

## Assets, Allies, and Adversaries

A Fate's Edge Module for Holdings, Companions, and Organizations

### Design Goals

- **Make Holdings Matter:** Assets have tags, strings, upkeep, and project clocks that change scenes. Patronage brings Position, seals, and coin—and obligations, audits, and scandals.
- **Companions with Teeth:** Followers act on-screen and off-screen with clear risks, clocks, and costs. Social fabric (Loyalty, Morale, Bonds) generates scenes and consequences.
- **Organizations as Levers:** Cohorts and institutions move through clocks, strings, and orders without excessive bookkeeping.
- **Use the Core:** Leverages core Fate's Edge mechanics: Position/**DV**, **SB**, Clocks, Favor/Leverage/Exposure, Reputation, Strings. No new dice math.
- **Campaign Continuity:** Assets and relationships persist and evolve across story arcs.

### Quickstart (5 minutes)

1. **Pick an Asset:** Choose a type (safehouse, workshop, etc.). Mark Integrity [6] and Resources [6]. Attach 1-2 Strings (permits, seals). Choose 1-2 Project Clocks [4]-[8].
2. **Name a Patron(optional):** Set Patron **Tier** and Obligations.
3. **Create 1-2 :** Name them, pick a Playbook (Combat Ally, Specialist, etc.). Mark Loyalty [6] and Morale [6]. Attach Strings they control.
4. **Pick an Organization(if any):** Mark Cohesion [6]-[8], Exposure [6], and Bandwidth (1-3 orders/cycle).
5. **Each Session:** Issue **Asset** Orders, run **Followers** roles on-scene, confront Events & Audits, and tick Upkeep.

## 1 Assets and Worldly Patrons

### 1.1 Asset Sheet (Template)

[AssetNAME]

**Type:** safehouse / barge company / workshop / archive / shrine / etc.

**Locale:** district & city

**Strings (1–3):** permits, seals, routes, rites, keys

**Tags (2–4):** (See Tag List below)

**Tracks:**

- **Integrity [6]:** condition/standing; fill → shutdown, collapse, or seizure.
- **Resources [6]:** cashflow, inventory, staff slack; empty → shortages/concessions.
- **Heat [6] (optional):** locals' attention; fill → protest, inquiry, rough visit.

**Projects (0–3):** named [4]-[8] clocks to upgrade, expand, or pivot.

**Upkeep:** coin/favor/rites required each cycle.

**Legacy Notes:** campaign events, reputation effects.

**Notes:** staff names, neighbors, rivals.

#### 1.1.1 Asset Tags (pick 2–4)

- **Fortified:** Shield/Petition here starts Dominant.
- **Sanctified:** Breaking rites here ticks Exposure +1 (offender).
- **Licensed:** Broker/Petition **DV**-1 in scope of license.
- **Secret:** First Expose against you here starts Desperate for the attacker.
- **Crowd-Facing:** Audience tags created here persist an extra scene.
- **Hazardous:** On 1s, GM may start Accident [4] instead of other **SB** spend.

- **Mobile** (barge/caravan): Can act in adjacent districts without penalty.
- **Prestige**: Petition here **DV**-1 with patricians; Blackmail +1 **SB** against you if scandal hits.
- **Ward-Woven**: Infiltrate here starts Desperate unless key is held.
- **Unionized**: Strike is a valid Event; Broker with unions here starts Dominant.
- **Shadowed**: Smuggle **DV**-1; Expose Position -1 against you.
- **Water-Right**: Acts as a String for bridges/canals toll negotiation.
- **Archive**: Research/Expose **DV**-1 with proof assembled here.

## 1.2 Asset Play

**Acting Through an Asset**: Stage a scene at or with an asset; apply its Tags and Strings to Position/**DV**. A named staffer may act as a **Follower**.

**Upkeep & Yield (Each Cycle)**:

- **Upkeep**: Pay 1-2 of coin/favor/rite. If skipped: tick Resources -1 and start Creditor [4] or Inspection [4].
- **Yield**: If Resources  $\geq 3$  and no active Accident/Inspection, gain one: coin, Favor, Clue, or Leverage (1).

**AssetOrders (Between Sessions)**: Choose up to 2 orders per asset per session (1 if Resources  $\leq 2$ ).

- **Operate**: Generate Yield with risk (on 1s, tick Heat or Integrity +1).
- **Improve**: Advance a Project Clock.
- **Secure**: Reduce Heat -1 or add a Security tag for one scene.
- **Expand**: Start a new Project to add a String.
- **Audit**: Convert Favor into Standing (Tag).
- **Exploit**: Trade Integrity for coin+Favor; mark Exposure +1.

## 1.3 Worldly Patrons

### 1.3.1 Patron Sheet (Template)

[PatronNAME]

**Type**: noble / guild / office / temple / factor

**Stance**: Allied / Wary / Hostile

**Strings (3)**: writs, permits, routes, rites

**Boons**: what they can grant (seals, escorts, stipends)

**Obligations**: tithes, appearances, tasks, ideological lines

**Tracks**:

- **Favor Ledger**: favors owed or granted.
- **Sanction [4]**: warning  $\rightarrow$  censure  $\rightarrow$  seizure  $\rightarrow$  hunt.
- **Patron Exposure [6]**: public risk to them from association with you.

**Patron Tier**: 0 Contact / 1 Sponsor / 2 Patron / 3 Protector

**Legacy Status**: Historical role, ongoing influence.

### 1.3.2 Patron Tiers & Benefits

- **Tier0 — Contact**: 1 Audience/session; one minor seal.
- **Tier1 — Sponsor**: +1 Position once/scene in their venues; 1 Stipend/session.
- **Tier2 — Patron**: Cancel one Social **SB** per session; **DV**-1 on Petition to their offices.
- **Tier3 — Protector**: Start public scenes Dominant; Endorsement creates a Bandwagon clock [4].
- **Advance a Tier**: Hold Standing or convert 3 favors and complete a Patron Task.

### 1.3.3 Obligations & Sanctions

- Skipping Obligations for two cycles: tick Sanction +1.

- **Sanction [4]:** Admonish → Censure → Seizure/Revocation → Hunt/Prosecution.
- Your public failures tick Patron Exposure; at fill, they distance (**Tier-1**) or flip to Hostile.

## 1.4 Campaign Continuity

**AssetLegacy System:** Assets evolve. Positive legacy grants +1 Resources/Integrity at campaign start. Negative legacy starts with Heat +2 or Sanction +1.

**PatronRelationship Continuity:** Relationships persist. Active Patrons reduce **Tier** by 1 but retain Standing. Dormant Patrons convert to Favor Ledger entries.

**Campaign Transition Events:** At campaign end/beginning, roll for economic, political, and physical shifts affecting assets and patrons.

## 2 Allies and Adversaries

### 2.1 Follower Sheets & Templates

#### 2.1.1 Follower Sheet (Template)

[NAME & ROLE]

**Tier:** Green / Trained / Veteran / Elite (modifies Position/**DV**)

**Playbook:** Combat Ally / Specialist / Magical Assistant

**Capabilities (2-3):** e.g., “shield wall”, “ledger-eye”, “silent step”

**Edges (1-2):** What they do exceptionally well.

**Liabilities (1-2):** What gets them in trouble.

**Strings (1-3):** permits, keys, access.

**Costs:** wages / shares / favor / oath

**Tracks:**

- **Loyalty [6]:** long-term commitment.
- **Morale [6]:** short-term willingness to risk.
- **Harm [3]:** minor / serious / broken.

**Notes:** relationships, ambitions.

### 2.2 Followers On-Scene

At the start of a scene, declare a role for each present **Follower**:

- **Assist:** Bolster a PC's action. Effect: Improve Position +1 or treat **DV**-1 (once/scene). On any 1 in the roll, tick **Follower**Morale or Harm.
- **Cover:** Absorb heat. Effect: Once/scene, reduce a GM Social **SB**spend by 1 or cancel a tag flip. Cost: Tick **Follower**Exposure or Morale +1.
- **Delegate:** Take an independent action (legwork, duel, etc.). Resolve with a PC's coordinating roll. On a hit, create a useful tag or fill a clock; on a partial, suffer Harm or Morale +1.

### 2.3 Loyalty & Morale

- **Loyalty [6]:** Ticks up when promises kept, credit shared, ambitions advanced. Ticks down for oath-breaking, humiliation. At 0: leave or flip neutral. At 6: trigger a Loyalty Event (offer an oath, ask a Price).
- **Morale [6]:** 4+: bold. 2-3: hesitant; Delegate starts worse. 0-1: balk; require a Reassure roll to act. Reset with rest, praise, respect.

## 2.4 Organizations

### 2.4.1 Organization Sheet (Template)

[OrganizationNAME]

**Tier:** street / guild / city / crown

**Aim (this season):** what the org wants now.

**Cohorts (2-4):** “dockside crew”, “auditors”, “pickets”.

**Strings (3):** permits, routes, seals.

**Tracks:**

- **Cohesion [6]-[8]:** unity/discipline; fill → schism/strike/coup.
- **Exposure [6]:** heat/visibility; fill → audit/raid/purge.
- **Resources [6]:** operational slack; empty → shortages.

**Bandwidth:** 1-3 orders per cycle.

**Entanglements:** debts, rivals, promises.

### 2.4.2 Using Cohorts

A cohort acts like a Veteran/Elite **Follower** group. Wounds/fear tick Cohesion instead of individual Harm.

### 2.4.3 Orders & Entanglements (Between Sessions)

1. **Allocate Bandwidth:** Choose orders (Audit, Guard, Smuggle, Petition, etc.).
2. **Resolve Each Order:** Directing PC rolls. Apply Org **Tier** as **DV**-1 within its wheelhouse.
3. **On Hit:** Fill a Project Clock or create a lasting Tag. On 1s, tick Exposure or Cohesion +1.
4. **Entanglement Roll:** For each banked **SB**, trigger a minor entanglement (rival, inspector visit).

## 2.5 Relationship Dynamics

- **Bonds & Frictions:** Start a Bond [4] or Friction [4] between a PC and **Follower**. Shared scenes and actions fill or clear the clock, leading to permanent tags (Devoted, Soured).
- **Reputation & Standing:** can hold Standing with institutions, granting once/scene Position +1 or **DV**-1 in that venue.

## 3 Integrated Procedures

### 3.1 Events, Audits, & Entanglements

Roll or draw 1-2 between sessions per active asset/patronage/followers.

- **Inspection:** Start Inspection [4]; on fill, tick Integrity +1 or Sanction +1.
- **Accident:** Accident [4] threatens staff; on fill, Integrity +1 and Audience: Fearful.
- **Shortages:** Resources -1 and start Short Rations [4].
- **Favor Called:** A **Patron** demands service; refuse → Sanction +1.
- **Rival Poaches a Cohort:** An **Organization** loses a cohort to a rival.
- **Family Claim Interrupts:** A **Follower**'s personal life causes a complication.

### 3.2 Example of Play

**Setup:** PCs lease a **Tollhouse** (**Asset:** Licensed, Prestige). Their **Specialist Follower** (ledger-eye) has ties to the **Bridge-Lords** (**Patron, Tier**1).

**Scene — Delegation:** The Specialist is sent to secure a ledger from the Archivolt. Position: Dominant (Prestige tag + **Patron**venue). **DV**3. Partial Success: ledger secured but Morale +1. A rolled 1 gives GM an **SB** to start a Rumor [4].

**Orders Phase:** PC directs the Tollhouse **Asset** to **Operate** (yield coin) and **Improve** an Archive Annex

project. The party's Guild **Organization** runs an **Audit** order.

**Event Phase:** An **Inspection** [4] event occurs. The PCs use a **Secure** order next cycle to mitigate it.

**Dilemma:** A rival **Patron** offers better **Tier**, starting a **Split Loyalty** [4] clock. This tests the **Follower's** Loyalty and the **Asset's** stability.

### GM Reference

- **Asset Tracks:** Integrity [6] (fill = shutdown), Resources [6] (0 = shortages), Heat [6] (fill = audit).
- **Follower Tracks:** Loyalty [6] (0 = leave, 6 = event), Morale [6] (0-1 = balk), Harm [3].
- **Organization Tracks:** Cohesion [6]-[8], Exposure [6], Resources [6], Bandwidth 1-3.
- **Patron Tiers:** 0 Contact → 3 Protector. Sanctions: Admonish → Hunt.
- **Core Loop:** Describe action → Set Position/DV → Roll → Spend SB/ → Tick Clocks → Move the fiction.

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*This module integrates procedures for managing worldly power and personal connections. Defer to the core Fate's Edge SRD for fundamental roll adjudication and core mechanics.*

## Assets & Worldly Patrons

A Fate's Edge module for holdings, leases, and mortal patronage

*Version 0.2 (Playtest Revised)*

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### Design Goals

- **Make holdings matter:** Assets have tags, strings, upkeep, and project clocks that change scenes.
- **Patrons with teeth:** Patronage brings Position, seals, and coin—and obligations, audits, and scandals.
- **Use the core:** Position/DV, SB, clocks, Favor/Leverage/Exposure, Reputation, Strings. No new dice math.
- **Low bookkeeping:** Track names, tags, and a few clocks; orders and events move the world.
- **Campaign continuity:** Assets and patrons persist and evolve across story arcs.

### Quickstart (2 minutes)

1. Pick/design an **Asset**; mark **Integrity** [6] and **Resources** [6].
2. Name a **Patron** (optional); set **Patron Tier** and **Obligations**.
3. Attach 1–2 **Strings** (permits, seals, routes, rites).
4. Choose 1–2 **Project Clocks** [4–8] to improve or expand the asset.
5. Each session: issue **Asset Orders**, confront **Events & Audits**, and tick **Upkeep**.

## 4 Asset Sheet (Template & Tags)

### 4.1 Asset Sheet (Template)

[ASSET NAME]

**Type:** safehouse / barge company / workshop / archive / shrine / foundry line / office / permit / theatre / farm / mine / caravan yard / canal lock lease

**Locale:** district & city (matters for Position & dials)

**Strings (1–3):** permits, seals, routes, rites, keys

**Tags (2–4):** see tag lists below

**Tracks:**

- Integrity [6]: condition/standing; fill → shutdown, collapse, or seizure
- Resources [6]: cashflow, inventory, staff slack; empty → shortages/concessions
- Heat [6] (optional): locals' attention; fill → protest, inquiry, rough visit

**Projects (0–3):** named [4–8] clocks to upgrade, expand, or pivot

**Upkeep:** coin/favor/rites required each cycle (choose 1–2)

**Legacy Notes:** campaign events, reputation effects, historical significance

**Notes:** staff names, neighbors, rivals, liens

### 4.2 Asset Tags (pick 2–4)

- **Fortified** (doors, shutters, hidden room) — *Shield/Petition* here starts **Dominant**.
- **Sanctified** (rites, hospitality) — breaking rites here ticks **Exposure +1** (offender).
- **Licensed** (writ, seal) — *Broker/Petition DV -1* in scope of license.
- **Secret** (concealed use) — first *Expose* against you here starts **Desperate** for the attacker.
- **Crowd-Facing** (shop, theater) — *Audience tags* created here persist an extra scene.
- **Hazardous** (kilns, reagents) — on 1s, GM may start **Accident [4]** instead of other SB spend.
- **Mobile** (barge/caravan) — can act in adjacent districts without penalty.
- **Prestige** (old name, art) — *Petition* here **DV -1** with patricians; *Blackmail +1 SB* against you if scandal hits.
- **Ward-Woven** (sigils, bells) — *Infiltrate* here starts **Desperate** unless key is held.
- **Unionized** — *Strike* is a valid Event; *Broker* with unions here starts **Dominant**.
- **Shadowed** (underworld ties) — *Smuggle DV -1*; *Expose Position -1* against you.
- **Water-Right** — acts as a **String** for bridges/canals toll negotiation.
- **Archive** — *Research/Expose DV -1* with proof assembled here.

### 4.3 Integrity & Resources

- **Integrity [6]** ticks from sabotage, audits, disasters, or neglect. At fill: choose **Shutdown**, **Seizure**, or a **Catastrophe** scene.
- **Resources [6]** drop from upkeep, shocks, strikes; refill via Orders, scenes, or Projects. If Resources = 0, future Upkeep requires **Favor** or a concession clock.

## 5 Asset Play

### 5.1 Acting Through an Asset (On-Scene)

Stage a scene at or with an asset; apply its Tags and Strings to Position/DV like any venue. A named staffer may act as a *Follower* or as a cohort (tick **Integrity** instead of Harm on failures).

### 5.2 Upkeep & Yield (Each Cycle)

- **Upkeep:** Pay 1–2 of coin/favor/rite. If skipped: tick **Resources -1** and start **Creditor [4]** or **Inspection [4]**.

- **Yield:** If **Resources**  $\geq 3$  and no active **Accident/Inspection**, gain one: coin, **Favor (narrow)**, **Clue**, or **Leverage (1)** themed to the asset.

### 5.3 Asset Orders (Between Sessions)

Choose up to **2 orders** per session per asset (1 if **Resources**  $\leq 2$ ):

- **Operate:** generate Yield with risk (on 1s, tick **Heat** +1 or **Integrity** +1).
- **Improve:** advance a **Project** [4–8].
- **Secure:** reduce **Heat** –1 or add a **Security** tag for one scene.
- **Expand:** start a new Project to add a String (route, permit, office).
- **Audit:** convert one unspent Favor at this venue into **Standing (Tag)** after proof.
- **Exploit:** trade 1 **Integrity** for immediate coin + Favor; mark **Exposure** +1 to someone.

**Resolution** The directing PC rolls once per order (appropriate action). Tier/Tags adjust Position/DV. On hits, apply the order effect; on 1s, GM banks SB and hits Heat/Integrity/Exposure.

## 6 Campaign Continuity

### 6.1 Asset Legacy System

Assets evolve and leave marks across campaigns through their **Legacy Notes**:

- **Reputation Effects:** Notorious (feared), Respected (trusted), Infamous (recognized), Legendary (historical significance)
- **Historical Events:** Siege Survived, Scandal Weathered, Expansion Completed, Crisis Averted
- **Relationship Changes:** Patron Gained/Lost, Rival Created/Resolved, Community Bond/Feud
- **Physical Evolution:** Renovated, Damaged, Expanded, Relocated

**Legacy Benefits:** Assets with positive legacy gain +1 Resources or +1 Integrity at start of new campaigns.

**Legacy Burdens:** Assets with negative legacy start with Heat +2 or Sanction +1 with relevant patrons.

### 6.2 Patron Relationship Continuity

Worldly Patron relationships persist with modified standing:

- **Active Patrons:** Reduce Tier by 1 but retain 1 Standing tag
- **Dormant Patrons:** Convert Tier to Favor Ledger entries; can be reactivated
- **Former Patrons:** Become Rivals [4] or Contacts [4] based on ending relationship
- **Legacy Patrons:** Historical figures whose mandates still influence current politics

### 6.3 Campaign Transition Events

At campaign end/beginning, roll for transition events:

- **Economic Shift (d6):** 1-2 Resources +1, 3-4 No change, 5-6 Resources -1
- **Political Change (d6):** 1-2 Gain new patron opportunity, 3-4 Status quo, 5-6 Lose a patron string
- **Physical Event (d6):** 1-2 Asset improves, 3-4 No change, 5-6 Asset takes Integrity -1

## 7 Worldly Patrons

### 7.1 Patron Sheet (Template)

**[PATRON NAME]****Type:** noble / guild / office / temple / factor / satrap / councilor**Stance toward PCs:** Allied / Wary / Hostile**Strings (3):** writs, permits, routes, rites, audiences**Boons:** what they can grant (seals, escorts, stipends, protection)**Obligations:** tithes, appearances, tasks, ideological lines**Tracks:**

- Favor Ledger (narrow favors owed or granted)
- Sanction [4]: warning → censure → seizure/revocation → hunt/prosecution
- Patron Exposure [6]: public risk to them from association with you

**Patron Tier:** 0 Contact / 1 Sponsor / 2 Patron / 3 Protector**Mandate/Crisis Effects:** how their public wins/losses alter your Position/Exposure in their venues**Legacy Status:** Historical role, ongoing influence, campaign connections**7.2 Patron Tiers & Benefits**

- **Tier 0 — Contact:** 1 **Audience**/session; one minor seal once.
- **Tier 1 — Sponsor:** +1 **Position** once/scene in their venues; 1 **Stipend**/session (coin or permit access).
- **Tier 2 — Patron:** cancel **one Social SB** per session in public; **DV -1** on *Petition* to their offices; claim **Escort** once.
- **Tier 3 — Protector:** start public scenes **Dominant** in their venues; **Endorsement** creates a 4-clock *Bandwagon* on targets.

**Advance a Tier** Hold **Standing** with them or convert **3 favors** into Standing and complete a **Patron Task** [4–6] on-screen.

**7.3 Obligations & Sanctions**

- **Obligations:** tithe; keep scandal quiet; show at rites; take contracts; avoid rivals; uphold a doctrine. Skipping two cycles: tick **Sanction +1**.
- **Sanction [4]:** *Admonish* (lose once/scene Position boost) → *Censure* (no stipends; add **Audience: Skeptical**) → *Seizure/Revocation* (lose a String or asset tag) → *Hunt/Prosecution* (start **Warrant [6]**).
- **Patron Exposure [6]:** Your public failures can tick this; at fill they *distance* (Tier -1) or *flip* to Hostile.

**7.4 Bargaining Procedure (Negotiation Scene)****Frame:** what boon you want and what obligations you accept.**Set:** venue tags; your Reputation/Standing apply; use *Petition/Broker/Expose*.**On hit:** gain the boon; write the Obligation and tick Favor Ledger ± as appropriate.**On 1s:** GM may add a secret clause, leak leverage, or start **Rival Patron [4]**.**7.5 Multiple Patrons**

You may keep two active patrons without penalty. A third creates **Split Loyalty [4]**; on fill, one patron issues an ultimatum: choose, public denunciation, or give up a String.

**8 Events, Audits, & Market Shocks**

Roll or draw 1–2 between sessions per active asset/patronage.

- **Inspection:** start **Inspection [4]**; on fill, tick **Integrity +1** or **Sanction +1**.
- **Accident:** **Accident [4]** threatens staff; on fill, Integrity +1 and **Audience: Fearful**.
- **Shortages:** **Resources -1** and start **Short Rations [4]**.
- **Tax/Lease Hike:** choose coin cost or **Sanction +1**.



- **Rival Claim:** assert prior right; start **Litigation** [6] or **Duel of Proof** [4].
- **Rumor Run:** if *Crowd-Facing*, add **Skeptical**; if *Prestige*, add **Fascinated** (cuts both ways).
- **Favor Called:** a patron demands service; refuse → **Sanction +1**.

## 9 Blueprints (Projects & Upgrades)

Pick a **Project** [4–8] to install a blueprint; on fill, add the effect and tag.

- **Safehouse (4):** add *Fortified + Secret*; gain **Leverage (1)** once/session from stashed goods.
- **Workshop (6):** add *Hazardous*; once/session, turn coin → **Clue/Prototype** tag.
- **Archive Annex (6):** add *Archive*; *Research/Expose* DV –1 here; bank **1 Clue** each cycle if Upkeep is paid.
- **Shrine-Nave (6):** add *Sanctified*; once/session *Host Rite* starts **Dominant**.
- **Barge Fleet (8):** add *Mobile + Water-Right*; once/session move a scene to adjacent district at same Position.
- **Guard Contract (6):** add *Licensed*; once/session *Call the Watch* auto-succeeds at minor level.
- **Union Hall (6):** add *Unionized*; once/session flip a **Strike** counter one step toward peace (if dues paid).
- **Playhouse Front (4):** add *Crowd-Facing*; create Audience tags more easily; once/session convert **Audience: Warm** to **Favor (narrow)**.

## 10 Regional Kits (Examples)

### Mid Ahkaz — Violet Steppe/Meadows

**Assets:** Caravan Yard (Mobile, Licensed); Dye Vault (Hazardous, Secret).

**Patrons:** Coin-Weigh Tribunal (Sponsor→Patron), Oasis Clans (Protector with water rites).

**Events:** forged Water Share deeds; desert guides strike; curfew at Steppe Gate.

### Ecktoria — Marble & Fire

**Assets:** Aqueduct Valve Lease (Licensed, Ward-Woven); Foundry Line (Hazardous, Unionized).

**Patrons:** Imperial Exarchate (audit stipends), Legions Remnant (escort writs).

**Events:** water theft panic; audit sweep; relic procession crowds disrupt supply.

### Silkstrand — City of Bridges

**Assets:** Tollhouse on Archivolt (Licensed, Prestige); Playhouse (Crowd-Facing, Secret).

**Patrons:** Bridge-Lords (tolls), Playhouse Guild (licenses).

**Events:** fog bell failure; satire lawsuit; Night Keys leak.

### Thepyrgos — Synod & Collegium

**Assets:** Harbor Pilot Office (Water-Right, Licensed); Scriptorium Desk (Archive, Prestige).

**Patrons:** Archons' Synod (writs), Collegium (oath registry).

**Events:** censure threat; procession scandal; tithe curse.

### Zakov — Iron River, Ash Lanterns

**Assets:** Ash-Lantern Line (Licensed, Hazardous); Smugglers' Cut Lease (Shadowed, Mobile).

**Patrons:** Ironmasters' Collegium (ore contracts), Lantern Wardens (curfews).

**Events:** ash curfew; lantern line failure; picket riots.

## 11 Example of Play (short)

**Setup:** PCs lease a *Tollhouse* (Licensed, Prestige) in Silkstrand. Integrity 4/6, Resources 3/6. Patron: *Bridge-Lords* (Tier 1 Sponsor; Obligations: dues, public decorum).

**Scene — Petition:** They seek a *Tariff Exemption* for a festival barge. Position **Dominant** (Prestige + patron venue). DV 3. Strong hit: gain the boon; Favor Ledger +1; GM banks SB from a rolled 1 → **Rumor Run** starts.

**Orders:** *Operate* (yield coin; a 1 ticks Heat +1). *Improve* (Archive Annex [6] +1 segment).

**Event: Inspection** [4] begins. PCs *Secure* next cycle; on a hit reduce Heat -1. A satirical Playhouse offers help for a cut—risking **Patron Exposure** if mocked.

**Dilemma:** A rival **Patron** (Playhouse Guild) offers Tier 2 if they host a scandalous masque; **Split Loyalty** [4] begins. On fill, Bridge-Lords demand: cancel the masque or surrender *Night Keys* (*String*).

**Campaign Transition:** At arc's end, roll Economic Shift (d6: 3 = No change), Political Change (d6: 1 = Gain new patron opportunity), Physical Event (d6: 6 = Asset takes Integrity -1). Tollhouse becomes "Notorious" legacy with "Scandal Weathered" event.

## GM Reference (one page)

- **Asset Tracks:** Integrity [6] (fill = shutdown/seizure), Resources [6] (0 = shortages), Heat [6] (fill = rough visit/audit).
- **Orders:** Operate • Improve • Secure • Expand • Audit • Exploit.
- **Upkeep/Yield:** pay costs → choose coin/Favor/Clue/Leverage if safe.
- **Patron Tiers:** 0 Contact • 1 Sponsor (+Pos once/scene; 1 stipend) • 2 Patron (cancel 1 Social SB; DV -1 to Petition) • 3 Protector (start Dominant; Bandwagon clock).
- **Sanctions:** Admonish → Censure → Seizure/Revocation → Hunt/Prosecution.
- **Events:** Inspection • Accident • Shortages • Tax/Lease Hike • Rival Claim • Rumor Run • Favor Called.
- **Continuity:** Legacy effects modify starting conditions; patrons retain Standing; transition events reshape holdings.

# Assets & Worldly Patrons

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Version 0.2 (Playtest Revised)

## Design Goals

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- **Patrons with teeth:** Patronage brings Position, seals, and coin—and obligations, audits, and scandals.
- **Use the core:** Position/DV, SB, clocks, Favor/Leverage/Exposure, Reputation, Strings. No new dice math.
- **Low bookkeeping:** Track names, tags, and a few clocks; orders and events move the world.
- **Campaign continuity:** Assets and patrons persist and evolve across story arcs.

## Quickstart (2 minutes)

1. Pick/design an **Asset**; mark **Integrity** [6] and **Resources** [6].
2. Name a **Patron** (optional); set **Patron Tier** and **Obligations**.
3. Attach 1–2 **Strings** (permits, seals, routes, rites).
4. Choose 1–2 **Project Clocks** [4–8] to improve or expand the asset.
5. Each session: issue **Asset Orders**, confront **Events & Audits**, and tick **Upkeep**.

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## 12 Asset Sheet (Template & Tags)

### 12.1 Asset Sheet (Template)

[ASSET NAME]

**Type:** safehouse / barge company / workshop / archive / shrine / foundry line / office / permit / theatre / farm / mine / caravan yard / canal lock lease

**Locale:** district & city (matters for Position & dials)

**Strings (1–3):** permits, seals, routes, rites, keys

**Tags (2–4):** see tag lists below

**Tracks:**

- Integrity [6]: condition/standing; fill → shutdown, collapse, or seizure
- Resources [6]: cashflow, inventory, staff slack; empty → shortages/concessions
- Heat [6] (optional): locals' attention; fill → protest, inquiry, rough visit

**Projects (0–3):** named [4–8] clocks to upgrade, expand, or pivot

**Upkeep:** coin/favor/rites required each cycle (choose 1–2)

**Legacy Notes:** campaign events, reputation effects, historical significance

**Notes:** staff names, neighbors, rivals, liens

### 12.2 Asset Tags (pick 2–4)

- **Fortified** (doors, shutters, hidden room) — *Shield/Petition* here starts **Dominant**.
- **Sanctified** (rites, hospitality) — breaking rites here ticks **Exposure +1** (offender).
- **Licensed** (writ, seal) — *Broker/Petition DV –1* in scope of license.
- **Secret** (concealed use) — first *Expose* against you here starts **Desperate** for the attacker.
- **Crowd-Facing** (shop, theater) — *Audience tags* created here persist an extra scene.
- **Hazardous** (kilns, reagents) — on 1s, GM may start **Accident [4]** instead of other SB spend.
- **Mobile** (barge/caravan) — can act in adjacent districts without penalty.
- **Prestige** (old name, art) — *Petition* here **DV –1** with patricians; *Blackmail +1 SB* against you if scandal hits.
- **Ward-Woven** (sigils, bells) — *Infiltrate* here starts **Desperate** unless key is held.
- **Unionized** — *Strike* is a valid Event; *Broker* with unions here starts **Dominant**.
- **Shadowed** (underworld ties) — *Smuggle DV –1*; *Expose Position –1* against you.
- **Water-Right** — acts as a **String** for bridges/canals toll negotiation.
- **Archive** — *Research/Expose DV –1* with proof assembled here.

### 12.3 Integrity & Resources

- **Integrity [6]** ticks from sabotage, audits, disasters, or neglect. At fill: choose **Shutdown**, **Seizure**, or a **Catastrophe** scene.
- **Resources [6]** drop from upkeep, shocks, strikes; refill via Orders, scenes, or Projects. If Resources = 0, future Upkeep requires **Favor** or a concession clock.

## 13 Asset Play

### 13.1 Acting Through an Asset (On-Scene)

Stage a scene at or with an asset; apply its Tags and Strings to Position/DV like any venue. A named staffer may act as a *Follower* or as a cohort (tick **Integrity** instead of Harm on failures).

### 13.2 Upkeep & Yield (Each Cycle)

- **Upkeep:** Pay 1–2 of coin/favor/rite. If skipped: tick **Resources –1** and start **Creditor [4]** or **Inspection [4]**.

- **Yield:** If **Resources**  $\geq 3$  and no active **Accident/Inspection**, gain one: coin, **Favor (narrow)**, **Clue**, or **Leverage (1)** themed to the asset.

### 13.3 Asset Orders (Between Sessions)

Choose up to **2 orders** per session per asset (1 if **Resources**  $\leq 2$ ):

- **Operate:** generate Yield with risk (on 1s, tick **Heat** +1 or **Integrity** +1).
- **Improve:** advance a **Project** [4–8].
- **Secure:** reduce **Heat** –1 or add a **Security** tag for one scene.
- **Expand:** start a new Project to add a String (route, permit, office).
- **Audit:** convert one unspent Favor at this venue into **Standing (Tag)** after proof.
- **Exploit:** trade 1 **Integrity** for immediate coin + Favor; mark **Exposure** +1 to someone.

**Resolution** The directing PC rolls once per order (appropriate action). Tier/Tags adjust Position/DV. On hits, apply the order effect; on 1s, GM banks SB and hits Heat/Integrity/Exposure.

## 14 Campaign Continuity

### 14.1 Asset Legacy System

Assets evolve and leave marks across campaigns through their **Legacy Notes**:

- **Reputation Effects:** Notorious (feared), Respected (trusted), Infamous (recognized), Legendary (historical significance)
- **Historical Events:** Siege Survived, Scandal Weathered, Expansion Completed, Crisis Averted
- **Relationship Changes:** Patron Gained/Lost, Rival Created/Resolved, Community Bond/Feud
- **Physical Evolution:** Renovated, Damaged, Expanded, Relocated

**Legacy Benefits:** Assets with positive legacy gain +1 Resources or +1 Integrity at start of new campaigns.

**Legacy Burdens:** Assets with negative legacy start with Heat +2 or Sanction +1 with relevant patrons.

### 14.2 Patron Relationship Continuity

Worldly Patron relationships persist with modified standing:

- **Active Patrons:** Reduce Tier by 1 but retain 1 Standing tag
- **Dormant Patrons:** Convert Tier to Favor Ledger entries; can be reactivated
- **Former Patrons:** Become Rivals [4] or Contacts [4] based on ending relationship
- **Legacy Patrons:** Historical figures whose mandates still influence current politics

### 14.3 Campaign Transition Events

At campaign end/beginning, roll for transition events:

- **Economic Shift (d6):** 1-2 Resources +1, 3-4 No change, 5-6 Resources -1
- **Political Change (d6):** 1-2 Gain new patron opportunity, 3-4 Status quo, 5-6 Lose a patron string
- **Physical Event (d6):** 1-2 Asset improves, 3-4 No change, 5-6 Asset takes Integrity -1

## 15 Worldly Patrons

### 15.1 Patron Sheet (Template)

**[PATRON NAME]****Type:** noble / guild / office / temple / factor / satrap / councilor**Stance toward PCs:** Allied / Wary / Hostile**Strings (3):** writs, permits, routes, rites, audiences**Boons:** what they can grant (seals, escorts, stipends, protection)**Obligations:** tithes, appearances, tasks, ideological lines**Tracks:**

- Favor Ledger (narrow favors owed or granted)
- Sanction [4]: warning → censure → seizure/revocation → hunt/prosecution
- Patron Exposure [6]: public risk to them from association with you

**Patron Tier:** 0 Contact / 1 Sponsor / 2 Patron / 3 Protector**Mandate/Crisis Effects:** how their public wins/losses alter your Position/Exposure in their venues**Legacy Status:** Historical role, ongoing influence, campaign connections**15.2 Patron Tiers & Benefits**

- **Tier 0 — Contact:** 1 **Audience**/session; one minor seal once.
- **Tier 1 — Sponsor:** +1 **Position** once/scene in their venues; 1 **Stipend**/session (coin or permit access).
- **Tier 2 — Patron:** cancel one **Social SB** per session in public; **DV -1** on *Petition* to their offices; claim **Escort** once.
- **Tier 3 — Protector:** start public scenes **Dominant** in their venues; **Endorsement** creates a 4-clock *Bandwagon* on targets.

**Advance a Tier** Hold **Standing** with them or convert **3 favors** into **Standing** and complete a **Patron Task** [4–6] on-screen.

**15.3 Obligations & Sanctions**

- **Obligations:** tithe; keep scandal quiet; show at rites; take contracts; avoid rivals; uphold a doctrine. Skipping two cycles: tick **Sanction +1**.
- **Sanction [4]:** *Admonish* (lose once/scene **Position** boost) → *Censure* (no stipends; add **Audience: Skeptical**) → *Seizure/Revocation* (lose a String or asset tag) → *Hunt/Prosecution* (start **Warrant [6]**).
- **Patron Exposure [6]:** Your public failures can tick this; at fill they *distance* (Tier -1) or *flip* to Hostile.

**15.4 Bargaining Procedure (Negotiation Scene)****Frame:** what boon you want and what obligations you accept.**Set:** venue tags; your Reputation/Standing apply; use *Petition/Broker/Expose*.**On hit:** gain the boon; write the Obligation and tick Favor Ledger ± as appropriate.**On 1s:** GM may add a secret clause, leak leverage, or start **Rival Patron [4]**.**15.5 Multiple Patrons**

You may keep two active patrons without penalty. A third creates **Split Loyalty [4]**; on fill, one patron issues an ultimatum: choose, public denunciation, or give up a String.

**16 Events, Audits, & Market Shocks**

Roll or draw 1–2 between sessions per active asset/patronage.

- **Inspection:** start **Inspection [4]**; on fill, tick **Integrity +1** or **Sanction +1**.
- **Accident:** **Accident [4]** threatens staff; on fill, **Integrity +1** and **Audience: Fearful**.
- **Shortages:** **Resources -1** and start **Short Rations [4]**.
- **Tax/Lease Hike:** choose coin cost or **Sanction +1**.

- **Rival Claim:** assert prior right; start **Litigation** [6] or **Duel of Proof** [4].
- **Rumor Run:** if *Crowd-Facing*, add **Skeptical**; if *Prestige*, add **Fascinated** (cuts both ways).
- **Favor Called:** a patron demands service; refuse → **Sanction +1**.

## 17 Blueprints (Projects & Upgrades)

Pick a **Project** [4–8] to install a blueprint; on fill, add the effect and tag.

- **Safehouse (4):** add *Fortified + Secret*; gain **Leverage (1)** once/session from stashed goods.
- **Workshop (6):** add *Hazardous*; once/session, turn coin → **Clue/Prototype** tag.
- **Archive Annex (6):** add *Archive*; *Research/Expose* DV –1 here; bank **1 Clue** each cycle if Upkeep is paid.
- **Shrine-Nave (6):** add *Sanctified*; once/session *Host Rite* starts **Dominant**.
- **Barge Fleet (8):** add *Mobile + Water-Right*; once/session move a scene to adjacent district at same Position.
- **Guard Contract (6):** add *Licensed*; once/session *Call the Watch* auto-succeeds at minor level.
- **Union Hall (6):** add *Unionized*; once/session flip a **Strike** counter one step toward peace (if dues paid).
- **Playhouse Front (4):** add *Crowd-Facing*; create Audience tags more easily; once/session convert **Audience: Warm** to **Favor (narrow)**.

## 18 Regional Kits (Examples)

### Mid Ahkaz — Violet Steppe/Meadows

**Assets:** Caravan Yard (Mobile, Licensed); Dye Vault (Hazardous, Secret).

**Patrons:** Coin-Weigh Tribunal (Sponsor→Patron), Oasis Clans (Protector with water rites).

**Events:** forged Water Share deeds; desert guides strike; curfew at Steppe Gate.

### Ecktoria — Marble & Fire

**Assets:** Aqueduct Valve Lease (Licensed, Ward-Woven); Foundry Line (Hazardous, Unionized).

**Patrons:** Imperial Exarchate (audit stipends), Legions Remnant (escort writs).

**Events:** water theft panic; audit sweep; relic procession crowds disrupt supply.

### Silkstrand — City of Bridges

**Assets:** Tollhouse on Archivolt (Licensed, Prestige); Playhouse (Crowd-Facing, Secret).

**Patrons:** Bridge-Lords (tolls), Playhouse Guild (licenses).

**Events:** fog bell failure; satire lawsuit; Night Keys leak.

### Thepyrgos — Synod & Collegium

**Assets:** Harbor Pilot Office (Water-Right, Licensed); Scriptorium Desk (Archive, Prestige).

**Patrons:** Archons' Synod (writs), Collegium (oath registry).

**Events:** censure threat; procession scandal; tithe curse.

### Zakov — Iron River, Ash Lanterns

**Assets:** Ash-Lantern Line (Licensed, Hazardous); Smugglers' Cut Lease (Shadowed, Mobile).

**Patrons:** Ironmasters' Collegium (ore contracts), Lantern Wardens (curfews).

**Events:** ash curfew; lantern line failure; picket riots.



## 19 Example of Play (short)

**Setup:** PCs lease a *Tollhouse* (Licensed, Prestige) in Silkstrand. Integrity 4/6, Resources 3/6. Patron: *Bridge-Lords* (Tier 1 Sponsor; Obligations: dues, public decorum).

**Scene — Petition:** They seek a *Tariff Exemption* for a festival barge. Position **Dominant** (Prestige + patron venue). DV 3. Strong hit: gain the boon; Favor Ledger +1; GM banks SB from a rolled 1 → **Rumor Run** starts.

**Orders:** *Operate* (yield coin; a 1 ticks Heat +1). *Improve* (Archive Annex [6] +1 segment).

**Event: Inspection** [4] begins. PCs *Secure* next cycle; on a hit reduce Heat -1. A satirical Playhouse offers help for a cut—risking **Patron Exposure** if mocked.

**Dilemma:** A rival **Patron** (Playhouse Guild) offers Tier 2 if they host a scandalous masque; **Split Loyalty** [4] begins. On fill, Bridge-Lords demand: cancel the masque or surrender *Night Keys* (*String*).

**Campaign Transition:** At arc's end, roll Economic Shift (d6: 3 = No change), Political Change (d6: 1 = Gain new patron opportunity), Physical Event (d6: 6 = Asset takes Integrity -1). Tollhouse becomes "Notorious" legacy with "Scandal Weathered" event.

## GM Reference (one page)

- **Asset Tracks:** Integrity [6] (fill = shutdown/seizure), Resources [6] (0 = shortages), Heat [6] (fill = rough visit/audit).
- **Orders:** Operate • Improve • Secure • Expand • Audit • Exploit.
- **Upkeep/Yield:** pay costs → choose coin/Favor/Clue/Leverage if safe.
- **Patron Tiers:** 0 Contact • 1 Sponsor (+Pos once/scene; 1 stipend) • 2 Patron (cancel 1 Social SB; DV -1 to Petition) • 3 Protector (start Dominant; Bandwagon clock).
- **Sanctions:** Admonish → Censure → Seizure/Revocation → Hunt/Prosecution.
- **Events:** Inspection • Accident • Shortages • Tax/Lease Hike • Rival Claim • Rumor Run • Favor Called.
- **Continuity:** Legacy effects modify starting conditions; patrons retain Standing; transition events reshape holdings.

## Changelog

**v0.2** — Added Campaign Continuity section with Legacy System, Patron Relationship Continuity, and Transition Events. Enhanced templates with Legacy Notes and Status fields.

**v0.1** — First pass with Asset/Patron sheets, tags, orders & upkeep, patron tiers/obligations/sanctions, events & blueprints, regional examples, and a worked example of play.

This module adds procedures only; defer to the core SRD for roll math and adjudication.