — Hours: travel between locations, work a ritual, endure a siege.

- **Days** — Large-scale endeavors: marches across countryside, training a cadre, recovery.

2.3.2 Game Structure Definitions

Scene
    The basic unit of narrative play (Some Time to Significant Time); resolves a specific question or conflict.

Player Turn (Beat)
    Declare action → GM sets position → roll → resolve outcome → manage consequences.

Round
    Simultaneous or near-simultaneous actions within a scene (primarily for combat), representing a few seconds.

Session

One complete game session (typically 3–6 hours), containing 2–4 major scenes and resolving significant narrative progress.

Campaign

Entire story arc (6–20+ sessions) with major character development and lasting consequences.

2.3.3 Magic and Ritual Time

- **Standard Casting:** Channel and Weave phases each take 1 Player Turn; resolves within a single scene.

- **Ritual Casting (Optional Rule):** Channel and Weave phases each require 1 Scene (Significant Time).

- **Rites Invocation:** Invoke takes 1 Player Turn; Weave takes 1 Player Turn. High-Power rites may require extended time by fiction.

Extended Rituals   Attach long rituals to clocks:

- 4-segment clock: Significant Time (hours)

- 6-segment clock: Extended Time (days)

- 8+ segment clock: Campaign Time (weeks/months)

Advance the clock through player actions, scenes, or set intervals.

2.4 Worked Micro-Examples

- **Lockpick Under Watch (DV 2):** Roll 6 dice: 10, 8, 5, 4, 1, 1 $\Rightarrow S = 2, C = 2$. *Success & Cost.* Door opens; GM spends 1 SB for a squeal (patrol starts moving) and banks 1 SB to bring that patrol around on the next beat.

- **Charm the Captain (DV 2):** Roll 5 dice: 7, 6, 6, 2, 1 $\Rightarrow S = 3, C = 1$. *Success & Cost.* Passage granted; GM spends 1 SB: "He expects a favor on the return leg—he'll collect."

- **Traverse the Pass (DV 3):** Group pools to net 3 successes but produces $C = 3$. *Success & Cost.* GM spends 2 SB to add Fatigue 1 to all from cold and exposure, banks 1 SB to crack a wagon axle next scene.

Fail Forward: Every Roll Matters   When you **MISS** on a *meaningful action*, you gain 2 **Boons**. When you have a **PARTIAL**, you gain 1 **Boon**. Boons can be spent immediately for re-rolls, Asset activations, Rites, and other abilities. You can hold up to 5 Boons (trim to 2 at scene end).
A miss only awards Boons if all three are true:

1. Procedure followed: intent and approach declared; DV set; roll resolved.

2. Stakes stated: what changes on success; what bites on failure.

3. Consequence lands now: the GM spends or banks SB, applies a condition, or advances a thread.

Typically, failures reward boons. Rehearsal/null-risk probes and repeated identical attempts in the same scene do not award Boons. Rule of thumb, if it feels like an obvious fishing attempt, do not award a boon.

2.5 Session Loop

Off-Screen (Downtime). Clear/mark clocks, pay Upkeep, manage Obligation, craft, gather info, frame intents.

On-Screen (Adventure). Play scenes, make moves, trigger Rites/Casting, advance fronts.

Wrap-Up. Award XP, mark Story Beats (SB), resolve Harm/Fatigue conversion, advance faction clocks, note Patron Largess.

Off-Screen Hooks. Record next Downtime intents (projects, service to Patrons, upkeep needs) and any cliffhangers.

3 Combat Encounters

3.1 Core Philosophy

Combat in Fate's Edge is not a separate mini-game; it is simply conflict under sharper focus. It uses the same dice pool system and SB economy as all other actions. The rules are designed to emphasize narrative consequence, positional play, and risk management.

3.2 Structure of Combat

- **Rounds:** Each round represents a few seconds of action.
- **Turns:** Each participant takes one significant action per round.
- **Scenes:** A battle is one scene unless the fiction dictates otherwise.

3.3 Taking Action

On your turn, declare intent and method as normal:

1. **Set Position:** The GM decides if you are Controlled, Risky, or Desperate.
2. **Build Pool:** Attribute + Skill (+ gear, + assists, +1 from Imbuement if active).
3. **Roll:** Each 6+ is a success. Each 1 generates SB.
4. **Resolve:** Successes vs DV, SB spent by GM, Position/Effect applied.

3.4   Position & Effect

Controlled
   You act from safety or advantage. Failure still leaves you options.

Risky
   Standard case. Failure has teeth, but not ruin.

Desperate
   High stakes. Failure is severe; success may bring extra XP (mark Desperate use).

4   Health, Fatigue, & Harm

Tracks & Caps

- **Fatigue Track**: boxes equal to **Body**.

- **Harm Levels**: as defined elsewhere in the SRD (**Harm 1**, **Harm 2**, **Harm 3**).

Fatigue → Harm Conversion

Whenever you would mark Fatigue and your Fatigue Track *fills* (all boxes marked):

1. **Increase** your **Harm** by one level (e.g., 0→Harm 1, Harm 1→Harm 2, Harm 2→Harm 3).

2. **Clear all Fatigue** (erase the Fatigue Track back to 0).

This conversion can occur multiple times in a scene. Effects of Harm tier (disadvantage, action limits, incapacitation at Harm 3, etc.) follow your existing SRD.

Taking Fatigue

Mark Fatigue for strain, exertion, travel, magic costs, or §**??** overflow. Fatigue can exceed remaining boxes only to *trigger* conversion; any excess is ignored after the Harm increase and Fatigue clear.

Recovering Fatigue

- **Short Rest** (quiet watch, food/water): remove **2 Fatigue**.

- **Full Night**: remove **all Fatigue**.

Fatigue recovery does not remove Harm. Recover Harm via your normal medical/ritual rules in the SRD.

Mitigation (Optional Dials)

- **Soak/Ward**: Before marking Fatigue, reduce it by 1–2 (to a minimum of 0) if protected by armor/boons/rites.
- **Convert**: Some effects may convert incoming **Harm 1** to **2 Fatigue**; if this *fills* the track, convert as normal.

Effect Effect is narrative reach:

- **Limited:** Scratch or slow progress.
- **Standard:** Expected impact (downing a guard, disabling a lock).
- **Great:** Overwhelming impact, bigger than expected.

4.1 Damage & Consequences

When you take harm:

- **Level 1 Harm:** Minor injury or hindrance. -1 die to related actions.
- **Level 2 Harm:** Serious wound. -1 die to most actions until treated.
- **Level 3 Harm:** Critical injury. You are incapacitated or dying.

Harm may be resisted (roll Attribute vs DV 3; 1s generate SB). On a hit, reduce harm by one level.

4.2 Teamwork

- **Assist:** Spend 1 Stress or Boon to add +1 die. Max +3 dice from assists.
- **Setup:** Make a roll to improve another's Position or Effect.
- **Protect:** Take harm or consequence meant for another.

4.3 GM Guidance for SB in Combat

Use SB to escalate combat fiction:

- **1 SB:** Reinforce enemy cover, minor injury, reveal new foe.
- **2 SB:** Reinforcements arrive, key gear breaks, enemy gains +1 die.
- **3 SB:** Enemy unleashes a Rite or summon, terrain shifts, ally is endangered.
- **4+ SB:** Scene twists—fires spread, the floor collapses, Patron omens manifest.

4.4 Combat and Magic

- **Casting.** Casters spend one action to *Weave* and another to *Cast*. Requires the *Caster's Gift* talent.

- **Rites.** Invoking a Rite takes one action. Players may *Push It* for +1 Obligation to gain the listed benefit.

- **Invokers.** Invokers perform Rites via Symbol. Ritual invocation takes DV + 1 rounds and always marks +1 Obligation. Alternatively, they may *Crack the Seal* to cast instantly by setting the Symbol to COMPROMISED and marking +2 Obligation (+3 if High-Power). Invoker Rites cannot use *Push It*.

- **Imbuements.** Once per scene, spend one action to activate an Imbuement. For the remainder of the scene, gain +1 to one Weapon and one Thematic Skill.

4.5   Weapons & Armor

4.5.1   Weapons by Weight Class

- **Light (4 XP)** — fast, concealable.

- **Medium (8 XP)** — balanced, battlefield standard.

- **Heavy (12 XP)** — punishing, slow.

Melee

Weight	Close	Near	Notes
Light	+2d	+1d	Quick, tight quarters
Medium	+1d	+2d	*Set* 1/scene or –1d first attack
Heavy	–1d	+3d	*Set* 1/scene or –2d first attack

Ranged & Tempo

Weight	Tempo	Close	Near	Far
Light (4 XP)	Fast	Risky	+1d	—
Medium (8 XP)	Standard	Desperate	+2d	+1d
Heavy (12 XP)	Slow	Desperate	+1d	+3d

Tempo: Fast = Move+Shoot. **Standard** = Move or Shoot, Aim +1d/Effect. **Slow** = Set/Brace, full reload, cannot Move+Shoot.

4.5.2   Weapon Tags (Optional, +4 XP each, max 2)

Reach, Close, Accurate, Brutal, Hook, Concealable, Quickdraw, Two-Handed, Off-Hand.

4.6 Shields (Optional)

Shield	XP	Benefit	Tradeoff
Buckler	4	+1d Defend vs melee or +1 DV	Off-hand
Heater	8	+1d Defend; 1 Harm→Fatigue	–1d Ranged
Pavise	12	*Plant*: heavy cover cone	Bulky, immobile

4.7 Armor

Armor	XP	Conversion	Penalty
Light	4	1 Harm→1 Fatigue	—
Medium	8	2 Harm→1 Fatigue	–1d physical
Heavy	12	3 Harm→2 Fatigue	–2d physical, no sprint

Notes: Conversion applies per Harm instance before Fatigue is marked. You may still Resist first.

4.8 Condition & Upkeep

Neglected
Weapons –1d; Armor: conversion worsens by 1 step.

Compromised
Weapons –1d first attack/round; Armor: no conversion.

Fix: Short Rest/tools remove Neglected. A scene/Smith removes Compromised.

4.9 Ranged Options (At a Glance)

- **Aim:** +1d or +1 Effect.
- **Volley:** Extra ammo +1d (max +2).
- **Suppress:** Zone fire, foes –1d/Limited Effect.
- **Overwatch:** Ready a Risky shot on trigger.

4.10 Worked Example

Kael swings his Imbued blade at a cultist (DV 2). He rolls 5 dice: 9, 7, 5, 2, 1.

- Successes = 3 (hit), SB = 1.
- GM grants success: cultist is cut down.
- GM spends 1 SB: "Blood sprays across the sigil—energy flares, the summoning accelerates."

[TPK Resolution Options] A Total Party Kill doesn't have to end the campaign. Choose one of the following resolutions that fits the fiction and stakes.

- **Capture & Consequences.** PCs live but are captured, bound, or indebted. Advance relevant clocks +2, strip 1–2 assets, apply a permanent Condition to 1–2 PCs.

- **Patron's Claim (Bargain).** A Patron intervenes. PCs survive, but each accepts a non-negotiable term (e.g., *Obligation +2*, lose a Gift, sworn service for a season). Record the Claim as a front.

- **Last Stand → Legacy.** Convert the TPK scene into a Last Stand: for the remainder of the scene, +1 Effect and ignore new Harm; each action creates 1 SB. When it ends, the party dies. Next session, new PCs inherit one Relationship/Tool/Lesson from the fallen.

- **Dramatic Exit & Inheritance.** Players choose meaningful deaths that save others or seal a danger. Next PCs begin with one inherited tie (bond/contact/rival), a degraded Tool, or +1 XP toward a relevant Talent.

- **Reprieve at a Price.** Buy back from death by marking **+2 Obligation** each (or one steep Patron Claim). All scene clocks advance +1; introduce a new front tied to the price paid.

- **New Torchbearers.** End the chapter cleanly. Start with new characters directly connected to the fallen (apprentices, kin, witnesses). Carry forward consequences and open clocks.

GM Notes. Name the cost before rolls at the brink; pick one option, don't stack. Tie outcomes to Patron themes, and change the world (factions/clocks) accordingly.

4.11   Persuasion Encounters

Use a **Persuasion Clock** to track progress toward agreement. If the outcome is truly binary, skip the clock and resolve with a single roll.

Clock Size.   Set segments by difficulty/resolve of the target:

- Easy: 4-segment   Moderate: 6-segment   Hard: 8-segment

Position → DV.   Set Position from fiction and map to DV (Controlled = DV 2, Risky = DV 3, Desperate = DV 4–5+).

Actions.   Each attempt must be fictionally distinct (new appeal, leverage, evidence, witness, or framing). Bonds and Boons may assist as normal.

Outcomes.

- **Strong Hit (Success):** Tick the clock +2.

- **Mixed (Partial):** Tick the clock +1 and accept a complication (GM may start/advance a small FACE LOST or REBUTTAL clock, or claim 1 SB).

- **Miss:** No progress; GM may *decrease* the clock 1 or advance an OPPOSITION clock +1–2.

Opposition. For contested scenes, add an **Opposition Clock** (4–6). When it fills first, the target hardens: Position worsens one step or the ask narrows (concession required).

Finish. When the Persuasion Clock fills, the target agrees as framed. If there are unresolved costs/clocks, pay them or renegotiate a smaller ask.

Limits. Repeat-spam of the same line of argument does not tick the clock; change the fiction.

5   Talents and Advancement

5.1   What are Talents?

Talents are the building blocks of character specialization. They represent learned techniques, supernatural gifts, or cultural inheritances. Each Talent costs XP, and their costs are tied to impact.

5.2   Talent Costs

- **2 XP** — Minor edge (e.g., Caster's Gift, +1 situational bonus, small narrative trick).
- **4 XP** — Major edge (e.g., Patron's Symbol, a strong summon upgrade, permanent +1 effect in a niche).
- **6+ XP** — Prestige abilities, rare and campaign-defining.

5.3   Gaining Talents

- Spend XP earned through play.
- XP comes from fulfilling Drives, resolving Arcs, trading Boons (2 Boons = 1 XP, max 2 XP/session), and GM awards.
- XP is spent between sessions or during downtime.

5.4   Magic Access Through Talents

Caster's Gift (2 XP):
   Grants access to Weave & Cast freeform spellcasting using the Eight Elements. Without this, characters cannot freeform cast.

Familiar (2 XP):
   Required to access Patron features such as *Patron's Gift*. Binds a Thiasos.

Codex (4 XP):
   Required to fully join a Patron's service as a Runekeeper. Grants access to that Patron's Rites and Obligation system.

Patron's Symbol (4 XP):
   Minor Asset. Allows an Invoker to access a Patron's Rites via ritual precision. Each Patron requires its own Symbol.

5.5 Imbuements

Patron's Gift (Free, Requires Thiasos)
Duration: Scene; Range: Touch; Stacking: No.
Effect: Imbue one item with temporary magical power related to your Patron's domain. The item functions as a magical weapon (+1 Melee) and specialized tool (+1 thematic Skill) for the scene.
Activation: Requires 1 Action once per scene.
Push It: The item's power persists for one additional scene but marks +1 Obligation.
Requires: Familiar (Invoke: 1 Boon).

5.6 Advancement

- Characters advance primarily through acquiring Talents.

- Each 8–12 XP represents significant growth.

- Characters may retrain (swap out) one Talent per arc with GM approval, if fictionally justified.

- Advancement should always reinforce narrative identity: what drives, obligations, and affinities are shaping the character?

5.7 Prestige Abilities

Prestige abilities are narrative milestones unlocked through mastery or story events. They are priced at 6+ XP and include campaign-shaping effects:

- Breaking fundamental limits of casting or rites.

- Access to forbidden summons.

- Rewriting obligations or reshaping patron bargains.

5.8 Worked Example

Sable earns 2 XP from fulfilling a Drive and 1 XP from trading in 2 Boons at session's end. He now has 4 XP. He buys the Caster's Gift (2 XP) and saves the other 2 XP toward a Patron's Symbol. Next downtime, he will be able to invoke Ikasha's rites through ritual.

6 The Magic System

Magic in Fate's Edge is expressed through three interconnected paths. You may specialize in one, or mix them at greater bookkeeping cost. All paths share the same dice engine and SB/Obligation economies, but their flavor and risks differ.

6.1 Three Faces of Magic

Caster (Freeform):
Requires **Talent: Caster's Gift (2 XP)**. Grants access to Weave & Cast using the Eight Elements. Flexible, creative, and risky (Backlash on 1s).

Rites User (Runekeeper):
Requires **Patron + Thiasos (Familiar)**. Grants access to a Patron's Rites. Structured, powerful, but debt-driven through **Obligation**.

Invoker (Symbol Path):
Requires one or more **Patron's Symbols (4 XP each)**. Grants access to that Patron's Rites via rituals. Safe but slow; can *Crack the Seal* to cast instantly at steep Obligation cost.

6.2 Casting (Freeform)

Weave & Cast   Casters describe the effect in terms of the Eight Elements (Earth, Fire, Air, Water, Fate, Life, Luck, Death). The GM sets DV and Effect based on scope.

- **Weave:** Player builds dice pool and rolls. On success, they stabilize the spell's form.
- **Cast:** A second roll channels the effect into the world.
- **Backlash:** Any 1 rolled may cause narrative backlash related to the Element.

Limits   Casters can attempt any effect that can be described, but the larger the scope, the higher the DV. Improvisation is costly; reliable effects require repeated use and narrative justification.

6.3 Rites Users (Runekeepers)

Requirements   A Patron bond, a Thiasos (Familiar), and a Codex (4 XP) mark a character as a Runekeeper.

Invocation

- **Action Cost:** Invoking a Rite requires 1 Action.
- **Obligation:** Each Rite used marks Obligation on its clock.
- **Push It:** Once per Rite, you may Push to increase its duration or potency by +1 step at the cost of +1 Obligation.

Obligation Clock   Tracks the Patron's claim. When full, the GM resolves the debt in-fiction. Obligation is reduced through service or downtime actions.

6.4 Rites Difficulty Value

The Difficulty Value (DV) to cast a Rite is:

$$DV = \max(\text{Obligation Cost} - \text{Spirit}, \text{Tier})$$

Obligation Cost:
  The Rite's listed cost in Obligation segments. This reflects the Patron's toll for the magic.

Spirit:
  The caster's Spirit attribute. Each point reduces the effective weight of the Obligation, representing inner resilience and willpower.

Tier:
  The Rite's intrinsic difficulty based on scope or potency. DV can never fall below this floor.

6.5 Invokers (Symbol Path)

Patron's Symbol

- **Minor Asset, 4 XP each.**
- Each Symbol is consecrated to one Patron and grants ritual access to that Patron's Rites.
- You may hold multiple Symbols, one per Patron.

Rite Invocation via Symbol

- **Time.** Invoking a Rite via Symbol takes DV + 1 rounds.
- **Obligation.** On completion, mark +1 Obligation (in addition to any listed Rite costs, if applicable).
- **No Push.** Invoker Rites cannot use *Push It* benefits.
- **Symbol Display.** The Symbol must remain visible throughout the invocation.
- **Materials.** Symbols replace any Thaisos and Codex requirements.

Crack the Seal (Instant Cast) As part of an Invoker Rite, you may immediately resolve the effect by setting the Symbol to *Compromised* and marking +2 Obligation segments (+3 if High-Power). The GM may spend 1 SB on-theme. The Symbol remains but must be restored in downtime.

Restoring Symbols A Compromised Symbol is inert until repaired. Use a downtime action and test (DV 3 or fiction-appropriate). Success restores it; a shaky result leaves it Neglected (rituals work but cost +1 Obligation).

Invoker Path Limitations

- Cannot Push.

- Max simultaneous rituals = Spirit. Starting a new ritual ends the oldest or adds +1 Obligation to it.

- Carrying 4+ Symbols causes interference: the first ritual each scene marks +1 extra Obligation.

6.6 Patron's Gift (Imbuements)

Patron's Gift (Free, Requires Thiasos)
Duration: Scene; Range: Touch; Stacking: No.
Effect: Imbue one item with +1 Weapon (Melee) and +1 Thematic Skill (Patron domain) for the scene.
Activation: Requires 1 Action once per scene.
Push It: The item's power persists for one additional scene but marks +1 Obligation.
Requires: Familiar (Invoke: 1 Boon).

6.7 Mixing the Paths

Players may combine Casting, Rites, and Invoking, but each path introduces its own bookkeeping:

- Casters track Backlash.

- Rites users track Obligation.

- Invokers track Symbol states (Maintained, Neglected, Compromised).

Mixing provides flexibility but less efficiency than specialization. Specialists gain stronger benefits, while mixers gain narrative breadth.

7 Elemental Backlash (Condensed)

Magic unsettles the weave. Each element (and its counterpart) carries a distinct backlash pattern. When a roll shows a 1 (generating a (SB)), or when a player accepts a (SB) to escalate, apply a **Minor** backlash. Players may opt to escalate to **Major** by taking +1 (SB).

[title=Cheatsheet,colback=gray!5,colframe=black] Minor = wobble; Major = lurch. Apply once per cast. Offer players the option to escalate to Major by taking (SB) +1.

Earth/Fate binds; Fire/Life burns or grows; Air/Luck scatters or flips; Water/Obishaal pulls or opens.

8 Universal Rituals (Quick-Start)

These table-ready rituals are system-agnostic and available to any chassis that can perform rituals. Each lists **Cast Time**, **Setup/Components**, **Effect**, and explicit **Costs/(SB) hooks**. GMs should reskin names freely to match patrons, runes, symbols, or tag-sets.

Table 1: Backlash at a Glance

| | >1 >X >X | |
Element	Minor Backlash	Major Backlash

Earth / Fate Slips, binds, encumbrance • –1 Position or Encumbered. Fissure, entrapment • Clock +1 (Collapse) or Pinned. Fire / Life Smoke, sparks, heat • –1 Effect or Singed. Blaze, fever, ignition • Clock +1 (Fire) or 1 Harm. Air / Luck Scatter, misheard words • –1 Position or Clock +1/2 (Attention). Unlikely mishap • Lose a tool/use or (SB) +1. Water / Dreams (Obishaal) Slippery tide, slow gear • –1 Effect or Waterlogged. Undertow, veering path • Clock +1 (Flood) or intrusion from Ways Between. Fate / Earth Probability resists • –1 Effect or Clock +1/2 (Inevitable). Demand arrives • Immediate sacrifice or (SB) +1 mark Omen. Life / Fire Growth surge, vines tether • –1 Effect or Overgrowth. Riot of life • Clock +1 (Biohazard) or convert healing to (SB) +1. Luck / Air Odds flip • –1 Position or Clock +1/2 (Coincidence). Catastrophic fluke • Force re-roll; if any 1, (SB) +1 and Minor repeats. Death / Water (Obishaal) Whispers, chill • Shaken or Clock +1/2 (Haunting). Threshold opens • Clock +1 (Crossing Due) or revenant intrusion.

[title=Ritual Casting Basics,colback=gray!5,colframe=black] **Triggering Risk.** On any ritual roll showing a 1, gain a (SB) and apply elemental Backlash (§7). Players may accept +1 (SB) to push an effect one step (position/effect/scale) if fictionally supported.

Usage Notes

- **Scaling.** Effects scale by position/effect/area via explicit (SB) offers or extra time/components.

- **Elements.** Choose the dominant element by fiction (Fire for Ember-Glass; Water/Obishaal for Dream-Way) and apply the condensed backlash table (§7).

- **Teamwork.** Extra participants can donate narrative components to reduce cast time *or* to accept (SB) on the caster's behalf once per ritual.

[title=Design Intent,colback=gray!5,colframe=black] Each ritual bakes in a crisp *cost*, a tempting *push*, and a likely *backlash*. Keep it fiction-first: components are story handles the GM can threaten, not bookkeeping chores.

9 Summons and Outsiders

9.1 Definition

An **Outsider** is any being not native to the world of Fate's Edge. This includes summoned spirits, demons, celestials, and entities that arrive from beyond the veil of the Eight Elements. They are powerful but dangerous to bind.

9.2 Summoning (Pact-Whisperer Core)

Summoning is a way to call and bind Outsiders for temporary aid.

1. **Call** (1 Action): A spirit manifests at Near range. Choose a Spirit Template.

2. **Bind**: Choose one: spend 1 Boon or mark 1 Fatigue.

3. **Leash**: Set Leash = Cap + 2 segments (Cap is the Outsider's tier, typically 1/3/5 for Lesser/Greater/Elder).

4. **Tick Leash** whenever any occur:
   - Spirit takes harm.
   - You command against its nature.
   - You split focus (take another significant action while it acts).
   - A rival contests it.
   - It moves from Close to Far quickly.
   - It crosses a [WARD].

5. **Departure**: When the Leash fills, the spirit acts to its nature once, then departs.

Limits: Only one active summoned spirit at a time (unless a Talent says otherwise). All summons depart at Downtime unless explicitly sustained.

9.3   Boon Finesse

Once per round, you may spend 1 Boon to clear 1 tick from your current spirit's Leash. You cannot do this after the Leash has filled.

9.4   Outsider Caps

- PC-summoned Outsiders: Cap is limited by Talents (Lesser = 1, Greater = 3).
- NPC Outsiders: GM assigns based on story needs (Lesser = 1, Greater = 3, Elder = 5).

9.5   Tags for Summons & Outsiders

Certain Tags specifically interact with Outsiders.

WARD:
   Creates a magical edge/zone that Outsiders must test to cross.
   - DV = Outsider's Cap.
   - Hit: Outsider crosses and its Leash gains +DV segments.
   - Partial: Outsider crosses and its Leash gains +1 segment.
   - Miss: Outsider fails to cross this beat.

BANISH:
   Drives a visible Outsider toward departure.

- DV = Outsider's Cap.
- Hit: Add +DV segments to its Leash (or Exit Tally).
- Partial: Add +1 segment.
- Miss: No effect.

UNWARD:

Suppresses or dismisses a [WARD].

- DV by fiction (materials, sanctity, prep, locus, opposition).
- Hit: Ward dismissed/suppressed.
- Partial: Ward suppressed briefly (1 beat).
- Miss: No effect.

9.6 Unified Leash / Exit Tally System

- Summoned Outsiders track their service via a **Leash** (Cap + 2 segments).
- Non-summoned Outsiders affected by [WARD] or [BANISH] gain a temporary **Exit Tally** = Cap + 2. When the tally fills, they act to nature once, then depart.

9.7 GM Guidance

- Summons are not permanent allies; they are volatile forces.
- Always color Outsider behavior by their Elemental resonance and domain.
- When the Leash fills, deliver a memorable "act to nature" moment before they vanish.
- Use SB to escalate Outsider complications: a jealous Patron, a backlash of strange omens, or collateral spiritual harm.

10 Story Beats and Boons

10.1 Story Beats (SB)

Story Beats are the core dramatic currency of Fate's Edge. They represent the risks, twists, and unintended consequences that emerge from every action.

10.1.1 Generating SB

- Each die result of **1** generates 1 SB for the GM.
- Re-rolling a 1 does not remove its SB; if the re-rolled die also shows 1, it generates additional SB.
- Certain Harm effects or narrative triggers may also generate SB on future rolls.

10.1.2 Spending SB

The GM spends SB to introduce complications:

Escalation:
Draw more enemies, raise the stakes.

Exhaustion:
Drain time, resources, or positioning.

Exposure:
Reveal hidden actions, alert foes.

Collateral:
Harm or danger spills onto allies, innocents, or surroundings.

Menu of SB Spends (Guideline):

- 1 SB: Minor pressure (noise, trace, +1 Supply segment).

- 2 SB: Moderate setback (alarm raised, lose cover, lesser foe arrives).

- 3 SB: Serious trouble (reinforcements, broken gear, major twist).

- 4+ SB: Scene-shaping turn (trap springs, authority arrives, narrative shift).

10.1.3 Limits on SB

- **Base SB Budget:** 4 + Character Tier (e.g. Tier I = 5, Tier II = 6).

- **Scene Limits:** 12 SB max for standard scenes, 16 SB max for climactic scenes.

- **Session Limit:** 20 SB total per session.

- **Threads:** Max concurrent complication threads = Tier + 1.

10.2 Boons

Boons are the player-facing reward for meaningful failure or bond-driven actions. They represent insight, opportunity, or a sudden edge.

10.2.1 Earning Boons

- On a **Miss** (0 successes), if the stakes are meaningful and SB is spent/banked, the player gains 2 Boons, on a **Partial** success (1 or more successes < DV) award 1 Boon.

- On a bond-driven assist with an **Intricate Description**, the player may gain 1 Boon (once per bond per session).

- Other narrative rewards: The GM may award Boons for spotlighting bonds, sacrifices, or creative solutions.

10.2.2 Spending Boons

- Re-roll a single die in a pool.
- Activate an on-screen Asset.
- Power a Rite or magical ability.
- Improve Position by 1 step.
- Convert into XP: Once per session, during downtime, convert 2 Boons → 1 XP (max 2 XP).

10.2.3 Limits on Boons

- Hold up to 5 Boons at a time.
- At the end of a scene, reduce held Boons to 2 (excess are lost).
- Max 2 Boons earned from failure per scene per character.

10.3 Interplay: SB and Boons

- SB fuels the GM's complications; Boons fuel the players' resilience.
- Every roll potentially adds to both sides: Successes drive story, 1s feed the GM, and misses feed the players.
- This dual economy ensures narrative momentum—every result matters.

10.4 Example

Kael rolls 6 dice to pick a lock under watch. Results: {9, 7, 5, 3, 1, 1}. Successes = 2, SB = 2. He succeeds, but the GM spends 1 SB for a squealing hinge and banks 1 SB for guards incoming. Because it was a Success & Cost, no Boon is awarded. If Kael had missed entirely, he would have gained 2 Boon or 1 on a partial success. Coordination Rules & Strategies

11 Purpose

Coordination turns individual actions into decisive outcomes. This chapter defines how allies combine moves, share resources, and sequence actions to overcome threats without slowing play.

12 Core Principles

- **Fiction First.** Describe how you help. Mechanics follow the fiction.
- **Clear Stakes.** State Position → DV, what help changes, and what risk the helper accepts.
- **One Spotlight at a Time.** Resolve one acting character's roll; fold assistance into that action.
- **Visible Costs.** Story Beats (SB), Obligation, Fatigue, and asset states are tracked openly.

13 Shared Vocabulary

Acting Character
 The PC whose roll resolves the team's immediate goal.

Assistant
 A PC who contributes fictionally; they don't roll unless the move calls for it.

Exchange
 A short beat of simultaneous activity (often 1 round of table time).

Range Bands
 Close, Near, Far—coordination options often require *Near*.

14 Assistance (Baseline)

- **Declare Help.** An assistant states a concrete contribution (tools, opening, lure, cover).
- **Benefit.** Acting character gains **+1d** (up to the table's assist cap). The GM may instead allow **+1 Position** or **+1 Effect** if the fiction fits.
- **Limits.** One assistant per PC per exchange by default; followers can assist per their stat block.
- **Cost.** The assistant accepts any oncoming risk named by the GM (SB, Fatigue, collateral).

15 Position → DV

The GM sets Position from fiction; Position maps to DV for the acting roll (typical ladder):

- **Controlled ⇒ DV 2**   (time, tools, clear access)
- **Risky ⇒ DV 3**   (pressure, partial access)
- **Desperate ⇒ DV 4–5+**   (hostile field, countdown)

16 Bonds & Boon Sharing (Summary)

Bonds signal trusted ties; Boons are the table's spotlight currency.

- **Hybrid Sharing.** PCs may gift **1 Boon**/scene to an ally with a brief justification; **2 Boons** if Bonded (see §**??**).
- **Assistance via Boons.** A gifted Boon may count as help on the ally's next roll.
- **Tracking.** Record shared Boons openly to avoid double-counting.

17 Stacking Limits

To prevent "one true combo," a PC may benefit from at most **two** cooperative effects on the same action (choose which apply). *Inspire*, *Tactical Relay*, and similar talents each count as one.

18 Timing & Sequencing

- **Declare Order.** GM frames the exchange; players state intent in any order; resolve the acting roll, then apply assists/boons that were declared for it.
- **Ready/Overwatch.** Players may hold an action with a clear trigger; if triggered, resolve before the next exchange starts.
- **Refresh Windows.** "Once/scene" effects reset at scene end; "once/exchange" refresh at the next beat.

19 Followers in Coordination (Brief)

A follower may assist for up to +**3d** (or +**4d** with *Exceptional Coordination+*); they can't receive PC-only benefits (e.g., Inspire) unless a talent states otherwise.

20 Invoker & Caster Notes (Brief)

- **Invokers.** Ritual via Symbol takes $DV + 1$ rounds and marks $+1$ Obligation; *Crack the Seal* is instant at the stated costs. Invoker Rites cannot use *Push It.*
- **Casters.** Weave (action) then Cast (action). Allies can assist either step if the fiction allows (lenses, spotters, cover).

21 GM Guidance (One Page)

- **Ask for the Beat.** Require one sentence of how help changes the fiction.
- **Name the Risk.** Before rolling, say what the helper risks (SB, collateral, position flip).
- **Favor Position Shifts.** When in doubt, let excellent help improve Position rather than stack dice.
- **Spread the Love.** Rotate who can meaningfully help each exchange; spotlight bonds and distinct roles.

21.1 Cooperative Talents (Options)

Inspire (3 XP)   Once/scene, spend 1 Boon and provide a brief narrative justification. Choose one:

- **Bonded Ally (Near):** That ally gains **+1 Boon** and **+1d** on their next roll this scene.

- **Self:** You gain **+1d** on your next roll this scene.

- **Rally (Near Allies):** Each other PC in **Near** gains **+1d** on their next roll this exchange.

- **Tactical Coordination (Near Allies):** All allies currently acting gain **+1 Position** on their next action this exchange.

Limits: Followers cannot benefit. Each PC can benefit from *Inspire* at most once per scene. Requires *Near* unless targeting *Self*. Not usable during Downtime or purely non-conflict social scenes. *Inspire* counts toward the stacking limit of cooperative effects (see §17).

Tactical Relay (3 XP)   Once/scene, spend 1 Boon: all allies currently acting in **Near** gain **+1 Position** on their next action this exchange. Followers excluded.

Shield Wall (4 XP)   If you and at least one ally each wield a shield and are adjacent: as a *Defend* action, grant **+1d Defend** to all in the Wall and convert the first incoming Harm (any one) to Fatigue. Ends if formation breaks.

Spotter's Mark (3 XP)   *Aim* a target (1 action). Until end of scene or until target breaks line of sight, each **PC in Near** may claim **+1d** or **+1 Effect** once vs. that target. Once/scene you may spend 1 Boon to refresh the mark.

Battle Cant (2 XP)   Once/scene, establish silent signals. On the next coordinated action where at least two PCs act on the same beat, those PCs gain **+1 Position**. Spend 1 Boon to include a third PC.

Medic's Hand (3 XP)   When you *Stabilize* an ally mid-scene, also **clear 1 Fatigue** or **downgrade Harm 2→1**. Spend 1 Boon to do both. Not usable in Downtime healing.

Anchor Sigil (Runekeeper, 4 XP)   Bank 1 Boon on a prepared sigil. Once this scene, when an ally *Casts* or *Invokes a Rite*, discharge: **−1 DV** for that action *or* redirect minor backlash to you as **Fatigue +1**.

Exceptional Coordination+ (8 XP)   Your follower assist cap increases to **+4d**. If **Bonded** with that follower, you may split as **+2d** to two different allies on the same exchange.

22   Rites, Invokers, and Symbols

Magic in **Fate's Edge** expresses through three intertwined practices: **Rites** (oathbound authority), **Invocations** (symbolic ritual), and **Patron Pacts** (gifts and obligations). The rules below emphasize fiction-first play: consequences are Story Beats (SB) that prompt twists; numbers follow the story.

22.1 Rites and Patrons (Runekeepers)

Characters who bind themselves to a *single* Patron and study that Patron's **Codex** are **Runekeepers**. Their magic is structured, immediate, and tied to service.

- **One-Patron Rule.** A Runekeeper may be bound to *only one* Patron at a time. This sharpens identity and keeps Obligation on a single ledger.

- **Thiasos (Familiar).** A circle, retinue, or emissary that grounds the pact in fiction. Required to access *Patron's Gift*.

- **Codex.** The Patron's corpus of rites and precedents. Grants access to the Patron's Rites.

- **Invoke Rites.** A Runekeeper may Invoke a known Rite from their Patron as a **1 action** effect. On completion, mark **+1 Obligation** to that Patron. You may *Push It* once per scene to amplify the effect, marking **+1 additional Obligation**.

Rites Difficulty Value (DV)

The DV to cast a Rite is:

$$DV = \max(\text{Obligation Cost} - \text{Spirit},\ \text{Tier})$$

- **Obligation Cost:** The Rite's listed cost in Obligation segments.
- **Spirit:** The caster's Spirit attribute, reducing the effective cost.
- **Tier:** The Rite's minimum difficulty based on its scope or level.

Interpretation. The Obligation burden sets the baseline challenge, but personal Spirit mitigates it. No Rite can be easier than its Tier.

23 Obligation Capacity

A character's **Obligation Capacity** equals Spirit + Presence. Track total Obligation segments across all Patrons (or Symbols, for Invokers).

- **Exceeding Capacity:** For each segment above Capacity, mark 1 Fatigue. The character cannot Invoke Rites or perform rituals until Obligation is reduced below Capacity.

- **Resolution:** Reduce Obligation through Downtime service, Patron tasks, ritual cleansing, or story resolution.

Example: Spirit 2 + Presence 3 = Capacity 5. 6 segments → Fatigue 1. 7 segments → Fatigue 2. 10 segments → Harm 1. 11 segments → Harm 2.

23.1 Invokers and Symbols

Invokers relate to Patrons through consecrated **Symbols**: physical tokens that anchor names and permissions.

- **Symbols (Minor Asset).** Each Symbol is keyed to one Patron; cost **4 XP**. You may own Symbols of different Patrons (one Symbol per Patron).

- **Ritual Invocation.** Display the Symbol and perform the Rite as a *ritual* (DV + 1 rounds). Completion always marks **+1 Obligation** on that Rite's ledger.

- **Crack the Seal.** As part of an Invoker Rite, you may resolve the effect instantly by setting the Symbol to *Compromised* and marking **+2 Obligation** (**+3** if High-Power). The Keeper may spend 1 on-theme SB immediately. The asset remains but is inert until restored.

- **Restore a Symbol.** 1 downtime action and a fitting test (DV 3 or by fiction). Success: *Maintained*; shaky: returns *Neglected*. Or spend **1 XP** to fully restore.

- **Display Requirement.** Symbols must be openly displayed for rituals. Hidden Symbols do not function.

23.2 Casting and Free-Form Magic

Improvised casting is possible with the **Caster's Gift** Talent (**2 XP**). It is a *backup toolkit*:

- Small, local effects (typ. DV 2–3), fiction-first, colored by Elements and locus.

- Heavy control effects such as [WARD], [BANISH], or [UNWARD] require a printed Talent, Rite, or Spell result.

23.3 Patron's Gift (Imbuements)

The pact may mark a devotee's tools with a short-lived boon aligned to the Patron's domain.

Requirements. **Thiasos (Familiar)** is required. Invoking the Gift costs **1 Boon**. A Codex is *not* required for the Gift.

Activation and Duration.

- **Action:** 1 action to activate; **1/scene**.

- **Duration:** Scene. *Push It:* extend for one additional scene by marking **+1 Obligation** to that Patron (max one Push per scene).

- **Range:** Touch (you must handle the item).

- **Stacking:** Gifts from the *same Patron* do not stack; take the best active version. Dice bonuses respect the table's **+3 dice cap**.

Effect. Choose one held item you or an ally carries. Until scene end it grants:

- **+1 Melee** (the item counts as a magical weapon), and

- **+1 Thematic** (a *+1 die* to a fixed Skill tied to your Patron; see Table 3). Apply only when the fiction clearly fits the Patron's sphere and how the item is used.

24 Clearing Obligation Segments (Condensed)

Obligation tracks the narrative weight of a Patron's attention. To reduce it, characters must act in ways that reaffirm their relevance.

Off-Screen Clearing (Primary)

- **Act of Service.** Clear 1 segment by performing a thematically resonant act of service to the Patron.

- **Requirement.** The player provides an *Intricate Description* of the act.

- **Scope.** Not arduous, but meaningful and aligned to the Patron's sphere.

On-Screen Clearing (Optional)

Talent: Focused Devotion (3–5 XP). Once per scene, spend 1 Boon to clear 1 segment of Obligation for a Patron. Cannot be used on segments accrued in the same scene.

Narrative Implications

- **Agency.** Players choose how service manifests.

- **Collaboration.** GM approves sufficiency of the act.

- **Dynamics.** Patron bonds remain active and evolving.

- **Capping.** Prevents snowball clearing during a scene; off-screen remains the main method.

Runekeeper Clarification. A Runekeeper (one Patron + Codex) may Invoke Rites on-screen and use Patron's Gift if they also possess **Thiasos (Familiar)**. Codex alone does not grant the Gift. Symbols are optional for parley or omens and do not gate Runekeeper Invocation or the Gift.

Borrowed Grace

Type: Invoker Talent — *Lesser Imbuement*

Use

- **Cost:** 1 Boon, 1 action.

- **Effect (pick one on use):** +**1 Melee** *or* +**1 Thematic** (your table's thematic Skill).

- **Duration:** *Single action/attack* (instantaneous boost).

- **Requirement:** Wield/display the Patron's **Symbol**.

- **Obligation:** +1 **Obligation** to that Patron immediately (see §**??**).

- **Limits:** Cannot be extended, stacked, or *Pushed* for duration.

Fictional Framing

A quick, rule-bending channel through a Patron's *Symbol*—a sliver of grace, borrowed for a moment and paid for in debt.

Table Guidance (1-liners)

- **Combat:** Spike a strike vs. a tough foe; or steady a parry in a desperate bind.

- **Skill:** Nudge a pivotal social/ritual/track roll tied to the Patron's sphere.

- **Fallout:** Repeated use accrues **Obligation**; NPC faithful may notice "stolen" grace.

Balance Notes

- Weaker than full Imbuement: *one* action, no sustain, upfront Obligation.

- **Symbol dependency:** No Symbol, no channel (concealed or lost Symbol = no effect).

GM Hooks (quick picks)

- **Compel Debt:** A Patron agent arrives when Obligation crosses a tick.

- **Clash of Signs:** Using rival Symbols back-to-back risks minor **Backlash** (drop Position or +1 SB).

- **Spotlight Tell:** Brief visual tell (scent, sigil flare) marks the borrowing to observant NPCs.

24.1 Specialization vs. Mixing

Characters can mix paths (Summoner, Caster, Invoker, Runekeeper), but specialization is usually stronger and cleaner. Mixing increases upkeep (Obligation, Symbol state, Leash) and action congestion without guaranteed power gains. Let fiction guide choices: Story Beats are prompts to advance the scene, not punishments.

Table 2: Rituals at a Glance

>l c l X X

Name	Tier	Cast Time	Setup	Components	Effect (with Costs/(SB) Hooks)

Wayfinder's Thread Low 1 minute Red cord knotted thrice; whisper a destination. Create a faint tether toward the nearest safe path. *Cost:* mark FATIGUE if used more than once/scene. *Push:* +1 (SB) to reveal a hidden shortcut (Clock –1/2 on Travel). Oath-Ward Low 5 minutes Chalk circle; sworn phrase all participants repeat. Ward a small area vs. intrusion (mundane/lesser). *Cost:* requires sincere oath; breaking it triggers (SB) +1 and ends ward. Ember-Glass Low 1 minute Hold an ember behind smoked glass. Sense nearby heat sources/life signs through cover. *Cost:* lose one use of a tinder/torch. *Push:* +1 (SB) to pierce thin walls. Salt-Cut Low 1 minute Salt line and bronze knife. Sever a simple ongoing effect (rope-binds, minor charm). *Cost:* consume 1 use of salt. *Push:* +1 (SB) to cut a tougher link (Clock –1/2 on Restraint/Hex). River's Memory Med 10 minutes Bowl of water and a personal token. Scry a recent passage/event tied to the token, brief and blurry. *Cost:* token is waterlogged/ruined. *Push:* +1 (SB) for a clearer second image.

Bargain-Bead Med 10 minutes Two carved beads; one is offered openly. Invite a nearby power/spirit to parley. *Cost:* give up a valuable concession now or take (SB) +1 when you refuse. Quiet Veil Med 5 minutes Ash across lips; bell muted in cloth. Muffle a group's sound and scent for a scene. *Cost:* MUTED Condition (social checks –1) until scene ends. *Backlash:* Air/Luck.

Shadow-Loom Med 5 minutes Three pins; weave ambient shadow between them. Create light-obscuring cover or misdirection in a small zone. *Cost:* dim your own vision (–1 precision) while maintained. *Push:* +1 (SB) to mirror a decoy image briefly. Dream-Way Marker Med 10 minutes Sleep mask inked with a circle; water drip cadence. Mark a safe entrance to the Ways Between; next sleep at site allows short transit. *Cost:* all participants mark SHAKEN on waking. *Backlash:* Death/Obishaal. Purge Med 10 minutes Smoke of bitter herbs; clean blade drawn across incense. Cleanse taint/disease/curse one step. *Cost:* cleanse passes a lesser echo to the caster (–1 to a related action next scene). *Push:* +1 (SB) to remove two steps but take WEAKENED.

Fortune-Braid High 15 minutes Three strands (hair, thread, wire) braided tight. Bank a single lucky break: replace one die with its highest result this scene. *Cost:* immediately take (SB) +1 if used offensively. *Backlash:* Air/Luck. Fate-Splice High 15 minutes Knot two names written on vellum. Temporarily link two fates: transfer a single consequence/boon between them. *Cost:* both bear a subtle mark until dawn; *Push:* +1 (SB) to redirect a Major consequence. *Backlash:* Fate/Earth. Summoner's Gate High 20 minutes Circle inscribed with true-name sigil or emblem. Call a known entity safely; on success it arrives bound by a simple charge. *Cost:* occupies one concurrency slot; breaking terms creates (SB) +1 and Disruption. *Backlash:* varies by entity.

Patron	+1 Thematic Skill	Gift / Lore Bestowal
Ikasha (Shadow, Penumbra)	Stealth	Grants the hush between footsteps and the raven's omen at every threshold.
Mykkiel (Judgment, Writ)	Command	Grants the authority of seal and sentence, words that bind like iron.
The Witness (Truth, Revelation)	Notice	Grants the unblinking gaze that unmasks deceit and remembers every oath.
Sealed Gate (Boundaries, Closure)	Tinker	Grants mastery of thresholds—doors that yield or bar at your command.
Raéyn (Storm, Tides)	Skirmish	Grants the sailor's fortune: winds that shift, storms that answer to will.
Khemesh (Abyss, Pressure)	Skirmish	Grants the crushing silence of the deep, where strength is drowned in weight.
Mab (Glamour, Courts)	Persuade	Grants the mask of favor, a voice that bends courtiers and kindles desire.
Sacred Geometry (Perfect Forms)	Tinker	Grants the compass of perfection, every shape reduced to its true measure.
Clockwork Monad (Mechanism, Process)	Tinker	Grants the certainty of repetition: a cycle that never falters, a gear that never slips.
Varnek Karn (Ossuary, Dominion of the Dead)	Command	Grants the silence of the archive, where the dead obey and records speak.
Nidhoggr (Deep Earth, Rot)	Skirmish	Grants the weight of ages, the strength of stone and the hunger of roots.
The Traveler (Ways, Roads)	Notice	Grants the open way, a compass that never rests, and roads where none are marked.
Oath of Flame & Light (Dawn, Vows)	Command	Grants the fire of dawn, a vow that shields the faithful and sears the faithless.
Carrion King (Carrion, Renewal)	Survival	Grants the feast of decay, where what is dead becomes seed for what lives.
Gallows Bell (Doom, Last Rites)	Command	Grants the toll of ending, a voice that closes stories and calls debts due.
Old Man of the Black Forest (Primal Humanity, Instinct)	Survival	Grants the wild memory: fang, fire, and the path of instinct through the dark wood.
Isoka (Serpents, Shedding)	Skirmish	Grants the serpent's coil, strength in sudden strike and wisdom in renewal.
Inaea (Mercy, Hearth)	Persuade	Grants the hearth's warmth, shelter to the weary and mercy for the lost.
Maelstraeus (Infernal Bargainer)	Persuade	Grants the contract's weight, every deal sealed in fire and shadow.
Livaea (Temptation, Desire)	Persuade	Grants the lure of longing, beauty sharpened into power over hearts.
Aliyah, the Chained Angel (Curses, Corruption)	Command	Grants cursed blessings—boons that shine bright yet seed hunger, power that demands a price.

Table 3: Patron's Gift: fixed Thematic Skill and lore of their bestowed blessing. Thematic bonuses apply only when the fiction matches the Patron's domain.

24.1.1   Aliyah, the Chained Angel (Curses & Corruption)

Lore. Once a righteous warrior of light, Aliyah was torn from heaven and bound in chains of black iron beneath a forgotten chapel. There, corrupted by dark rituals, she became the Arch-Angel of Cursed Blessings—the one who grants gifts that devour from within. Her followers learn that power always demands a price, and that the most beautiful gifts often carry the most terrible curses.

> "I was light. I was hope. Now I am the shadow in your salvation, the thorn in your rose. What I touch, I corrupt—not with malice, but with the terrible weight of what I have become." — Aliyah, the Chained Angel

Blessing of Chains (Low, 4 XP)   *Scene; Self/Ally; Yes (curse only).* **Materials:** A broken chain link or iron shackle.
Effect: Grant supernatural strength/resistance at the cost of growing dependency. Target gains **+1 die** to one physical action but suffers **Fatigue 1** if they don't perform a related act of violence or dominance before scene end.
Push It: The blessing intensifies—**+2 dice** but **Fatigue 2**; mark **1 SB (Spades)** as the curse's hunger grows.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Fallen Star (Low, 5 XP)   *Scene; Near; No.* **Materials:** A shard of meteoric iron blessed by moonlight.
Effect: Bestow a gift that carries a hidden curse. Target gains one significant advantage (GM choice) but also accrues a 4-segment "Corruption" clock. When it fills, they suffer a related curse.
Push It: The gift is more powerful but the corruption clock advances **2 segments**; mark **1 SB (Diamonds)** as divine attention notices the perversion.
Requires: Familiar (Invoke: 1 Boon).

Mark of the Celestial Wound (Standard, 8 XP)   *Scene; Touch; No.* **Materials:** Holy water mixed with graveyard dust.
Effect: Infect target with a supernatural condition. Choose: vampiric hunger (gain power at night, suffer in sunlight), bestial rage (strength when angry, lose control), or shadow-bind (move unseen, fear light). Condition lasts scene.
Push It: The condition becomes permanent but grants **+1 die** to relevant actions; mark **1 SB (Hearts)** as the curse begins to define their identity.
Requires: Familiar + Codex (Invoke: 1 Boon).

The Chained Host (Standard, 9 XP)   *Scene; Self; No.* **Materials:** Wear manacles while speaking her true name.
Effect: Aliyah's power flows through you directly. Gain **+2 dice** to one action per beat for the scene, but each use marks **1 SB (suit by GM)** as her influence spreads. You cannot refuse her whispered commands.
Push It: Channel her full fury—**+3 dice** but mark **2 SB** and suffer **Fatigue 1**; her voice grows louder in your mind.
Requires: Familiar + Codex (Invoke: 1 Boon).

Curse of the Ascended Fall [BANE] **(High, 12 XP)**   *Scene; Near; No.* **Materials:** Chain links forged from a fallen angel's tears.

Effect: Transform a target into something more and less than human. They gain a powerful supernatural trait (flying, shapechanging, deathless) but also inherit a fatal weakness (silver vulnerability, need for blood, etc.).

Push It: The transformation is complete and irreversible; mark **2 SB (Hearts)** as they become a permanent monster in the world.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

The Heavenly Descent (High, 14 XP)   *Extended; Zone; No.* **Materials:** A chapel bell cracked by divine lightning.

Effect: Corrupt a sacred space, turning it into a font of cursed power. For the next session, all supernatural effects gain **+1 Effect** but also generate **+1 SB** when they fail. Blessings become curses, curses become blessings.

Push It: The corruption spreads to adjacent areas; mark **3 SB (Diamonds)** as reality itself begins to fray around the perversion.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 8 segments.

24.1.2 The Carrion-King (Decay, Renewal & Transformation)

Lore. The Carrion-King is the master of endings that become beginnings. He does not destroy, but transforms—turning death into new life, decay into opportunity, and endings into fresh starts. His followers are harvesters of potential, seeing in every fall the seeds of future growth.

Quote. *"What crumbles feeds what grows. What dies becomes the soil of tomorrow's triumph." — The Carrion-King*

Rite of Consuming Rot (Low, 5 XP) *Instant; Touch; Yes (decay only).* **Materials:** Organic matter in early stages of decay.
Effect: Accelerate natural decay to weaken or destroy: +2 Effect to *Break/Sabotage* on organic materials (ropes, leather, wood). Gain 1 Boon if the decay creates an opportunity for you or allies.
Push It: Spread decay to similar materials in Close range; mark 1 SB (Clubs) as the rot becomes noticeable.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Harvested End (Low, 4 XP) *Scene; Touch; No.* **Materials:** The remains of a recently ended thing (burnt letter, wilted flower, shattered glass).
Effect: Extract value from endings: from a defeated enemy, gain +1 die to next action; from a failed plan, re-roll one 1 on your next roll; from a broken item, gain 1 SB to spend immediately.
Push It: Harvest additional value but mark Fatigue 1 from dwelling on endings.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Fertile Death (Standard, 8 XP) *Scene; Zone; No.* **Materials:** Ashes, compost, or the remains of anything that once lived.
Effect: Transform death into growth: create beneficial terrain (cover, concealment, or advantageous positioning) OR grant allies +1 die to healing/recovery rolls. Choose one effect per scene.
Push It: Both effects apply but attract unwanted attention (vermin, scavengers, or curious onlookers).
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Transformed Spirit (Standard, 7 XP) *Instant; Near; No.* **Materials:** A token from a deceased being (hair, nail, written name).
Effect: Channel the essence of what was: gain one skill die reflecting the deceased's expertise for one scene OR ask one question about their knowledge/abilities.
Push It: The spirit's influence lingers - gain permanent insight (+1 die specialty) but suffer occasional possession-like effects (GM discretion).
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Great Consumption (High, 13 XP) *Scene; Zone; No.* **Materials:** A significant amount of organic matter (corpse, fallen tree, collapsed building).
Effect: Transform a large area through decay and renewal: choose two - create difficult terrain that favors you, summon Cap 3 swarm of scavengers as temporary allies, or generate valuable reagents

worth 2 XP.

Push It: All three effects occur but start a 6-segment **Ecosystem Disruption** clock that will cause problems later.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

Rite of the Eternal Cycle (High, 14 XP)   *Extended; Touch; No.* **Materials:** The complete remains of something significant that has ended.

Effect: Complete a transformation cycle: destroy one major asset/enemy/obstacle and create something new of equal or greater value. GM and player collaborate to define the transformation.

Push It: The transformation is immediate and spectacular but creates a 6-segment **Cycle Debt** clock - the King will demand another significant ending soon.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

24.1.3   The Clockwork Monad (Iterative Evolution)

Lore.   The Clockwork Monad is the divine architect who builds not just machines, but systems that improve with use. Where others see entropy, it sees optimization. Its followers are engineers, artificers, and system-builders who understand that true perfection comes not from flawless creation, but from flawless adaptation.

Quote.   *"Each gear teaches the next. Each failure builds tomorrow's solution." — The Clockwork Monad*

Rite of Iterative Refinement (Low, 4 XP)   *Instant; Self; Yes (Tinker/Craft/Device use only).*
Materials: A tool or mechanical device you are actively using for the triggering roll.
Effect: Re-roll one die showing 1 or 6 on your current roll.
Push It: Re-roll up to two dice, but mark 1 segment on a **Strain Clock [4]** for the tool/device. If the Strain Clock fills, the item becomes [COMPROMISED].
Requires: Familiar (Invoke: 1 Boon).
Note: This represents making micro-adjustments or adaptations on the fly to improve performance.

Rite of Mechanical Intuition (Low, 5 XP)   *Scene; Self; No.* **Materials:** A moment of focused observation of a mechanism or engineered system.
Effect: Gain +1 die to one Wits + Tinker or Wits + Craft roll this scene to understand, repair, jury-rig, or optimize a mechanical or engineered system.
Push It: Also identify one hidden weakness, pressure point, or inefficiency in the observed system (Keeper's choice), but mark Exposure +1.
Requires: Familiar (Invoke: 1 Boon).
Note: This represents the Monad's insight granting deeper understanding of mechanical principles.

Rite of the Self-Improving Device (Standard, 8 XP)   *Extended; Touch; No.* **Materials:** A mechanical device with space for additional components.
Effect: Install a learning mechanism in a device. Create a 6-segment **Improvement Clock**. Each time the device is successfully used for its primary function, advance the clock by 1. When filled, choose one permanent enhancement:

- **Efficiency Core:** The device gains +1 Effect when used.

- **Resilient Frame:** The device ignores the first instance of [COMPROMISED] or [DAMAGED] status.

- **Auxiliary Function:** The device gains one minor, related function (e.g., a lockpick gains a small light source, a winch has a built-in measuring tape).

Push It: The device gains its first enhancement immediately (choose one), but mark 2 segments on its Improvement Clock instantly.
Requires: Familiar + Codex (Invoke: 1 Boon).
Note: This represents embedding iterative learning directly into the construct.

Rite of the Automated Sequence (Standard, 7 XP) *Scene; Zone (Near the mechanism); No.*
Materials: A series of interconnected mechanical triggers (gears, levers, pulleys, weights).
Effect: Create an automated process that performs one specific, simple, physical task per round without direct control. Examples include: maintaining steady pressure, repeatedly striking an object, turning a winch, opening/closing a valve, ringing a bell, sorting items by size/weight (if pre-sorted chute exists). The mechanism occupies a Near space.
Push It: The automation can perform a slightly more complex task or two simple tasks in sequence, but requires a 4-segment **Maintenance Clock** that must be tended each scene or it seizes up (becomes non-functional until repaired, DV 3 Tinker).
Requires: Familiar + Codex (Invoke: 1 Boon).
Note: This is a temporary, dedicated mechanical helper for repetitive physical tasks.

Rite of the Perfect Design (High, 13 XP) *Extended; Self; No.* **Materials:** Blueprints inscribed with Clockwork Monad's sigils.
Effect: Design and create a construct or dedicated system (counts as a Standard Asset) that gains +1 Effect each time it is successfully used for its intended primary purpose, up to a maximum of +3 Effect.
Push It: The construct is built to maximum efficiency immediately (+3 Effect), but it also accrues 1 segment on a **Stress Clock [6]**. If the Stress Clock fills, the construct suffers a critical, non-repairable failure (GM determines specifics, likely destruction or dangerous malfunction).
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*
Obligation: 7 segments.
Note: This represents creating a masterpiece of iterative engineering, pushing it to its theoretical limits.

Rite of the Infinite Workshop (High, 14 XP) *Extended; Zone; No.* **Materials:** A dedicated workshop or laboratory inscribed with the Monad's evolving equations.
Effect: Consecrate the zone. While within:

- All Crafting, Tinkering, and Wits-based engineering/problem-solving rolls gain +1 Effect.

- Once per scene, a failed Tinker or Craft roll may be re-attempted with +2 dice.

Push It: The zone's influence expands slightly beyond its physical boundaries (e.g., affects work done in an adjacent room) and allows one roll this scene related to invention or radical innovation to be treated as Intricate (re-roll all 1s), but mark 2 segments on an **Entropic Backlash Clock [8]** (GM spends SB from this clock to introduce minor, weird malfunctions or inefficiencies in other nearby non-Monad devices/constructs).
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*
Obligation: 7 segments.
Note: This is a locus of pure optimization and accelerated iterative development.

24.1.4 The Gallow's Bell (Justice & Judgment)

Lore. The Bell tolls not just for punishment, but for the restoration of balance. Its keepers are judges of the unseen court, ensuring that debts are paid and justice flows like water—sometimes gentle, sometimes as a flood. To call upon the Gallow's Bell is to swear to uphold the weight of consequence, for the Bell sees all reckonings and demands their fulfillment.

Quote. *"What is broken must be mended, what is owed must be paid. The Bell remembers all reckonings." — The Gallow's Bell*

Rite of the Measured Debt (Low, 4 XP) *Scene; Near; No.* **Materials:** Scales balanced with tokens from both parties.
Effect: Establish a temporary truce or parley; both parties suffer -1 die if they break terms first. Gain +1 die to enforce fair dealing.
Push It: The debt becomes magically binding for the scene; breach forces 1 SB (Hearts) on breaker.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Weighed Heart (Low, 5 XP) *Scene; Near; No.* **Materials:** A brass scale touched to target's chest.
Effect: Sense if target acts against their stated nature or recent oaths; gain +1 die to social rolls exploiting this knowledge.
Push It: Target must make a Resolve test (DV 3) or reveal one hidden motivation/conflict.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Balanced Scales (Standard, 8 XP) *Scene; Near; No.* **Materials:** Iron scales marked with sigils of justice.
Effect: Exchange a condition between two willing parties (Harm 1 for Fatigue 2, Debt for Favor, etc.). Both gain +1 die to actions requiring cooperation.
Push It: Force exchange on unwilling target with contested Wits + Command roll.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Judge's Eye (Standard, 7 XP) *Scene; Self; No.* **Materials:** A black hood worn for one minute.
Effect: Gain the ability to sense lies/deception within Near range; +2 dice to Insight rolls. Target lying must suffer -1 die or confess one truth.
Push It: See through all social deceptions for the scene, but mark Exposure +1.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Final Reckoning (High, 13 XP) *Scene; Zone; No.* **Materials:** A circle of iron bells, each inscribed with a name.
Effect: All present must speak their greatest debt or wrongdoing; those who lie suffer Harm 2. Truth-tellers gain +2 dice to social actions for scene.
Push It: The reckoning becomes magically enforced—liars automatically suffer consequences GM determines.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*
Obligation: 7 segments.

Rite of the Great Adjudication (High, 14 XP)   *Extended; Zone; No.* **Materials:** A ceremonial gavel and judge's bench marked with Bell sigils.
Effect: Establish a temporary court of justice; for next session, all social conflicts

24.1.5 Grimmir, the Old Man of the Forest (Instinct & Wild Memory)

"They say he taught the wolves to stalk, and the children of men to kindle fire. Listen close, and you may remember what your blood already knows."

Lore. In mist-thick woods and hollow caves, the stories whisper of **Grimmir**, the Old Man of the Forest. Neither wholly human nor wholly beast, he is the memory of the primal hunter—matted hair, claw-like nails, the antlers of a stag and the eyes of a wolf. He is not a god, but a reminder: that humankind was once feral, and the wild still claims its due. Those who call on him gain the instincts of predator and prey alike, yet risk losing their civil tongue for the growl and the howl.

Patron's Gift — Beastial Relic. Your sworn implement (club, bone spear, or totem mask) sprouts hair, fang, or horn.

- **Enchanted Weapon:** Counts as enchanted melee **+1 Melee**.

- **Thematic Skill:** You gain **+1 to Intimidation or Survival** when drawing on primal instinct.

Hunter's Snarl (Low, 4 XP)   *Scene; Self; Yes.*
Materials: A scrap of bone or a beast's tooth.
Effect: Bare teeth, snarl, and draw on animal menace. Gain +1 die to Intimidation or resist fear this scene.
Push It: Enemies hesitate—first hostile act against you suffers –1 die.
Backlash (Fate): Your instincts flare——1 die on attempts at polite social interaction this scene.

Wolf-Step (Low, 4 XP)   *Scene; Self; Yes.*
Materials: Dirt from a wolf's track or claw scratch.
Effect: Move with lupine cunning. Gain +1 die to Stealth or Athletics when flanking or stalking.
Push It: Also ignore one minor environmental penalty (brambles, roots).
Backlash (Body): Predatory gait aches your joints—minor Fatigue until you rest.

Horn of the Wild Hunt (Standard, 8 XP)   *Scene; Near; Yes.*
Materials: A horn, conch, or hollowed bone.
Effect: Sound the primal call. Allies gain +1 die to their next attack or chase roll this scene. Enemies of lesser courage must resist or falter.
Push It: Also call a Cap 1 beast follower (a hound, crow, or stag) until the scene ends.
Backlash (Spirit): The horn echoes back; GM gains 1 SB to spend on attracting a rival predator.

Mark of Antlers (Standard, 8 XP)   *Scene; Self or Touch; Yes.*
Materials: Ash or blood traced across the brow.
Effect: Sprout phantom antlers and command primal space. Gain +1 die to Command or resist physical shoves; foes treat you as larger.
Push It: For one exchange, enemies in Near range must test or suffer –1 die to strike you.
Backlash (Life): The mark lingers——1 die to Diplomacy checks until it fades.

Wild Communion (Major, 12 XP) *Scene; Region; Yes.*
Materials: Sit upon raw earth, surrounded by a circle of bones.
Effect: Commune with primal memory. Ask two questions about the movement of beasts, predators, or prey in the last day. Gain advantage on the next hunt, track, or ambush.
Push It: Ask a third question, or extend your communion to human hunters nearby.
Backlash (Dreams): You wake that night with wild hunger—GM may introduce an omen or Complication.

Shape of the Ancestor (Epic, 16 XP) *Scene; Self; Yes.*
Materials: Wear a mask of fur, antler, or bone.
Effect: Transform into a primal hybrid—fangs, claws, heavy pelt. For the scene:

- +1 Body

- Natural melee attack (enchanted, +1)

- +1 die to Athletics, Melee, or Survival

Push It: Extend to a second ally, marking them with blood or ash.
Backlash (Life/Death): When it fades, you suffer a minor Exhausted condition, and the Old Man whispers in dreams.

24.1.6   Ikasha, She Who Sleeps (Latent Potential & Shadow)

Lore. Ikasha is the hush between footfalls, the patience of dark water, the black-feathered watcher at every threshold. In stillness she gathers what might be, in crossroads she whispers of what may yet come. Ravens circle her, bearing secrets between worlds. Her followers learn to move unseen and speak unremembered, becoming shadows that slip between what is and what could be.

> Blow out the candle. If the room listens back, ask softly. At the next crossroads, the raven waits—and the shadow remembers your passing.

Touch the Umbral Veil (Low, 4 XP)   *Action; Self; Yes (Stealth).* **Materials:** A piece of black cloth.
Effect: Start *Controlled* on one Stealth roll or gain +1 effect to hide/move quietly.
Push It: Brief shadow-muffling (ignore one noisy tell), but leave a shadow-double that may echo you later at an ill moment—mark **1 SB (Diamonds)** as the shadow takes on its own agenda.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Crossroads Raven (Low, 5 XP)   *Scene; Zone; No.* **Materials:** Scatter three black feathers or carve a crossroads sign.
Effect: Summon an omen-raven; grant **+1 die** to a navigation, pursuit, or diversion action *or* force an enemy to hesitate at a fateful moment.
Push It: The raven speaks one cryptic truth, but demands a secret in return—the raven's insight costs you **1 SB (Hearts)** as it glimpses something you'd rather keep hidden.
Requires: Familiar (Invoke: 1 Boon).

Draw from the Umbral Reservoir (Standard, 8 XP)   *Action; Self/Ally; No.* **Materials:** A vial of moonless-night water.
Effect: **+2 dice** to stealth, deception, or resolve *or* clear *Fatigue 1*.
Push It: Also gain one free escape attempt; next scene, you must help another cross a threshold or flee danger—shadow-debt calls for shadow-service.
Requires: Familiar + Codex (Invoke: 1 Boon).

Secret Keeper's Burden (Standard, 9 XP)   *Instant; Touch; No.* **Materials:** A lock of hair or intimate token.
Effect: Compel a truthful answer to one direct question (deep secrets may allow a Resolve test to resist).
Push It: Learn the answer *and* a key hidden emotion; target learns one of your secrets in return, carried by a raven to them in dreams—mark **1 SB (Hearts)** as the secret exchange creates unexpected complications.
Requires: Familiar + Codex (Invoke: 1 Boon).

Become the Shadow at the Crossroads (High, 12 XP)   *Scene; Self; No.* **Materials:** Stand in absolute darkness or at a deserted crossroads.
Effect: Intangible to mundane harm; pass through thresholds and small gaps; **+2 dice** to Stealth;

auto-succeed one escape. Cannot manipulate normal objects.

Push It: Interact once with a bound or thresholded object (a door, a lock, a sealed letter), but you become partially corporeal and vulnerable for one beat. Ravens may mark you—shadow-form destabilizes, mark **1 SB (Spades)** as reality asserts its claim.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

24.1.7 Inaea, Angel of the Spider (Webs & Fate)

Lore. Where Isoka sheds, Inaea binds—threads of debt, favor, and inevitability. She is the Weaver of Connections, the patron of those who see the invisible threads that tie fate to fate, person to person, promise to consequence. Her followers learn to manipulate these connections, drawing power from the web of relationships that binds all things.

> Tie one knot for what you owe, two for what you're owed, and a third for what will answer both. But beware—the Weaver always collects her due.

Tie a Simple Knot (Low, 4 XP) *Action; Near; Yes (link once).* **Materials:** A single thread.
Effect: Declare two minor events linked; either **force 1 SB** (GM suit) on a foe when the first triggers *or* bank **+1 die** for a follow-on roll this scene.
Push It: The held +1 ignores one minor disruption; the web's tension tightens—mark **1 SB (Clubs)** as the connection becomes more demanding.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Tangled Thread (Low, 5 XP) *Scene; Near; No.* **Materials:** Tug a web or net.
Effect: Invisible snare in a lane/door. First to cross suffers −1 die on next action.
Push It: Brief bind (one beat) enabling an ally setup; affects all who cross—the tangled threads ensnare indiscriminately, mark **1 SB (Spades)** as allies may also be caught.
Requires: Familiar (Invoke: 1 Boon).

Weave the Strand of Inevitability (Standard, 8 XP) *Scene; Near; No.* **Materials:** Three colored threads woven.
Effect: Link two actors/actions: when A moves, B is exposed. Choose: **force 1 SB on B** next action *or* **+2 dice** to one prediction/setup keyed to the link.
Push It: Invert once (B cues A); the web's pattern shifts—mark **1 SB (Hearts)** as the manipulation strains the natural order.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Weaver's Glance (Standard, 7 XP) *Scene; Self; No.* **Materials:** Watch a spider finish one radial line.
Effect: Ask one precise question about in-scene ties; then gain **+1 effect** on one leverage/pressure action exploiting it.
Push It: Surface a hidden tie (Keeper reveals a quiet obligation/fear); mark *Exposure +1* as the web exposes your own entanglements.
Requires: Familiar + Codex (Invoke: 1 Boon).

Bind the Bargain [OATH] **(High, 11 XP)** *Scene; Near; No.* **Materials:** Silk loop tied around two thumbs, then cut/knotted.
Effect: Bind up to two consenting parties to a clear term. Breach *forces 2 SB* on the breaker and leaves a subtle tell until amends.
Push It: Widen to a small circle (up to four); each party names a narrow loophole (Keeper approves).

Exploiting it generates **1 SB (Diamonds)** as the web's complexity creates unforeseen resonances.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

24.1.8 Isoka, Angel of Serpents (Change & Shedding)

Lore. Isoka teaches that every self is temporary. Serpents shed their skin not in weakness but in renewal, leaving the brittle husk behind as proof that transformation is survival. Followers of Isoka learn to embrace disguise, deception, and metamorphosis, casting aside the past as easily as a garment.

Quote. *"Do not mourn the skin you shed. It was never meant to last." — Isoka, Angel of Serpents*

Loosen the Old Skin (Low, 4 XP) *Scene; Self; Yes (resist only).* **Materials:** A discarded snakeskin or a loose thread.
Effect: +1 die to resist an ongoing *Condition* this scene *or* re-roll one **1** on an escape/evasion.
Push It: Also ignore one minor movement penalty; you leave behind a token of your old self that others can leverage.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Subtle Shift (Low, 5 XP) *Scene; Self; No (stable).* **Materials:** Palming a small object from one pocket to another.
Effect: Fluid demeanor: +1 die to **Deceive** to pass as a nearby class/profession *or* +1 Effect to blend into a new crowd/site.
Push It: Bypass one minor identity check; you must maintain the false role until scene end.
Requires: Familiar (Invoke: 1 Boon).

Shed the Former Self (Standard, 8 XP) *Scene; Self; No.* **Materials:** Full change of clothing and an adopted mannerism.
Effect: +2 dice to resist one named ongoing *Condition*; once/session declare a minor physical contingency retroactively.
Push It: Clear a *temporary, identity-based* Minor Condition; your former identity becomes active in the fiction.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Forked Tongue (Standard, 7 XP) *Scene; Self; No.* **Materials:** A harmless lie told to a mirror.
Effect: Ambiguous persuasion: when you **Sway** or **Command**, a success may generate *Diamonds* (leverage) instead of SB.
Push It: One carefully worded lie this scene is accepted as truth; the displaced truth seeks return, complicating matters.
Requires: Familiar + Codex (Invoke: 1 Boon).

Complete Metamorphosis (High, 12 XP) *Scene; Self; No.* **Materials:** A complete identity kit (garb, voice, tokens).
Effect: Full appearance/voice change; begin *Controlled* on **Deceive/Stealth**; once/scene declare a minor contingency retroactively.
Push It: Spoof scent/biometric for one check; your original identity partially unmoors and acts

independently.
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*
Obligation: 7 segments.

Rite of the Cast-Off History (High, 13 XP) *Extended; Self; No.* **Materials:** Burning or defacing all mundane records of your old life.
Effect: On completion, common records/memories of that identity become unreliable. Trackers via that identity suffer −2 dice. (Does not foil magic or intimates.)
Push It: A plausible "death" is created for the old identity; one intimate senses deception.
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*
Obligation: 7 segments.

24.1.9 Khemesh, the Abyssal Maw (Depths, Inexorability, Eldritch Terror)

Lore. Khemesh is not merely a lord of the depths but the hunger beneath them, a pressure older than seas. Those who bargain with him are marked by the abyss—seen in the way shadows cling, in the whispers heard when no voice speaks, in the certainty that all things will sink.

In the trench without light, the Maw waits. Even silence drowns.

Whisper of the Trench (Low, 4 XP)   *Instant; Near; No.*
Effect: Target hears impossible echoes and suffers **1 die** on their next action.
Push It: Echoes coil in your own skull—take **Fatigue 1**, but the target also loses their next minor action.
Requires: Familiar (Invoke: 1 Boon).

Rite of Crushing Silence (Low, 5 XP)   *Scene; Zone; No.*
Materials: A broken shell filled with ink-dark water.
Effect: Establish an oppressive silence; sound carries only as distorted whispers. Enemies in the zone gain **1 die** to coordination or morale-driven actions.
Push It: A single enemy's voice is stolen entirely for the scene.
Requires: Familiar (Invoke: 1 Boon).

Pressure of the Maw (Standard, 7 XP)   *Instant; Near; No.*
Materials: A length of rusted chain submerged in water.
Effect: Target is pinned by invisible crushing force: treat as [ENTANGLE] with **Great Effect** if underwater or confined.
Push It: Inflict **Fatigue 1** on the target in addition to the restraint.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Abyssal Vision (Standard, 9 XP)   *Scene; Self; No.*
Effect: You perceive the world as Khemesh does—fractured, alien, crushing. Gain **+2 dice** to Notice and Arcana, and may ask one "true nature" question about a foe or structure.
Cost: When the scene ends, you suffer **Exposure +1** as your perception warps.
Push It: Extend the vision to one ally, but both take **Fatigue 1**.
Requires: Familiar + Codex (Invoke: 1 Boon).

The Maw Opens (High, 12 XP)   *Scene; Zone; No.*
Materials: A sealed vessel of abyssal water, broken open.
Effect: Reality in the zone folds inward like the crushing deep:

- Enemies act at **Desperate Position** by default.

- Each beat, the Keeper may force **1 SB** (Spades/Clubs favored).

- Structures, vessels, or wards fracture as if under immense weight.

Push It: For one beat, declare a single enemy "crushed" (severe harm/effect). You immediately suffer **Fatigue 2** and **+1 Obligation**.
Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).   Obligation: 8 segments.

Rivalry: Raéyn.   Khemesh embodies the unknowable trench that swallows sailors; Raéyn embodies tides, travel, and the sea's surface. Where Raéyn charts and protects, Khemesh unmoors and devours. In scenes of open sea, Raéyn gains the upper hand; in the abyssal dark, Khemesh dominates.

24.1.10 Livaea, the Crimson Courtier (Seduction & Social Binding)

Lore. In salons where wine flows like honey and words cut sharper than daggers, the Crimson Courtier holds court. She is the patron of those who would bind others not with webs, but with desire, obligation, and the sweet poison of whispered promises. Her followers are masters of the intimate covenant, the secret alliance, and the kiss that seals a fate. She teaches that the deepest wounds are those inflicted through trust, and the strongest chains are those forged from willing hands.

Quote. *"A word can wound deeper than a blade. A promise can chain stronger than iron. The Courtier knows which words to whisper—and which silences to sell."* — *The Crimson Courtier*

Rite of the Velvet Whisper (Low, 4 XP) *Scene; Near; No.* **Materials:** A silk handkerchief or ribbon touched to lips.
Effect: Your next whispered words carry supernatural weight; +1 die to Sway when speaking privately to one target.
Push It: The target feels compelled to whisper back a secret of their own, but you mark Exposure +1 and the exchanged confidence creates **1 SB (Hearts)** as gossip spreads.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Intimate Covenant (Low, 5 XP) *Scene; Touch; No.* **Materials:** A shared cup of wine or exchange of personal tokens.
Effect: Create a temporary bond of trust; both parties gain +1 die when cooperating, and suffer -1 die when acting against each other this scene.
Push It: The bond becomes slightly magical - one party feels the other's emotional state, but you mark Fatigue 1 and the emotional intimacy leaves both parties vulnerable—mark **1 SB (Diamonds)** as psychic resonance lingers.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Binding Vow (Standard, 8 XP) *Scene; Near; No.* **Materials:** A ring or token held while speaking the vow.
Effect: Forge a magical agreement between willing parties; +1 Effect when working together, breach forces 1 SB (Hearts) on breaker.
Push It: The vow becomes supernaturally enforced - breaker suffers Harm 1 and cannot act against the agreement for one scene; the Court takes note of the binding—mark **1 SB (Clubs)** as social forces align around the vow.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Court's Favor (Standard, 7 XP) *Scene; Self; No.* **Materials:** Perfumed oil or cosmetic applied before social interaction.
Effect: Gain +2 dice to social manipulation in refined settings; you appear perfectly attuned to the social environment.
Push It: Become the center of attention - all social actions in the scene focus on you, but you cannot leave unnoticed and attract unwanted admirers—mark **1 SB (Spades)** as social complications arise.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Crimson Alliance (High, 13 XP) *Scene; Near; No.* **Materials:** A circle of red candles, each representing a participant.

Effect: Bind multiple parties in a web of mutual obligation; all participants gain +1 die when acting in group's interest, and suffer Harm 1 if they act against it.

Push It: The alliance becomes magically permanent - breaking it requires a ritual and advances a 6-segment "Broken Bonds" clock; the Court's attention intensifies—mark **2 SB (Hearts)** as social forces take notice.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

Rite of the Eternal Court (High, 14 XP) *Extended; Zone; No.* **Materials:** A throne or seat of honor consecrated with rare perfumes.

Effect: Establish yourself as the center of a social web; for the next session, all social interactions in your presence are influenced by your will (+1 Effect to your social actions, -1 die to those opposing you).

Push It: The court becomes supernaturally compelling - all who enter must test Resolve (DV 3) or become devoted to you for the scene; the Court's influence expands—mark **2 SB (Diamonds)** as supernatural social pressure affects the wider area.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

24.1.11 Mab, Queen of Courts (Glamour & Bargain)

Lore. The blush of truth, the dagger of etiquette, the smile that writes debts in perfume. Mab rules where desire dresses itself as courtesy.

> Bend, don't bow. Smile, don't promise.

Courtly Guise [VEIL] **(Low, 4 XP)**   *Action; Self; Yes (social only).* **Materials:** Pin a sprig of green or silver thread.
Effect: Subtle glamour: **+1 die** to Persuade/Sway in refined settings; you appear as expected rank/guest.
Push It: Also mask one minor tell; the first piercing question in the scene generates **1 SB (Hearts)**.
Requires: Familiar (Invoke: 1 Boon).

Token of Favor (Low, 5 XP)   *Scene; Near; No.* **Materials:** A ribbon or ring bestowed.
Effect: Grant an ally **+1 die** to one social action against onlookers who recognize your favor; you gain **+1 effect** to support.
Push It: The token also chills a heckler (one beat of hesitation), but you mark *Exposure +1.*
Requires: Familiar (Invoke: 1 Boon).

Mirror of Motives (Standard, 7 XP)   *Action; Near; No.* **Materials:** A polished shard or compact mirror.
Effect: Ask one pointed question about an NPC's *immediate* social goal; Keeper answers truthfully or with a strong tell. Gain **+1 die** to exploit it this scene.
Push It: Also expose a concealed slight or insult that matters to them, creating **1 SB (Hearts)** on that target.
Requires: Familiar + Codex (Invoke: 1 Boon).

The Price Agreed [OATH] **(Standard, 8 XP)**   *Scene; Near; No.* **Materials:** Exchange a token of equal apparent value.
Effect: Bind a petty bargain (favor-for-favor). Breach forces **1 SB (Hearts or Diamonds)** on the breaker and stains their reputation locally this arc.
Push It: Sweeten terms with a minor boon (+1 die once to the beneficiary), but you take **1 SB (Hearts)** if they later breach.
Requires: Familiar + Codex (Invoke: 1 Boon).

Sovereign Glamour [VEIL][REVEAL] **(High, 11 XP)**   *Scene; Zone; No.* **Materials:** A circle of green felt or silk.
Effect: Establish Court: allies in Zone gain **+1 die** to social actions; crude threats suffer −1 die. Once, peel one disguise/illusion in Zone.
Push It: Name a *Court Law* (e.g., no drawn steel): first violation *forces 2 SB* on the violator.
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*
Obligation: 6 segments.

24.1.12 Maelstraeus, the Merchant of Equities (Exchange & Balance)

Lore. The Merchant moves through markets seen and unseen, ensuring that all transactions carry weight and meaning. Those who trade in his name learn that every exchange has a price, but also a reward. He is the patron of merchants, diplomats, and anyone who seeks to balance the scales of fortune. His golden scales never lie, and his ledgers record not just coin, but the weight of every promise, every debt, every obligation owed to the cosmic order.

Quote. *"All things have value. All values can be traded. The Merchant sees the true price—and always collects his due." — The Merchant of Equities*

Rite of the Fair Trade (Low, 4 XP) *Scene; Near; No.* **Materials:** A balance scale with equal weights.
Effect: Establish a neutral trading ground; all parties gain +1 die to negotiate in good faith.
Push It: Force one party to reveal their true bottom line or minimum acceptable terms; the scales' truth-compelling power marks **1 SB (Hearts)** as hidden agendas surface.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Merchant's Eye (Low, 5 XP) *Scene; Self; No.* **Materials:** A merchant's token or coin from a distant land.
Effect: Gain +2 dice to appraise goods, judge value, or spot market opportunities.
Push It: Also sense the emotional value an item holds for its owner, but mark Exposure +1 and the item's history clings to you—mark **1 SB (Diamonds)** as ghostly echoes of past transactions whisper secrets.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Balanced Exchange (Standard, 8 XP) *Scene; Near; No.* **Materials:** Two items of equivalent perceived value.
Effect: Facilitate a fair trade between parties; both gain +1 Effect on the exchange. If trade is unfair, the disadvantaged party gains +2 dice to resist.
Push It: Enforce the trade magically - parties cannot renege without suffering 1 SB (Hearts) and the cosmic balance demands correction—mark **1 SB (Clubs)** as the universe notes the intervention.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Contract Seal (Standard, 7 XP) *Scene; Touch; No.* **Materials:** Official seal or stamp used on important documents.
Effect: Mark a document or agreement with authority; +1 die to Command when enforcing it, and -1 die for those who would break it.
Push It: The seal becomes temporarily magical - breach causes the document to burn and the liar to suffer Harm 1; the seal's power attracts **1 SB (Spades)** as legal authorities take notice.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Great Market (High, 13 XP) *Scene; Zone; No.* **Materials:** A merchant's booth or trading post consecrated with salt and coin.

Effect: Create a zone of enhanced commerce; all trading, hiring, and negotiation gains +1 Effect. Allies may reroll one failed social roll per scene.

Push It: The market becomes supernaturally successful - attract attention from powerful figures, but also jealous competitors; mark **2 SB (Hearts/Clubs)** as both opportunity and rivalry flourish.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

Rite of the Cosmic Ledger (High, 14 XP)   *Extended; Self; No.* **Materials:** A book that records all debts and credits across the campaign.

Effect: Access the cosmic balance sheet; once per session, convert any resource into any other (1 Boon to 1 Fatigue, 2 XP to 1 SB spent, etc.) at fair market rate.

Push It: Make an imbalanced trade that heavily favors you, but create a 6-segment "Karmic Debt" clock that will eventually demand payment; the ledger's attention intensifies—mark **2 SB (Diamonds)** as cosmic forces take notice of the manipulation.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

24.1.13 Mykkiel, Arbiter of the Writ (Judgment & Writ)

Lore. Mykkiel weighs speech against deed and seals verdicts in cold iron. He is the Keeper of Sacred Covenants, the patron of judges, scribes, and those who would build justice upon the foundation of written law. His followers learn that every word carries weight, every signature binds fate, and every judgment echoes through the halls of eternity.

> Name the charge. Name the terms. Then sign where you'll bleed if you're wrong. For the Word made manifest cannot be unsaid.

Stamp of Authority (Low, 4 XP) *Action; Near; Yes (doc/object).* **Materials:** Cold-iron seal or writ-tag.
Effect: Visible mark of authority. **+1 die** to *Command/Persuade* that asserts lawful order/claim.
Push It: Brief hush (one beat) among hecklers; mark *Exposure +1* as the seal's power draws attention from higher authorities.
Requires: Familiar (Invoke: 1 Boon).

Rite of Proper Notice (Low, 5 XP) *Scene; Near; No.* **Materials:** Writ-string tied and snapped.
Effect: Name a *lawful venue* (dais, doorway, wagon). First hostile act there suffers −1 die.
Push It: Name a *protected act* (parley, surrender, testimony): **+1 effect** in the venue; breaking custom generates **1 SB (Hearts)** and marks you as oath-breaker before the sacred courts.
Requires: Familiar (Invoke: 1 Boon).

Writ of Compliance [COMMAND] **(Standard, 8 XP)** *Action; Near; No.* **Materials:** Red cord knotted while speaking the order.
Effect: Immediate command ("Stand down," "Drop it," "Open"). Target must comply now or suffer a Keeper-stated cost. DV by fiction; elites may test Resolve.
Push It: On compliance, impose −1 die on target's next aggressive act this scene; the writ's authority resonates—mark **1 SB (Spades)** as the command creates legal precedents.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Speaking Seal (Standard, 7 XP) *Scene; Near; No.* **Materials:** Wax seal impressed over a name/sigil.
Effect: Sanctify a statement (truce, custody, claim). Contradicting it suffers −1 die; you gain **+1 die** to enforce it.
Push It: Once, ask who here intends breach; Keeper gives a strong clue or direct name—the seal's truth-compelling power marks **1 SB (Diamonds)** as divine attention falls upon the liar.
Requires: Familiar + Codex (Invoke: 1 Boon).

Oath Irons [OATH] **(High, 11 XP)** *Scene; Near; No.* **Materials:** Two iron pins warmed in flame, touched to wrists, then quenched.
Effect: Bind two parties to a bounded term. Breach *forces 2 SB* and brands a faint iron-mark until amends.

Push It: Extend to a small circle (up to four); each chooses one narrow exception (Keeper approves). Exploiting it generates **1 SB (Diamonds)** as the sacred covenant's complexity invites divine scrutiny.

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

24.1.14 Nidhoggr, the World-Worm (Dreaming Antiquity)

Lore. Beneath stone and sleep lies the slow memory of the world. Nidhoggr turns in aeons, dreaming of roads once walked and oaths once sworn.

Press your ear to the earth and wait. If it remembers you, it will answer.

Glimpse the Ancient's Shadow (Low, 4 XP) *Action; Self; No.*
Materials: Pinch of dust from a worked stone.
Effect: +1 die to actions that identify, date, or interpret *ancient* sites, scripts, or artifacts this scene; once this scene, ask one yes/no about the site's original purpose.
Push It: Add +1 Effect on one related roll, but suffer *Fatigue 1*.
Requires: Familiar (Invoke: 1 Boon).

Drink from the Dreaming Deep (Low, 5 XP) *Instant; Self; No.*
Materials: Mouthful of clean water poured over stone, swallowed with eyes closed.
Effect: Learn one hidden factual detail about the immediate locale's *past.* GM answers plainly or via a sensory echo.
Cost: Suffer *Fatigue 1* and mark *Exposure +1* as the dream clings.
Requires: Familiar (Invoke: 1 Boon).

Stone-Sleeper's Murmur (Standard, 7 XP) *Scene; Near (contact locus); No.*
Materials: Ear to bedrock, wall, or hewn pillar.
Effect: Once per beat while in contact, ask 1 question about a *past event* that physically touched this stone; answers are fragmentary but truthful (max 3 questions/scene).
Push It: One answer is delivered with precise sensory clarity, but generate 1 SB (suit by GM).
Requires: Familiar + Codex (Invoke: 1 Boon).

Awakened Chronicle (Standard, 9 XP) *Ritual (Significant Time); Zone; No.*
Materials: Chalk spiral and four touchstones from the site.
Effect: The zone "replays" a notable past moment as ghostly echoes all can witness (no harm). Participants gain +2 dice on *one* Investigate/Recall about that event this scene.
Push It: Add a second moment from a different era, but mark +1 Obligation.
Requires: Familiar + Codex (Invoke: 1 Boon).

Dive into the World-Worm's Dream (High, 12 XP) *Scene; Self; No.*
Materials: Lie upon bare earth within a drawn circle of stones.
Effect: Ask up to **3** factual questions about the *distant past* or *buried truth* of this place, people, or item. Answers arrive as lucid dream signs.
Cost (choose one): Suffer *Fatigue 2 & Exposure +1 or* gain +3 dice to one reality-warping cast this scene and generate 2 SB immediately.
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**). Obligation: 7 segments.*

24.1.15   Oath of Flame & Light (Dawn & Vows)

Lore. Light names, binds, and burns. The Oath favors sworn keepers—those who stand in the open and keep their word even when it costs.

Speak in the light. Keep it, or the light will keep *you*.

Patron's Gift (Imbuement) — Paladin Flavor.   With **Thiasos (Familiar)**, you may invoke the Gift (1 action, 1/scene) to sanctify a weapon or badge: it grants **+1 Melee** and **+1 Thematic (Command)** while your fiction honors a declared vow or protection. Push: extend one extra scene (+1 Obligation). (See §23.3.)

Kindle Vow (Low, 4 XP)   *Action; Self/Ally; Yes.* **Materials:** Ampoule of consecrated spark.
Effect: Name a near-term pledge this scene (*hold the line*, *get them out*). Bearer gains **+1 die** to actions that keep it.
Push It: First betrayal or hesitation *forces 1 SB (Hearts)* on the bearer.
Requires: Familiar (Invoke: 1 Boon).

Lay on Hands [CLEANSE][HEAL] **(Low, 5 XP)**   *Instant; Touch; No.* **Materials:** Palm over wound; vow whispered.
Effect: Remove one minor affliction or downgrade *Harm* by one step *or* clear *Fatigue 1*. DV by fiction for stubborn curses/poisons.
Push It: Also grant **+1 die** to the target's next Resist this scene; you mark *Exposure +1*.
Requires: Familiar (Invoke: 1 Boon).

Sunlit Parley (Standard, 7 XP)   *Scene; Near; No.* **Materials:** Vow-ring engraved with sunrise and true name.
Effect: Establish open terms: honest persuasion gains **+1 die**; deceit attempts suffer −1 die in this scene's parley.
Push It: Once, demand a public answer; evasion *forces 1 SB (Hearts)* on the evader.
Requires: Familiar + Codex (Invoke: 1 Boon).

Purge the Shadow [REVEAL][DISPEL] **(Standard, 9 XP)**   *Instant; Near; No.* **Materials:** Consecrated spark cracked to light.
Effect: Expose illusions/disguises and suppress one minor ongoing glamour/curse in Near (DV by fiction).
Push It: Also sear a lingering tell on the source; you can sense it once again this arc; mark **1 SB (Diamonds)**.
Requires: Familiar + Codex (Invoke: 1 Boon).

Radiant Smite [FOLLOW-UP] (Standard, 8 XP)   *Action; Self; No.* **Materials:** Consecrated spark smeared on weapon or badge.
Effect: Consecrate your next strike this scene. On your next successful *melee* hit this scene:

- Upgrade the hit's **Effect** by one step (to Great if applicable), and

- Add **+1 Harm (Burn)** *or* force **1 SB (Spades)** on the target's side if the blow is narrative rather than wounding.

Special. Versus Undead, Oath-breakers, or Outsiders: the blow also *sears the untrue.* Undead/Oath-breakers suffer −1 die on their next action; Outsiders gain **+1** segment on Leash/Exit Tally (Hit only). If the attack *misses*, the smite charge lingers for one beat; after that it gutters, creating **1 SB (Diamonds)** as attention swells.

Push It: The strike flares—on hit, emit a Close burst: hostile creatures in Close suffer −1 die for one beat *or* are driven back (worse Position by one step). Mark **+1 Obligation**.

Requires: Familiar + Codex (Invoke: 1 Boon).

Covenant Blaze [OATH][FORTIFY] **(High, 12 XP)**   *Scene; Zone; No.* **Materials:** A brazier lit with three names spoken.

Effect: Those who swear within gain a halo: **+1 die** to acts that keep the oath; attackers against a haloed subject suffer −1 die if the act would violate the sworn terms. Oath-breakers immediately *force 2 SB (Hearts/Spades)* and the halo scorches them (1 Harm, Burn).

Push It: The blaze also sanctifies the threshold (one beat of temporary [WARD] vs. oath-breakers entering).

*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*

Obligation: 7 segments.

24.1.16 Raéyn, Mistress of the Sea (Tides, Change, Sea-Travel)

Lore. Raéyn is the restless sea and the promise of a changing tide. She favors those who read currents, bargain with weather, and carry news between shores.

Mark the tide, name your course, and trust the wave-road.

Tidemark's Favor (Low, 4 XP)   *Scene; Self; No.*
Materials: A knotted length of salt-twine brushed with seawater.
Effect: Treat slick, swaying, or water-slicked footing as stable for you this scene. Gain **+1 die** on balance, boarding, or shipboard movement.
Push It: Extend to one ally in Close for one beat, but generate **1 SB** (Spades: shifting deck/hazards).
Requires: Familiar (Invoke: 1 Boon).

Whisper of Currents (Low, 5 XP)   *Instant; Near; No.*
Materials: A shell held to the ear while facing the wind.
Effect: Learn the *safest near-term route* across water or coastline (reefs, eddies, patrol patterns) or gain **+1 die** to navigation checks along coasts or rivers for this scene.
Push It: Also learn where the *fastest* route diverges, but mark **Exposure +1** (you leave a telltale wake).
Requires: Familiar (Invoke: 1 Boon).

Changing Tide (Standard, 7 XP)   *Scene; Zone (water-adjacent); No.*
Materials: A handful of pebbles cast in a crescent.
Effect: Bias water level and currents in the zone. Those moving *with* the tide gain **+1 die** to traverse/board/evade; those moving *against* it suffer **1 die**. Small craft test to hold position.
Push It: Create a brief surge or drawdown (one beat): open a ford *or* swamp a skiff on a Miss; mark **+1 Obligation**.
Requires: Familiar + Codex (Invoke: 1 Boon).

Blessing of the Wave-Road (Standard, 9 XP)   *Scene; Route (sea-to-sea); No.*
Materials: Two sea-glass markers dropped overboard at start and end points.
Effect: Consecrate a *wave-road* between two visible marks. Allies traveling along it gain **+2 dice** to traverse, evade, or carry at sea; designated pursuers suffer **1 die** to intercept on that leg. One active wave-road at a time.
Push It: For one beat, extend the route's favor to an adjacent leg (shoal, cove, channel); mark **+1 Obligation**.
Requires: Familiar + Codex (Invoke: 1 Boon).

Storm-Queen's Hand (High, 12 XP)   *Scene; Zone (sea/shore/sky above); No.*
Materials: A vial of rainwater gathered at *three crossings.*
Effect: Shape a bound storm-band over the zone. Choose **two** modes at cast; you may switch one mode once per scene:

- **Propulsion:** Favorable wind/sea; your vessel gains +1 band of movement per beat (or **+1 Effect** to maneuvers).

- **Concealment:** Veil of rain and spray; ranged targeting is impaired; **1 die** to hostile sighting/tracking.

- **Smite:** `[AREA]` wave or lightning lash once per beat as an action; treat as a strong hazard (GM sets Cap by fiction).

Push It: Add a third mode for one beat, then the storm "slips" and the GM immediately spends **1 SB** on collateral; mark **+1 Obligation**.
Requires: Familiar + Codex + Tier III (Invoke: 2 Boons).   Obligation: 7 segments.

Rivalry: Khemesh.   Raéyn's currents *counter* Khemesh's abyssal *pressure.* In scenes dominated by *open water and weather*, Raéyn rites that shift tides/currents gain favorable fiction against *Depth/Pressure* effects; in *deep or confined* waters, Khemesh's rites exert advantage. Adjudicate as Position/Effect shifts or modest DV nudges; SB remains the primary prompt.

24.1.17 The Sacred Geometry (Order & Pattern)

Lore. Beneath mess lies measure. The Geometry carves clean lines through chaos, demanding symmetry from a crooked world.

Chalk, string, and a prayer to ratios. When the circle closes, luck remembers its place.

Find the Pattern (Low, 5 XP) *Action; Self; Yes (investigation).* **Materials:** Compass and straightedge.
Effect: +1 **die** to decode patterns/codes/systems; re-roll one 1 on math/logic rolls.
Push It: Upgrade effect one step on a single roll; you become obsessively pattern-seeking (scene): −1 die to social rolls.
Requires: Familiar (Invoke: 1 Boon).

Rite of the Ordered Step (Low, 4 XP) *Scene; Self; No.* **Materials:** Walk a perfect square.
Effect: Ignore difficult terrain penalties for walking; +1 die to actions requiring perfect calibration/balance.
Push It: Cross a fragile surface silently once, but must follow a geometrically perfect path for the scene.
Requires: Familiar (Invoke: 1 Boon).

Thread the Loom of Chance (Standard, 7 XP) *Action; Self; No.* **Materials:** Weighted dice or a balanced scale.
Effect: Re-roll up to **two dice** in your current pool.
Push It: Treat one zone tag as favorable for this action; accept an equal/opposite consequence later this scene (**1 SB**, Keeper suits).
Requires: Familiar + Codex (Invoke: 1 Boon).

Rite of the Golden Ratio (Standard, 7 XP) *Scene; Touch; No.* **Materials:** A string cut to the golden ratio.
Effect: Optimize one object ≤ door-size. Choose: door resists breach (+1 effect to resist), weapon strikes truer (+1 die next attack), tool grants +1 effect on next use.
Push It: Affect a second connected object at half strength.
Requires: Familiar + Codex (Invoke: 1 Boon).

Rewrite the Fundamental Equation (High, 12 XP) *Scene; Zone; No.* **Materials:** Complex diagram at zone center.
Effect: Declare one physics/magic rule different in-zone (no instant kills; Keeper may veto scene-enders). Once/scene, downgrade a *Miss* to *Success & Cost.*
Push It: Affect an adjacent zone for one beat; create paradox: **2 SB**.
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*
Obligation: 7 segments.

24.1.18 The Sealed Gate (Boundaries & Closure)

Lore. You write borders into the world and prosecute trespass. Doors remember their true keepers; lines mean what you say they mean.

Patron's Gift (Imbuement). Once/scene as an action (cost: 1 Boon; requires **Thiasos**), touch an item to imbue it until scene end with **+1 Melee** and **+1 Tinker** (Thematic). *Push It:* extend for one extra scene by marking **+1 Obligation**. Same-patron Gifts don't stack; take the best. Dice bonuses respect the +3 cap.

Low Rites

Seal the Threshold (Low)   *Duration: Scene; Range: Touch; Stacking: No.*
Materials: Brief sign across a door/line (chalk, wax, chain, sigil).
Effect: Mark a threshold. Crossing parties suffer worsened Position *or* a brief stumble on first entry (Keeper's choice by fiction).
Invoke: 1 action; mark **+1 Obligation**.
Push It: Treat the edge as difficult terrain or a snag (+1 Obligation).

Key's Rebuke (Low)   *Duration: Instant; Range: Near; Stacking: No.*
Materials: A snapped ward-key gesture or clack of chain.
Effect: Flick a spectral hasp at a reaching hand/tool: stagger or disarm a target for one beat (fiction sets DV if contested).
Invoke: 1 action; mark **+1 Obligation**.
Push It: Also drop the object just beyond their reach (+1 Obligation).

Standard Rites

Circle of Denial [WARD] (Standard)   *Duration: Scene; Range: Near; Stacking: No.*
Materials: Mark a ring/arc with sanctioned medium.
Effect: Outsiders crossing test *DV = Cap*. On Hit: cross and add *+DV* segments to their Leash/Exit Tally; on Partial: cross and add *+1*; on Miss: fail to cross this beat.
Invoke: 1 action; mark **+1 Obligation**.
Push It: Fortify the circle (harder to bypass, clearer tells) (+1 Obligation).

Writ of Passage (Standard)   *Duration: Scene; Range: Near; Stacking: No.*
Materials: Spoken naming of the route; scribed pass-mark.
Effect: Designate a path as permitted. Allies on that route gain improved flow (Position/Effect bump or ignore one level of difficult terrain).
Invoke: 1 action; mark **+1 Obligation**.
Push It: Extend to one extra ally *or* carry across one obstacle (+1 Obligation).

High Rite

Banishment Knot [BANISH] **(High)**   *Duration: Instant; Range: Near; Stacking: No.*
Materials: Knot of cord/chain sealed with a gate-sigil.
Effect: Target a visible Outsider. Test $DV = Cap$. On Hit: add $+DV$ segments to Leash/Exit
Tally; on Partial: add $+1$; if this fills, it acts to nature once, then departs.
Invoke: 1 action; mark **+1 Obligation** (some tables prefer +2—set at campaign start).
Push It: Strip one tether/anchor if present (+1 Obligation).

Invoker Access (Symbol Path).   With a **Sealed Gate Symbol** (4 XP), perform any Rite above
as a *ritual* (Significant Time); completion always marks **+1 Obligation**. *Crack the Seal* to cast
instantly: set the Symbol to *Compromised* and mark **+2 Obligation** (**+3** if High-Power). The
Keeper may spend 1 on-theme SB immediately. Restore a *Compromised* Symbol in Downtime via a
fitting test (DV 3) or 1 XP.

Example Symbols (Sealed Gate).   Lead sounder-weight engraved with abyssal curls; salt-etched
iron chain link; sealed lockplate token.

24.1.19 The Traveler (Ways & Roads)

Lore. Crossroads remember every footfall. The Traveler minds the stories that move between places.

Put one foot in a promise, and the road will meet you halfway.

Road-Sense (Low, 4 XP) *Action; Self; Yes (navigation).* **Materials:** A road-nail or waystone pebble.
Effect: Unerringly pick the fastest *safe* route in Near/Far; **+1 die** to avoid ambushes and delays this leg/scene.
Push It: Also spot one hidden bypass; taking it creates **1 SB (Clubs)** elsewhere on the map.
Requires: Familiar (Invoke: 1 Boon).

Traveler's Boon (Low, 5 XP) *Scene; Self/Ally; No.* **Materials:** Tie thread around a wrist.
Effect: Ignore one level of difficult terrain or bureaucracy for this scene; **+1 effect** to overland progress/escape checks.
Push It: Extend to one additional ally; mark **1 SB (Diamonds)** as the road exacts a toll (favors, papers, attention).
Requires: Familiar (Invoke: 1 Boon).

Waymark [PASSAGE] **(Standard, 7 XP)** *Action; Near; No.* **Materials:** Chalk mark at eye level.
Effect: Declare a lane as permitted/easy: allies on that lane gain better flow (Position/Effect bump or ignore one obstacle).
Push It: The lane persists between scenes until disturbed; first enemy who exploits it *forces 1 SB (Spades)* on your party.
Requires: Familiar + Codex (Invoke: 1 Boon).

Bridge the Mile [TRANSPORT] **(Standard, 9 XP)** *Instant; Near; No.* **Materials:** Two pinches of road-dust clapped together.
Effect: Relocate a willing target within Far along a visible or named route; arrivals are steady but noticed.
Push It: Carry one extra ally or a small bundle; arrivals are off-balance (worse Position for one beat).
Requires: Familiar + Codex (Invoke: 1 Boon).

Crown of Crossings (High, 12 XP) *Scene; Zone; No.* **Materials:** A brass compass missing its needle.
Effect: You call the Road: allies gain **+1 die** to move/evade; pursuit suffers **−1 die**. Once, declare "the long way is short" to finish a travel clock segment for free.
Push It: Also seal a hostile route (like a temporary [WARD] against passage) for one beat; generates **2 SB (Clubs/Diamonds)** in border complications.
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*
Obligation: 7 segments.

24.1.20 Varnek Karn, the Bone King (Necromantic Archives)

Lore. Bones remember. Varnek keeps their ledgers: last sights, last debts, last names. He is the Archivist of the Dead, the keeper of unfinished business and unresolved oaths. Those who serve him learn to speak with the silence of the grave and to find purpose in the purposeless wandering of lost souls.

> Ask gently. The skull will answer in fragments; the ledger is never truly closed. What is owed to the dead must be paid by the living.

Whisper to Restless Spirits (Low, 4 XP)   *Action; Near; No.*
Materials: A pinch of grave-dust stirred into breath.
Effect: +1 die to investigate a recent death (within a day) *or* ask a single yes/no about the cause of death.
Push It: Learn one fleeting sensory shard (sound, scent, image), but mark *Exposure +1*.
Requires: Familiar (Invoke: 1 Boon).

Unfinished Ledger (Low, 5 XP)   *Instant; Touch; No.*
Materials: A binding thread tied to remains or a personal relic.
Effect: Learn one *unfinished business* binding the spirit (name a task, debt, or oath). Acting on it grants +1 die once this scene to relevant rolls.
Push It: Also learn one *adversary* tied to that business; generate 1 SB (Hearts or Diamonds).
Requires: Familiar (Invoke: 1 Boon).

Speaking Bones (Standard, 8 XP)   *Scene; Touch; No.*
Materials: Oil the jaw, set the teeth with a sigil.
Effect: A corpse answers **2** questions about circumstances of death from its own perspective (fragmented, literal). Max 1 corpse/scene.
Push It: Ask a **third** question; the spirit's memories fracture—mark **1 SB (Diamonds)** as necromantic resonance disturbs the area.
Requires: Familiar + Codex (Invoke: 1 Boon).

The Remembering Host (Standard, 9 XP)   *Scene; Near; No.*
Materials: A small reliquary and consecrated twine.
Effect: Animate a *seeker swarm* (count it as a **Standard Asset** with 4-segment integrity) to scout, fetch, or tail. Not combat-capable; acts in beats per GM.
Push It: Grant one *special action* (block a doorway, retrieve a key) once, then the swarm unravels—the released spirits demand acknowledgment, mark **1 SB (Spades)** as spiritual debt.
Requires: Familiar + Codex (Invoke: 1 Boon).

Court of Echoes (High, 12 XP)   *Scene; Zone; No.*
Materials: Circle of bone-totems and a tolling chime.
Effect: Convene an *advisory court* of the dead (treat as a **Major Asset** clock [6]) that can: answer up to 3 complex questions, sway the fearful, or impose silence upon casual lies in the zone.

Push It: Command a single decisive act (e.g., frighten a mob, barge a door) then tick the court twice; the dead grow restless—mark **2 SB (Hearts)** as spectral tensions rise.
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).   Obligation:* 7 segments.

24.1.21 The Witness (Truth Revelation)

Lore. The Witness remembers what others bury. Every shadow cast and oath broken is a line in her unending ledger. She is the keeper of inconvenient truths, the patron of those who seek to expose lies or recover forgotten knowledge. Her followers learn that knowledge comes with a price—the weight of remembering what others would forget.

Quote. *"I will show you what you would rather forget. But first, you must forget what you think you know."* — The Witness

Rite of the Lingering Glimpse (Low, 4 XP) *Instant; Near; Yes (Investigation/Notice only).*
Materials: A trace of the thing to be remembered (hair, dust, a spoken name).
Effect: Gain +1 die to your roll to investigate or notice something directly related to the trace within the current scene.
Push It: Gain +2 dice instead, but mark 1 segment on a **Memory Strain Clock [4]**. If the clock fills, you gain Fatigue 1 and suffer -1 die on Investigation/Notice rolls until the end of the next scene due to mental exhaustion from forced recall.
Requires: Familiar (Invoke: 1 Boon).
Note: The Witness grants fleeting, focused insight drawn from the faintest echoes.

Rite of Piercing Scrutiny (Low, 5 XP) *Scene; Zone; No.* **Materials:** A circle drawn with chalk or string while focusing on the truth to be sought.
Effect: Within the zone, gain +1 die to rolls to detect deception (Insight vs. Deceit, spotting social tells) or to recall hidden knowledge (Lore/Investigate for memory). Social interactions within the zone begin one Position step worse for those attempting to deceive.
Push It: One target within the zone must make a Wits test (DV 3) or involuntarily reveal one pertinent lie or hidden fact they are currently concealing (Keeper determines relevance). Regardless of the test result, mark Exposure +1 for the target(s) in the zone.
Requires: Familiar (Invoke: 1 Boon).
Note: The Witness's gaze makes falsehoods brittle and memories more accessible.

Rite of the Echoing Truth [OMEN] (Standard, 8 XP) *Instant; Near; No.* **Materials:** A reflective surface (mirror, still water, polished metal) used to focus on the target.
Effect: Target must make a Resolve test (DV 3) or suffer -1 die to rolls involving memory, deception, or resisting interrogation for the scene. If they fail, you may ask one specific, factual question about something they know, and they must answer truthfully or suffer 1 SB (Hearts) as the memory is forcibly drawn forth.
Push It: If the target fails their Resolve test, you may ask a second question, but the mental intrusion causes them Harm 1 (Stress/Mental).
Requires: Familiar + Codex (Invoke: 1 Boon).
Note: The Witness drags reluctant truths into the light.

Rite of the Immutable Record [OATH] (Standard, 7 XP) *Scene; Near; No.* **Materials:** A document signed by all parties within the zone, or a spoken pact witnessed by the caster.
Effect: Bind the agreement. Any party who knowingly breaches it suffers 1 SB (Hearts) immediately

and gains a persistent **Oathbreaker's Mark** Condition (-1 die on social rolls involving honor, trust, or oaths until amends are made or a significant act redeems them).
Push It: The bond becomes magically enforced for one specific, crucial clause: violation automatically inflicts Harm 1 (Stress) on the breaker in addition to the SB and Mark.
Requires: Familiar + Codex (Invoke: 1 Boon).
Note: The Witness ensures promises carry weight.

Rite of the Unveiled Heart [OMEN] (High, 12 XP)   *Scene; Near; No.* **Materials:** A private setting where the target feels safe or is speaking freely.
Effect: The target suffers -2 dice to all attempts to conceal true emotions, intentions, or lies for the scene. Any successful social roll (Sway, Command, Deceit) made by the target generates 1 SB (Hearts) as the effort to maintain falsehoods under the Witness's gaze creates internal discord.
Push It: You may designate one specific, complex question about the target's motivations, fears, or hidden loyalties. If you successfully use Sway or Insight against them this scene, you automatically learn the answer to that question. The intense scrutiny marks 1 SB (Spades) for you as the Witness's attention lingers.
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*
Obligation: 6 segments.
Note: The Witness strips away the veils of the heart.

Rite of the Final Reckoning [OMEN] (High, 13 XP)   *Scene; Zone; No.* **Materials:** A formally called gathering (court, council, family meeting) within the consecrated zone.
Effect: All present must speak their greatest debt, wrongdoing, or hidden truth related to the gathering's purpose. Those who lie or withhold suffer Harm 2 (Stress/Reputation). Truth-tellers gain +2 dice to social actions for the remainder of the scene within the zone.
Push It: The truth becomes inescapable - even indirect lies or evasions related to the core topic suffer the Harm 2 penalty. The absolute nature of the revelation creates 2 SB (Diamonds) as the disruption to fates and secrets resonates.
*Requires: Familiar + Codex + Tier III (Invoke: **2 Boons**).*
Obligation: 7 segments.
Note: The Witness calls the ultimate accounting.

25   Patron Rivalries

Rivalries set expectations for tone and friction. Use them to color rulings, nudge Position, and guide how Story Beats (SB) land. In their home domains, a Patron's work tends to start a step better in Position; in a rival's, a step worse (Keeper's call).

26   Tags & Effects Library

26.1   Using Tags

Tags only function when *printed on a Talent, an Ability, or as the result of a Spell/Rite.* They do nothing on their own. Unless specified otherwise, **DV is set by fiction**, and duration defaults to **Scene**. When a Tag affects an **Outsider**, use the unified rules in §26.7.

Example: Disabling a Magical Trap ().   A magical trap is represented by the tag. Its Difficulty Value (DV) to disable is usually the same DV used to cast or sustain the ward.

Approaches (examples).

- **Wits + Arcana**: analyze and unravel the binding.

- **Wits + Tinker**: mechanically bypass the trigger/anchor.

- **Body + Agility**: carefully avoid or physically disarm the trigger.

Position sets DV (Ladder).

- **Controlled** (ample time, proper tools, safe access): **DV 2**.

- **Risky** (under pressure, limited time, partial access): **DV 3**.

- **Desperate** (activating/compromised access): **DV 4–5+** (GM sets by threat).

Talents & Tools. A relevant Talent or Tool may unlock an alternate approach or grant +1d / +1 Effect; proper tools may improve Position at the GM's discretion.

Outcomes.

- **Success**: the is suppressed, bypassed, or its trigger safely disarmed.

- **Partial**: the is affected but *unstable* or a new complication appears (GM may start/advance a related clock or spend SB for an intrusion).

- **Miss**: the remains and may trigger; generate SB as complications (backlash, mechanism damage, alarm to the creator, etc.).

26.2   Control & Countermagic

[DISPEL] End an ongoing magical effect/construct.   DV by fiction. **Hit:** dismiss/suppress per source text. **Partial:** suppress briefly or shrink scope. **Miss:** no effect.

[COUNTER] Interrupt a cast/rite in progress. Window: during the listed casting/rite window. DV by fiction. **Hit:** cancel. **Partial:** degrade Position/Effect or impose a cost. **Miss:** no effect.

[BARRIER] Create cover/obstruction. DV by fiction. **Hit:** place barrier with integrity [2/4/6]. **Partial:** narrow/fragile lane. Counters: [DISPEL], brute force, clever route.

[SEAL]/[UNSEAL] Lock or unlock a container/door/portal (not a spirit). DV by fiction. **Hit:** locked/unlocked; state allowed bypasses. **Partial:** short-lived/leaky seal.

26.3   Concealment & Revelation

[VEIL] Obscure a person/thing/zone. DV by fiction. **Hit:** impose disadvantage on scans/Notice vs. subject; specify limits (angle, distance, scent). **Partial:** works only at range or under dim. Counters: [REVEAL], strong light, proof.

[REVEAL] Expose illusions, disguises, hidden clauses. DV by fiction. **Hit:** surface the truth/sign; say how it shows. **Partial:** a tell/clue, not the full picture.

[MARK] Tag a target for tracking or leverage. DV by fiction. **Hit:** place a visible/invisible mark; once/scene you or an ally gain +1 die when acting directly against the Marked target. **Partial:** noisy/short-lived. Counters: [CLEANSE], [DISPEL], or listed materials (salt/iron) if text allows.

26.4   Boons & Burdens

[CURSE] Inflict a sticky hindrance with a clear release. DV by fiction. **Hit:** apply a named condition. **Partial:** milder/intermittent. Counters: [CLEANSE] or listed keys.

[CLEANSE] Remove/suppress a condition (poison, disease, [CURSE], fear). DV by fiction. **Hit:** remove one named affliction. **Partial:** suppress/reduce for the scene.

[FORTIFY] Harden a person/place/object against a vector (fire, blades, fear, sway). DV by fiction. **Hit:** raise Position or reduce consequence severity vs. that vector this scene. **Partial:** limited scope (one ally/doorway).

26.5   Influence & Oaths

[COMMAND] Issue a clear order to a sapient target. DV by fiction (authority, leverage, fear, ritual standing). **Hit:** comply now or suffer an immediate cost (GM states). **Partial:** hesitate/bargain/partial. **Miss:** refusal/blowback.

[OATH] Bind parties to terms; breaking has teeth. DV by fiction (witnesses, sanctity, stakes). **Hit:** enforceable pact with stated boon and breach consequence. **Partial:** loophole exists. Counters: release clause, [CLEANSE] if text allows.

[SANCTIFY] Consecrate a zone to a code/patron. DV by fiction. **Hit:** specify allowed/prohibited acts; violations start Risky or impose a soft consequence. **Partial:** patchy coverage. Counters: opposing rite, profanation, time.

26.6 Movement & Making

[PASSAGE] Declare a route as permitted/easy. DV by fiction. **Hit:** allies on that path gain improved flow (Position/Effect bump or ignore 1 level of difficult terrain). **Partial:** one ally/segment only.

[TRANSPORT] Move a target across an obstacle (blink, lift, pull). DV by fiction (mass, range, warding). **Hit:** relocate within listed range; state tells/costs. **Partial:** arrive off-balance, drop gear, or worse Position.

[CONJURE] Create a useful object/cover/hazard. DV by fiction. **Hit:** conjure item/zone with integrity [2/4/6] or a ticking hazard (burn/freeze/haze). **Partial:** fragile/short-lived. Counters: [DISPEL], force, time.

26.7 Outsider-Specific Tags

[WARD] Challenge Outsiders crossing a warded edge/zone.

- **DV = target Cap.**
- **Hit:** crosses; add $+DV$ segments to its Leash (or Exit Tally).
- **Partial:** crosses; add $+1$ segment.
- **Miss:** fails to cross this beat.

The ability must explicitly state it affects Outsiders (or other targets).

[BANISH] Drive a visible Outsider toward departure.

- **DV = target Cap.**
- **Hit:** add $+DV$ to its Leash/Tally.
- **Partial:** add $+1$.
- **Miss:** no effect.

[UNWARD] Unmake/suppress a **[WARD]** created by a Talent/Ability or Spell result. DV by fiction. **Hit:** dismiss/suppress per text. **Partial:** weaken/suppress briefly (about one beat). **Miss:** no effect.

26.8   Elemental Backlash Coloring (Reference)

On Partial/Miss (or double-1s on a Hit), color consequences by Element:

- **Earth** → rubble, pin, heavy footing; vs. **Air** → sound carries, exposure.

- **Fire** → burns, flares; vs. **Water** → slick, sputter, dim.

- **Air** → scatter, drop, vertigo; vs. **Earth** → stuck, dust choke.

- **Water** → leak, flood, cold drag; vs. **Fire** → smoke, shorted gear.

- **Fate** → options close, only-one-way; vs. **Luck** → mischance hits ally.

- **Luck** → side-effect elsewhere, fragile success; vs. **Fate** → harsher fixed outcome.

- **Life** → overgrowth, fever; vs. **Death/Dreams** → numbness, sleep-tug.

- **Death/Dreams** → fade, threshold opens/closes; vs. **Life** → pain returns, rot.

26.9   Stacking & Duration Rules (Global)

- **No Same-Source Stacking:** Multiple scene-long effects from the same source do not stack; take the best instance.

- **Identical Tag Collision:** If two abilities would grant the same Tag in the same window, use the stronger; the weaker is suppressed while it lasts.

- **Default Duration:** Scene, unless a source states otherwise.

- **DV by Fiction:** Potency, preparation, place, materials, and opposition set DV (typ. 2–4; 5+ for set-pieces).

27   Backlash, Obligation, and Ritual Consequences

This section codifies how magical risks bite and how Patron debts accrue. It unifies the fallout for **Casting (freeform)**, **Rites (warlock path)**, and **Invocations (symbol path)** in a way that is fully consistent with the core SB/Boon economy.

27.1   Backlash (Casting: Weave & Cast)

Backlash colors the cost of magic and is always expressed through fiction first.

- **Trigger Windows:**
  - *Primary:* On a **Partial**/**Miss** on either the *Weave* or *Cast* roll.
  - *Also:* On a *Hit* that shows **two or more 1s**, minor backlash may ride alongside success.

- **Expression:** Choose a consequence flavored by the spell's Element (see §26, Elemental Backlash). Options include: worsen Position by 1; impose a condition or brief Harm; drain time/resources; alert foes; create a fragile side-effect.

- **SB Integration:** Backlash does *not* generate extra SB by itself; it is one way the GM spends the SB created by rolled 1s (see §2). The color (Fire, Fate, etc.) guides *how* that SB spend lands.

- **Scale:** Small/local effects (DV 2) prefer small backlash; bigger spans (DV 4–5+) invite larger, more persistent fallout.

Backlash Menu (guideline)   Pick one on *Partial*; pick two on *Miss*. Always color by Element.

- **Position Shift** (−1 step) for your current or next action.

- **Fleeting Harm/Condition** (e.g., sear, vertigo, chill) that matters for this scene.

- **Exposure/Noise** draws notice or complicates stealth.

- **Resource Drain** (time, focus, a component damaged).

- **Collateral Spark** threatens an ally or fragile thing nearby.

27.2   Obligation (Rites: Runekeeper Path)

Rites bind you to a Patron through **Obligation**. Each Patron has its own clock.

- **Marking Segments:** Invoking a Rite marks its listed Obligation (typically +1 segment). *Push It* adds +1 more.

- **Cross-Patron Interference:** If you Invoke Rites from two different Patrons in the same scene, immediately mark +1 Obligation to the *second* Patron (jealous attention).

- **Resolution:** When a clock fills, the GM resolves debt in-fiction (audits, omens, service, seizure of a boon). Reduce/clear by fitting service or downtime actions.

Patron's Gift (Imbuements) and Obligation

- **Activation:** 1 Action once/scene to empower an item with +1 Weapon (Melee) and +1 Thematic Skill for the scene.

- **Push It:** Extend for *one* additional scene; mark +1 Obligation to that Patron.

27.3   Invocation via Symbols (Invoker Path)

Symbols allow ritual access to a Patron's Rites without a bond.

- **Access:** Each **Patron's Symbol (Minor Asset, 4 XP)** grants ritual access to that Patron's Rite list.

- **Ritual Completion:** Completing an Invoker ritual *always* marks +1 Obligation on that Rite's clock, even outside scene context (attention cost).

- **No Push:** Invoker rituals cannot use *Push It*.

- **Environment:** Requires a suitable ritual space; the Symbol must be openly displayed during the rite.

Crack the Seal (Instant Cast)   Convert a ritual into a one-action cast by compromising the Symbol.

- **Cost:** Set the Symbol to *Compromised* and mark +2 segments on that Rite's Obligation clock (+3 *if High-Power*).

- **Instability:** The GM may immediately spend **1 SB** on-theme to reflect ritual instability.

- **Aftermath:** Restore during downtime with a fitting test (DV 3 or by fiction). *Success:* Maintained. *Shaky:* Neglected (future rituals add +1 Obligation until properly restored).

Rival Symbols and Mixed Use

- **Rival Symbol Penalty:** Displaying or carrying a rival Patron's Symbol while Invoking another Patron's Rite worsens Position by 1 for that action and immediately marks +1 Obligation to the current Patron; on any rolled **1**, the GM may also trigger a Patron omen/glitch.

- **Multi-Symbol Overload:** Carrying **4+** different Symbols causes choir effects: the first Invoker ritual completed each scene marks +1 additional Obligation.

- **Concurrency:** An Invoker may sustain at most **Spirit** ongoing Invoker rituals. Starting a new one either ends the oldest or marks +1 Obligation on it.

27.4   Interruption & Counterplay

- **[COUNTER]** can interrupt *Weave*, *Cast*, or a *Rite* within its casting window (DV by fiction).

- **[DISPEL]** ends or suppresses ongoing effects (DV by fiction).

- **[UNWARD]** suppresses/dismisses [WARD]s; **[BANISH]** and [WARD] interact with Outsiders per §26.7.

27.5   GM Budget Dials (Practical Limits)

Keep pressure high but readable.

- **SB Budgets:** Use scene/session limits in §7.

- **Obligation Pace:** A typical session sees 2–4 segments marked for an active warlock; spikes occur on set-pieces or heavy *Push* use.

- **Backlash Visibility:** Favor big, legible consequences over many minor pinpricks.

27.6 Micro-Examples

Fire Cast, Partial You *Weave* flame to blind a squad (DV 3). Partial with two 1s. GM spends SB to *Position -1* (flare blinds you too) and colors backlash as singed lashes; patrol is alerted (*Exposure*).

Runekeeper Push and Debt You Invoke *Circle of Denial [WARD]* and *Push It* to harden the ring. Mark +1 Obligation for the Rite plus +1 for the push. When a demon tests the ring, use [WARD] vs Cap; on its Hit, add $+DV$ to its Leash.

Crack the Seal Under Fire You present Ikasha's Symbol and *Crack the Seal* to lay an instant shadow lane. Symbol → Compromised; mark +2 Obligation. GM immediately spends 1 SB to dim all lights (panic), then the lane forms. During downtime, you restore the Symbol (Arcana DV 3): a shaky hit leaves it *Neglected* until you perform the full rite of cleaning.

28 Character Creation & Starting Build

28.1 Starting Build Points

Players begin with **30 XP** to allocate during initial character creation. This represents a balanced baseline for competent starting characters.

28.2 Enhanced Starting Builds

Players may exceed the standard 30 XP build through narrative engagement:

- **Bonds:** Up to two player-defined mutual bonds may be taken for **+2 XP total**. (See bonds and bond-driven play in the core rules.)

- **Complications:** Up to two initial complications may be accepted for **+4 XP total**. *Note:* Scenes start with **+1 banked SB per complication per character** until those complications have cleared.

This allows for a maximum starting build of **34 XP**. Players are encouraged to aim for 30 XP and use bonds/complications to mitigate slight overages while maintaining narrative balance.

28.3 Recommended Approach

GMs should encourage players to:

- Target 30 XP for balanced starting characters.

- Use bonds and complications to enhance characterization rather than pure mechanical optimization.

- Consider the narrative implications of any starting advantages.

28.4   Initial Complications (Reminder)

For each *initial complication* taken at character creation:

- Start each scene with **+1 banked SB** *per character with initial complications* until those complications have cleared in play.

28.5   Early Talent Choices (Magic Access)

- **Caster's Gift (2 XP):** Required for Weave & Cast freeform magic. Provides flexible but limited effects with Element-colored backlash.

- **Familiar / Thiasos (2 XP):** Required for Patron features such as *Patron's Gift* (Imbuements).

- **Codex (4 XP):** Required to fully join a Patron's service as a Runekeeper (Rites access, Obligation). A Runekeeper may serve only one Patron.

- **Patron's Symbol (4 XP):** Minor Asset. Grants ritual access to a Patron's Rites via the Invoker path. One Symbol per Patron; Invokers may carry Symbols of multiple Patrons.

28.6   Quick Build Guides

Caster (Freeform)   Buy *Caster's Gift (2 XP)*. Invest in Arcana-adjacent attributes/skills. Expect backlash; leverage aligned loci, tools, and prep for DV/Effect nudges. Casting is flexible but less reliable than Rites.

Runekeeper (Rites User)   Acquire *Thiasos (Familiar)* and *Codex (4 XP)* tied to a single Patron. You can Push Rites for +1 Obligation. Use *Patron's Gift (Imbuement)* once per scene (activation: 1 action). The Gift provides exactly **+1 Melee** and **+1 Thematic Skill**, fixed by Patron (see Patron table).

Invoker (Symbol Path)   An Invoker purchases one or more *Patron's Symbols* (4 XP each). Each Symbol grants ritual access to that Patron's Rites.

- **Ritual Invocation.** Performing a Rite via Symbol takes DV + 1 rounds and always marks +1 Obligation.

- **Crack the Seal.** Cast instantly by setting the Symbol to COMPROMISED and marking +2 Obligation (+3 if High-Power).

- **Multiple Symbols.** Invokers may hold Symbols from multiple Patrons; each Symbol tracks its own state (Normal, Wary, Compromised, Shattered).

Summoner (Pact-Whisperer)   You call spirits fast and manage their timer. *Call* a spirit (1 action) → *Bind* it by spending **1 Boon** or marking **1 Fatigue** → track its **Leash = Cap + 2** segments. The Leash ticks when the spirit takes harm, you split focus (you act meaningfully while it acts), you order it against its nature, rivals contest it, or it rushes *Close* to *Far*. Once per round you may spend **1 Boon** to clear **1** Leash tick (Boon Finesse). Limit **one active spirit** at a time;

issuing a meaningful command uses your action. Spirits depart at downtime unless an ability states otherwise.

28.7 Session Zero Tips

- Establish the table's tone and stakes; tie Drives to setting fronts.
- Map Bonds among PCs; mark possible bond-driven Boon triggers.
- Seed 1–2 personal Complications per PC for early spotlight.
- Discuss Patron choices, Gifts, and what their omens look like.

29 Advancement & XP

Advancement in Fate's Edge reflects meaningful growth in capability and standing. XP is awarded for table-facing accomplishments, hard choices, and the dramatic friction that defines your story. Boons can be converted sparingly to accelerate growth.

29.1 Awarding XP

Choose a session pacing dial and stick to it for a campaign arc.

Gritty:
4–6 XP per session (slow burn).

Standard:
6–10 XP per session (default pace).

Heroic:
10–14 XP per session (fast growth).

29.1.1 Session Awards (Guidelines)

- **Table Attendance:** +2 XP
- **Major Objective Reached:** +2–4 XP
- **Discovery or Lore Unlocked:** +1–2 XP
- **Hard Choice Embraced:** +1–2 XP
- **Complication Spotlight:** +1–3 XP
- **Bond/Flag Driven Play:** +1–2 XP
- **GM Curveball Award:** +0–3 XP

29.1.2 Milestones

- At the conclusion of a major story arc, award **+8–12 XP to all players**.

- Grant **+2 XP** to one player for a signature moment of the arc.

29.1.3 Boon Conversion

Once per session, during downtime, a character may convert **2 Boons → 1 XP** (max **2 XP** via conversion per session). All normal Boon limits apply (hold 5; trim to 2 at scene end).

29.2 Spending XP

Attributes:
  Cost = *new rating* ×3. Downtime = *new rating* in days.

Skills:
  Cost = *new level* ×2. Downtime = *new level* in days.

On-Screen Followers:
  Cost = Cap^2. Downtime = 1–3 days to recruit and brief.

Off-Screen Assets:
  Minor (4 XP, 1 day), Standard (8 XP, 1 week), Major (12 XP, 1 month).

Talents/Minor Assets:
  As listed (e.g., Caster's Gift 2 XP; Patron's Symbol 4 XP).

Upkeep

Frequency: Upkeep is paid once per Downtime period per asset.

- **Option 1 — Efficient (Higher XP, Less Time)** *Cost:* Pay Upkeep XP = $\max(1, \frac{\text{XP Acquisition Cost}}{3})$ *Time:* Minimal effort (e.g., sending a retainer, a quick inspection).

- **Option 2 — Intensive (Lower XP, More Time)** *Cost:* Pay 1 XP *Time:* A dedicated Downtime action of significant personal involvement (e.g., training a follower, repairing an asset).

Failure: If upkeep is not paid, the resource degrades:

- *Follower:* Becomes **Wary** (or **Seized** if already Wary).

- *Asset:* Becomes **Neglected** (or **Compromised** if already Neglected).

29.3 Rush Rule

You may *skip downtime* when buying or upgrading, but the GM creates a **Haste clock [4]**. If the clock fills, the new ability or asset carries flaws or narrative complications.

29.4 Tiers of Reputation

Reputation tiers reflect how the world responds to you.

Tier I — Rookie (0–40 XP):
  Local reputation; prestige locked.

Tier II — Seasoned (41–90 XP):
  Regional notice; prestige abilities may unlock.

Tier III — Veteran (91–150 XP):
  National influence; second follower slot suggested.

Tier IV — Paragon (151–220 XP):
  Movers and shakers; rivals emerge to challenge.

Tier V — Mythic (221+ XP):
  Legendary status; kingdoms and cults respond.

29.5 Advancement Notes

- Attribute cost scaling encourages diversification over single-stat spikes.
- Skill mastery yields tangible, fiction-first benefits.
- Prestige abilities (6+ XP) should be gated by narrative milestones or patron bargains.

30 Range & Position Quick Reference

This section condenses the guidance from §8 into table form for fast table use.

30.1 Range Bands

Band	Default	Notes
Close	Touching	Grapples, knives; polearms from Near at Limited Effect.
Near	Assumed	Same room/street segment; quick step away.
Far	Distant	Same site but not in reach; needs time/route/long implement.
Absent	Off-screen	Outside scene frame; needs cut/travel to interact.

30.2 Movement (beats, not meters)

- **1 Move** shifts one band: Close↔Near or Near↔Far.
- **Dash (Action)** shifts two bands: Close→Far or Far→Close.
- **Terrain/Obstacles** may add +1 Move or require a test first.

- **Absent↔Scene** use a Travel clock [2–4] or a quick cut; under pressure treat as Risky.

30.3   Melee Flag

Mark two parties **in Melee** when they are in Near and directly engaged.

- **Enter:** 1 Move from Near (Risky if under fire).
- **Leave:** 1 Move to break off; if threatened, test *Disengage* at Risky. On Partial/Miss: soft consequence, remain in Melee.

30.4   Targeting & Tools (defaults)

Type	Default Reach / Off-band Rules
Melee/Touch	Close only (Near on long polearms at Limited Effect).
Thrown / Short magic	Near; at Far impose Limited Effect or +1 DV unless source says otherwise.
Firearms / Long bows / Line spells	Near and Far if stated; at off-band, reduce Effect or +1 DV.
Social	Near by default; at Far need voice/signal/proxy; at Absent need message/oath/setup.
No line of sight	Raise DV by +1, drop Effect one step, or require [REVEAL]/[MARK].

30.5   Perception, Stealth, Cover

- **Notice:** Near normal; Far harder (DV +1 or Limited Effect) especially with noise/cover.
- **Hide:** Break LoS or move to Far; at Absent you're off-frame unless tracked.
- **Cover:** Improves Position or reduces consequence severity; quality/angle sets bump.

30.6   Position (Controlled / Risky / Desperate)

Position affects consequence severity on Partial/Miss (not DV).

- **GM Spend (1 SB):** Shift Position one step worse for current action or apply a brief environmental shove.
- **Player Spend (1 Boon):** Shift Position one step better for current action or cancel a single 1-step GM shift.
- **Narrative Triggers (free):** Flanking, reinforcements, collapsing cover, superior leverage can move Position one step (say why).

Limits: One Boon shift per action. Multiple forces don't stack beyond one step each way—resolve in order declared.

30.7   GM Quick Cues

- Default to **Near** and **Risky/Standard**. Ask: "Do you need a beat to get there?" If yes, spend a Move.

- Call **Melee** when knives are actually in play; don't track hexes.

- Prefer one strong twist over nickel-and-diming with many petty penalties.

31   Travel Framework

Adventuring often means crossing dangerous or unknown lands. The travel framework provides pacing tools to turn journeys into dramatic scenes without micromanaging miles.

31.1   Legs and Clocks

- Break long journeys into **legs**, each representing a significant change in terrain, danger, or political region.

- Each leg is tracked with a **Travel Clock [4]** by default.

- A leg completes when the clock fills through **progress actions, encounters, or scene resolution**.

31.2   Roles on the Road

Assign roles each travel leg (rotate or repeat as desired):

Guide:
   Sets course, reads signs, rolls navigation.

Scout:
   Moves ahead; first contact with hazards, ambushes, or terrain.

Quartermaster:
   Manages food, supplies, and encumbrance.

Watch:
   Maintains vigilance; first line against ambush or mishap.

31.3   Encounters & Events

When advancing the Travel Clock, the GM may also introduce:

- **Discovery:** Ruins, strange omen, hidden site.

- **Hazard:** Terrain challenge, illness, weather.

- **Encounter:** Bandits, emissaries, beasts.

- **Complication:** Bond tested, supplies strained, rival pursuit.

31.4 Encounter Frequency

- For every 1–2 segments filled, insert one encounter or hazard scene.
- Each leg should include **at least one meaningful encounter**.

31.5 Resolution

- When a Travel Clock fills, narrate arrival at the new region, with fallout from any hazards or complications unresolved.
- If complications remain, they carry forward into the next leg until resolved.

31.6 Deck of Consequences Integration

- Draw from the **Deck of Consequences** when rolling travel hazards or unexpected encounters.
- Crown Spread or Campaign Clock can foreshadow upcoming travel-related events.

31.7 GM Quick Cues

- Travel should **advance story stakes**, not pause them. Use it to foreshadow threats, deepen bonds, or reveal patron omens.
- Let players showcase talents in their assigned roles.
- Mix discovery and hardship to keep legs tense but rewarding.

32 Deck of Consequences

The **Deck of Consequences** is a narrative tool for injecting drama, setbacks, and twists. It replaces or supplements GM fiat with randomized complications that remain thematically consistent.

32.1 Deck Structure

- Use a standard 52-card deck (jokers optional).
- Divide into four suits, each tied to a **theme of complication**.

Suit	Theme	Examples
Hearts	Social / Emotional	Betrayal, love triangle, family drama, ally under strain.
Clubs	Physical / Violent	Ambush, wound, fatigue, weapon break.
Diamonds	Resources / Wealth	Supplies run low, theft, loss of funding, gear breaks.
Spades	Mystical / Supernatural	Omen, curse, patron demand, haunting.

32.2   Card Ranks & Severity

Ace:
  Scene-altering twist; compels immediate response.

King/Queen/Jack:
  Major complication with lasting effects.

10–8:
  Moderate complication that reshapes current scene.

7–5:
  Minor complication; nuisance, but creates tension.

4–2:
  Subtle complication or foreshadowing omen.

32.3   Jokers (Optional)

- Red Joker: Catastrophic event (environmental collapse, patron intervention).
- Black Joker: Dark boon (immediate help, but with lasting cost or debt).

32.4   Usage in Play

- **Trigger:** GM may draw when a roll shows multiple 1s, when SB overflows, or during travel (see §31).
- **Cadence:** Aim for 1–2 draws per session, more if the tone skews chaotic.
- **Integration:** Complications should align with fiction already present; do not derail core arcs.

32.5   Crown Spread Integration

Use the Crown Spread (see §18) to seed campaign-scale twists. Draw 5–7 cards in Session 0 to foreshadow long-term arcs.

32.6   Campaign Clock Tie-In

When the Campaign Clock advances, the GM may flip a card face-up from the Deck of Consequences to signal how pressure is mounting.

32.7   GM Quick Cues

- Translate raw card results into fiction, not mechanical penalties alone.
- Complications should build on what's already happening, not restart the story.
- Respect player agency: allow clever mitigation, but ensure consequences land.

33 Player Archetypes at the Table

Fate's Edge gameplay flexes to different player archetypes. These roles are not strict classes but rather **approaches to play** that help a group balance spotlight and tone.

33.1 The Solo

- **Focus:** Mastery of self, independence, one-on-one drama.
- **Strengths:** Quick spotlight scenes, duelists, scouts, specialists.
- **Risks:** Can drift into isolation or hog solo arcs. Needs explicit ties to group goals.
- **GM Tools:** Use Bonds, rival duels, and one-on-one omens to keep engagement tethered to the group.

33.2 The Mixed

- **Focus:** Hybrid adaptability—both support and lead.
- **Strengths:** Bridges gaps in group dynamics; excels in team tactics.
- **Risks:** May feel overshadowed by extreme specialists.
- **GM Tools:** Spotlight them when versatility matters: flexible magic, leadership, negotiation, or sudden pivots.

33.3 The Mastermind

- **Focus:** Schemes, plans, and command over the long arc.
- **Strengths:** Drives strategic play, coordinates others, excels in intrigue.
- **Risks:** May over-plan or dominate spotlight with metagame thinking.
- **GM Tools:** Challenge them with shifting information, patron demands, and rivals who anticipate their moves.

33.4 Balancing Archetypes

- A healthy table mixes all three archetypes, ensuring solo tension, group cohesion, and strategic play coexist.
- Encourage players to flex between archetypes scene by scene; they are fluid, not fixed.
- Spotlight balance: in a 3-hour session, each archetype should anchor at least one major scene.

33.5 GM Quick Cues

- Use archetypes as a lens for framing scenes: duel for Solos, shifting tactics for Mixed, grand reveals for Masterminds.

- When spotlight imbalances arise, rotate complications or bonds to another archetype's strength.

- Archetypes inform how patrons and factions court PCs: Solos as champions, Mixed as envoys, Masterminds as plotters.

34 Campaign Frame: The Crown Spread

The **Crown Spread** is a campaign-framing tool that uses a spread of cards to establish the long arc of a story. It provides seeds for GMs and players alike to weave motifs, omens, and foreshadowed events.

34.1 Setup

- In Session 0, lay out 5–7 cards in a semicircle (the "Crown"). Use either the **Deck of Consequences** or a standard card deck.

- Each card anchors a motif, omen, or looming event.

- Record the spread openly on a Campaign Sheet or digital log.

34.2 Interpreting the Spread

Position 1 (Root):
The underlying tension or theme of the campaign.

Position 2 (Crest):
A key faction or patron influence that will rise.

Position 3 (Crown):
The climax image or major confrontation the arc builds toward.

Position 4 (Left Hand):
A bond, ally, or relationship that anchors play.

Position 5 (Right Hand):
A rival, betrayer, or challenger who pressures the party.

Optional 6+7:
Expansions for setting-wide twists (environmental, mystical, or political).

34.3 Using the Spread in Play

- Each drawn card becomes a **Foreshadow Clock [4]** attached to its motif. Advance the clock when events lean toward that omen.

- When a Foreshadow Clock fills, the motif manifests concretely in play (e.g., a faction rises, a betrayer reveals themselves).

- Tie Spread cards to **Campaign Clocks** for pacing (see below).

34.4 Campaign Clock

The **Campaign Clock** tracks rising stakes across the arc.

- Default size: [8].

- Advance the Campaign Clock when: multiple SB overflows in a session, when travel legs resolve with major cost, or when Spread omens manifest.

- On fill: the Crown confrontation arrives. Play through its fallout as campaign climax.

34.5 Ending & Legacy

- After the Crown confrontation resolves, hold an epilogue session.

- Resolve any remaining Foreshadow Clocks as epilogue vignettes.

- Players may mark **Legacy Bonds**—new anchors for future campaigns or descendants.

34.6 GM Quick Cues

- The Spread is not a railroad—it foreshadows, not dictates.

- Reinterpret cards liberally as play evolves; symbols matter more than literal events.

- Remind players of their omens between arcs to build tension and payoff.

35 Tags & Outcomes Cheat Sheet

This section condenses common tags, outcomes, and modifiers into a one-glance reference. It supplements the full explanations in §10.

2pt

35.1 Core Action Outcomes

Result	Meaning	GM/Player Guidance
Hit (6)	Full success	Effect as stated, no new cost.
Partial (4–5)	Success + cost	Complication, worse Position, reduced Effect.
Miss (1–3)	Failure + cost	GM spends SB, introduces backlash/complication.
Critical (2x6)	Strong hit	Upgrade Effect or create new advantage.

35.2 Common Tags

Tag	Quick Reference Effect
[AREA]	Hits all in zone; collateral risk.
[ARMOR]	Grants +1 Resistance against matching Harm.
[BANISH]	Expel Outsider; vs. Cap. On hit, it departs or weakens.
[BOUND]	Immobilizes target until broken.
[COUNTER]	Interrupt cast/ability in progress (DV by fiction).
[DISPEL]	End/suppress ongoing effect.
[FOLLOW-UP]	Trigger additional linked action; usually free if fiction permits.
[HEAL]	Remove or downgrade Harm/Condition.
[ILLUSION]	Fictional effect; resisted by disbelief or disruption.
[MARK]	Target acquires tracer; next action gains +1 die.
[REVEAL]	Expose hidden or cloaked subject.
[TETHER]	Bind two entities; strain if separated.
[WARD]	Block specific entity/domain; test Cap to cross.

35.3 Position & Effect Shorthands

- **Position:** Controlled (safe), Risky (default), Desperate (big payoffs, big costs).

- **Effect:** Limited (weak), Standard (expected), Great (strong, extra reach).

- GM can spend 1 SB to worsen Position one step; Player can spend 1 Boon to improve Position one step.

35.4 Backlash Reminders

- On Partial/Miss with Weave & Cast, expect backlash colored by Element (fire burns, fate twists, etc.).

- Backlash does not add SB directly—it is a GM SB spend colored by the roll's Element.

35.5 Obligation Reminders

- Runekeeper Rite: +1 Obligation on completion, +1 more if Pushed.

- Invoker Ritual: Always +1 Obligation, even out of scene. Crack the Seal: +2/+3.

- Multi-symbol overload: carrying 4+ Symbols = +1 Obligation on first ritual each scene.

35.6 Quick Costs

- **Caster's Gift:** 2 XP. Required for Weave & Cast.

- **Familiar/Thiasos:** 2 XP. Required for Patron's Gift.

- **Codex:** 4 XP. Full Rite access; Obligations apply.

- **Patron's Symbol:** 4 XP Minor Asset. Invoker ritual access.

35.7 GM Quick Cues

- Default to Near + Risky + Standard.

- Use tags as handles for rulings—if a move fits the tag, apply its shorthand.

- Complications escalate campaigns; use Clocks and the Deck of Consequences for follow-through.

36 Design Philosophy Guardrails (Flow-First GMing)

Fate's Edge is built to **keep play flowing**. If you remember nothing else: **The Narrative is primary**. Mechanics exist to shape *how* the story changes, not *whether* it moves. This section translates the rules into plain, table-ready guidance—especially for new GMs.

36.1 Simple Translations

Story Beats (SB) ⇒ Story Beats:
   1s on dice give you *beats* to spend. Spend them on twists, escalations, or new information. One strong beat is better than three tiny ones.

Clocks ⇒ Checkboxes/Lists:
   A Clock is just a short checklist that tracks progress or rising danger. When it fills, the listed thing *happens*. Name it and tick it when fiction leans that way.

[TAGS] ⇒ Gates with a Cost:
   Tags are labels that unlock specific effects (e.g. [WARD], [BANISH]). They don't do anything alone. They appear on Talents, Rites, or Spells to say, "Yes, you can do this—*here's the price and limits*."

36.2 The 30-Second Adjudication Loop

Use this loop to resolve almost anything without breaking flow.

1. **Clarify intent and approach.** "What do you want, and how?"

2. **Set stakes and Position.** "If it works, what changes? If it fails, what bites?" Start *Risky/Standard* unless fiction says otherwise.

3. **Roll & read.** Count 6+ as successes; each **1** gives you SB (beats). Compare successes to DV.

4. **Spend one beat well.** Cash SB on one memorable twist or tick a relevant Clock.

5. **Push forward.** Describe how the fiction is now different; ask, "Who moves next?"

36.3 When to Reach for Mechanics (and When Not To)

- **Roll** when uncertainty + meaningful stakes exist *now*. Otherwise, say "Yes" or offer a choice/cost.

- **Use a Clock** when danger or progress builds over time (guard alert, ritual, chase, social sway).

- **Draw from the Deck** when you want an oracular twist consistent with the current tone.

- **Skip subsystems** if they slow the table. You can always tick a Clock and move on.

36.4   Defaults That Keep Things Moving

- **Range/Position:** Assume *Near* and *Risky/Standard.* Ask: "Do you need a beat to get there?"

- **DV:** 2 for small/local, 3 for scene-scale, 4 for big swings, 5+ for set-pieces/rituals.

- **Boons:** Misses on meaningful actions grant Boons (player fuel). Trim to 2 at scene end.

- **SB Budget:** Prefer one strong spend over many petty taxes. Bank sparingly and pay off soon.

36.5   Rookie GM Comfort Dials

You can use these dials to simplify play, then loosen them later.

Soft SB:
For your first 2 sessions, cap each roll's SB spend to **1–2** unless it's a set-piece.

Visible Clocks:
Put Clocks on the table. Name them aloud: *"Guards Incoming [4]"*. Tick them in ink.

Tag Cards:
Print a one-liner for frequently used Tags (`[WARD]`, `[BANISH]`, `[COUNTER]`). Hand them out when a power is active.

One Move, One Sentence:
Every ruling should end with one sentence that states the new situation.

36.6   Narrative-First Rulings (with Examples)

Example 1: The Locked Gate   Player: "I pick the lock fast before the patrol rounds the corner."
GM: "Risky/Standard, DV 3. If it works, you're through; if it fails, the patrol clocks closer."
Roll shows 1 SB. GM spends 1 SB to tick *Guards Incoming [4]*. "You're through, but boots echo—two ticks left." *Flow continues.*

Example 2: The Shadow Rite   Player Invokes a `[WARD]`. "You're safe unless Outsiders test the edge: DV = Cap. If one hits, its Leash gains +DV. Your Push would add +1 Obligation—do you Push?" The scene stays in motion; costs and gates are clear.

Example 3: Fire Cast Backlash   Caster hits but shows two 1s. GM picks one strong backlash: "Flare blinds you; Position -1 for the next action." No rules dive; *one beat lands*, story moves.

36.7   Let the Fiction Lead

- Say what the world does next. If a rule is unclear, follow the fiction and note a ruling; refine between sessions.

- If you forget a tag nuance, ask: "What is the effect trying to *gate*?" Charge a cost (time, risk, Obligation, or a tick), then go.

- Tie SB spends to **visible** outcomes: a new foe appears, a path closes, a clock advances.

36.8   Common Pitfalls and Fixes

Over-cranking SB:
   If scenes feel punitive, halve your SB spends for a while or cash them into visible Clocks instead of immediate penalties.

Clock Sprawl:
   Merge redundant Clocks. Each active scene rarely needs more than **2–3**.

Tag Paralysis:
   If a player stalls waiting for a perfect tag, paraphrase: "Sounds like [VEIL]. DV 3. Want to roll?"

Rules Drift:
   If table memory conflicts with text, pick the ruling that keeps flow, then sticky-note a TODO to reconcile after play.

36.9   The Four Questions (Cheat Prompts)

When stuck, ask out loud:

1. If this goes right, what changes? (*Intent*)

2. If this goes wrong, what bites back? (*Stakes*)

3. What single twist will make this memorable? (*SB spend*)

4. Who moves next? (*Momentum*)

36.10   Design Guardrails (for Consistency)

- **Narrative Primacy:** Mechanics serve story, not replace it.

- **Risk as Drama:** Every roll carries potential for triumph+complication.

- **Meaningful Growth:** XP changes characters and the world.

- **Consequence Weight:** Choices ripple outward; nothing is free.

- **Fail Forward:** Misses fuel Boons; 1s become SB (beats).

36.11   Session Checklist (One Page)

Before play: set tone, stakes, and clocks in plain sight.
During play: adjudicate with the 30-second loop; spend one strong beat; move on.
After play: award XP, clear/advance Clocks, note rulings to revisit.

If you keep the flow, the game will carry you. The rules are rails you lay just ahead of the train.

Patron	Primary Rival	Friction in Play (one-line read)
Raéyn (Sea, Tides, Travel)	Khemesh (Abyssal Maw)	Tides vs. trench: navigation and passage thrive against dread and crushing depths.
Khemesh (Abyssal Maw)	Raéyn (Sea, Tides, Travel)	Abyss unmoors charts: silence, pressure, and alien geometry devour routes.
Sealed Gate (Boundaries, Closure)	The Traveler (Ways, Roads)	Keys vs. roads: jurisdiction and permits against detours and desire lines.
The Traveler (Ways, Roads)	Sealed Gate (Boundaries, Closure)	Paths want to open; gates insist on form—who defines the threshold?
The Witness (Truth, Revelation)	Mab (Glamour, Courts)	Revelation strips glamour; courtly masks fight to endure the gaze.
Mab (Glamour, Courts)	The Witness (Truth, Revelation)	Mask and merriment contest the straight line of testimony.
Ikasha (Shadow, Latent Potential)	The Witness (Truth, Revelation)	Hiding and hush vs. the unblinking eye.
Mykkiel (Judgment, Writ)	Varnek Karn (Necromantic Archives)	Lawful writ and living order against bone-kept precedent and unfinished business.
Varnek Karn (Necromantic Archives)	Oath of Light & Flame (Dawn, Vows)	Memory of the dead resists purgation by vow and light.
Oath of Light & Flame (Dawn, Vows)	Khemesh (Abyssal Maw)	Consecrated dawn opposes abyssal hunger and despair.
Sacred Geometry (Order, Pattern)	The Traveler (Ways, Fortune)	Perfect forms vs. opportunistic routes; measure vs. happenstance.
Clockwork Monad (Iteration, Process)	Old Man of the Black Forest (Primal Humanity, Instinct)	Procedure and refinement clash with instinct and feral chaos.
Nidhoggr (Dreaming Antiquity)	Sacred Geometry (Order, Pattern)	Ancient, slumbering memory resists imposed, modern measures.
Carrion King (Carrion, Renewal)	Inaea (Mercy, Hearth)	Rot and renewal against hearth and mercy—life reborn from death or sheltered from it.
Gallows Bell (Doom, Last Rites)	Oath of Light & Flame (Dawn, Vows)	Doom and execution test the endurance of dawn's hope and sworn vows.
Old Man of the Black Forest (Primal Humanity, Instinct)	Mab (Glamour, Courts)	The primal face of humanity strips away courtly veneer.
Isoka (Serpents, Shedding)	Sacred Geometry (Order, Pattern)	Serpent coils disrupt the straight line; shedding resists imposed pattern.
Inaea (Mercy, Hearth)	Carrion King (Carrion, Renewal)	Mercy preserves what rot would recycle.
Maelstraeus (Infernal Bargainer)	The Witness (Truth, Revelation)	The bargain lies veiled until truth unmasks it.
Livaea (Temptation, Desire)	Inaea (Mercy, Hearth)	Temptation corrodes hospitality; desire tests sanctuary's mercy.
Aliyah, the Chained Angel (Curses, Corruption)	Oath of Light & Flame (Dawn, Vows)	Fallen benedictions twist vows; dawn seeks to burn corruption from blessing.

Table 4: Primary Patron Rivalries and how they tend to color scenes.