Fate's Edge — Talents Compendium v1.1

SRD Addendum & Synthesis

Talents by Archetype

Fighter

2 XP (Minor Edge)

- **Second Wind**: Once/scene after taking Harm, convert **1 Harm** → **1 Fatigue** (after armor/talents).
- **Narrow Escape**: When you'd take **Harm 1**, you may mark **1 Fatigue** instead (once/scene).

3 XP (Tactical Edges)

- **Shield Wall**: If you and an adjacent ally both wield shields, you both gain **+1 die to Defense** and convert the first incoming **Harm 1** to **1 Fatigue** for either character.
- **Overpower**: When you attack a foe at **Harm 1+**, gain **+1 die** to the attack.

4 XP (Major Play)

- **Battle Sense** *(req. Narrow Escape)*: After you mitigate Harm (any method), gain **Position +1** next exchange.
- **Weapon Mastery**: Pick a weapon family; your attacks with it get **DV −1** when you have footing or bracing.

6 XP (Capstone)

- **Death Denied** *(req. Battle Sense)*: **Once/session**, ignore all Harm from a single source after reductions; mark **2 Fatigue**.

8 XP (Mythic)

- **Unbreakable Line** *(req. Weapon Mastery)*: While you hold a chokepoint or doorway, allies behind you gain **Position +1** and **Effect +1** vs. foes you engage.

Rogue

2 XP

- **Opportunist**: Attacking from Hidden or from a new angle grants **Effect +1**.
- **Evasion**: When targeted by area/volley effects, reduce incoming **Harm by 1 level** (once/scene).

3–4 XP

- **Always an Exit** (3 XP): When disengaging or fleeing, **Position +1** and ignore one movement penalty.

- **Cutpurse** (3 XP): Create a "lifted item" **Diamond** once/leg without a roll if you had close contact.

- **Ghost on the Wind** (4 XP): On a *Partial* with **Stealth/Subterfuge**, you still count as Hidden but GM banks +1 SB.

- **Smoke & Mirrors** (4 XP): Spend **1 Boon** to create a **Decoy [2]** clock; while it ticks, you count as elsewhere for one check.

5 XP

- **Perfect Setup**: When you succeed on a **Setup** action, the next ally's action gains **Effect +2** (instead of +1) against the target.

- **Vanishing Act**: When you take Harm, immediately test **Stealth vs. DV (Tier)**; on success, become **Hidden** and clear **1 Fatigue**.

6 XP

- **Master of Subterfuge** *(req. Ghost on the Wind)*: When you open a scene from Hidden and succeed, you may also **suppress 1 SB** the GM would spend this exchange.

Ranger

2 XP

- **Tracker's Instinct**: **DV −1** to Track/Survey in wilds; on success, ask 1 follow-up ("time since," "numbers," or "load").

- **Skirmisher**: After a ranged attack, free **half-move** without worsening Position.

4 XP

- **Mark Prey**: Mark a target; your first successful attack/scene vs. them gets **Effect +1** and reveals a vulnerability tag.

- **Terrain Mastery**: Pick one terrain; in it, your side starts **Position +1** unless surprised.

6 XP

- **One with the Wild**: **Once/scene** in your terrain, reframe a chaotic exchange as **Controlled / Standard** for your action.

Bard

2 XP

- **Inspiring Performance**: Once/scene, grant an ally **+1 die** and remove **1 Fatigue** on a rousing beat.

- **Cutting Remark**: On a social success, you may impose **Effect −1** on an opponent's next social action.

3–4 XP

- **Loreweaver** (3 XP): After **Lore/Investigation** success, ask **one extra question** or set a 2-tick "Lead" clock.
- **Glamour Voice** (3 XP): Create a subtle illusion/shift; grants **Position +1** to the next allied social action.
- **Rally** (4 XP): Clear **1 Fatigue** from up to two allies in Near and give them **Position +1** next exchange.
- **Song Ward** (4 XP): Allies resist *fear/fray* as if **Controlled** this scene while you maintain a refrain.

6 XP

- **Crescendo**: **Once/scene**, convert a successful social roll into a **scene pivot**: shift 1 active social clock by +2 in your favor.

Freeform Caster (Wizard)

*Requires **Caster's Gift** (2 XP).*

2 XP

- **Elemental Affinity**: Pick one element; your weaves of it gain **Effect +1** when you accept **+1 Fatigue**.
- **Overchannel**: When you *Push*, you may split the cost: **+1 Fatigue** and **allow GM +1 SB** instead of a larger cost.

3 XP

- **Focused Casting**: If you maintain concentration (no move/defend) for a full exchange, gain **Effect +1** on your next casting this scene.
- **Sympathetic Link**: When you target a creature with magic, mark a **Connection [2]** clock; while it ticks, you gain **DV −1** for future effects on that target.

4 XP

- **Counterweave**: **Reaction**—on a success vs DV 3–4, dampen or disperse a rival working; if Partial, you both flicker.
- **Geometer's Focus**: Complex shaping (walls/bridges) uses **DV −1** if you have a diagram or chalk lines.

6–8 XP

- **Ruin or Remedy** (6 XP): After a successful weave affecting environment, add a **new environmental tag** for the scene.

- **Transcendent Harmony** (8 XP) *(req. Caster's Gift, Geometer's Focus or Counterweave; revised)*: **Once/session**, for a single casting sequence of *scene-scale or smaller* (DV $\leq$ 4; not battlefield-scale), set your **Position to Controlled** for that sequence and remove **1 SB** from the pool on resolution. *Cost:* mark **2 Fatigue**. If the cast is *Area/Devastating* or would exceed scene scale, instead gain **Position +1** (not full Control) and remove no SB.

Invoker (Patron Symbols)

*Requires **Patron's Symbol** (4 XP).*

2 XP

- **Minor Sacrament**: Treat a simple healing/blessing as **DV −1**; on success, also remove **1 Fatigue** from the subject.

- **Consecration**: Sanctify a small zone; allies inside gain **Position +1** vs a listed threat.

4 XP

- **Rebuke the Unquiet**: Against undead/spirits, your invocations gain **Effect +1** and may mark **Morale** clocks.

- **Oathbinder**: Bind a witnessed oath; breaking it creates a **Breach [4]** clock you can sense.

6 XP

- **Miracle of Mercy**: **Once/session**, downgrade **Harm 2 → Harm 1** on up to two allies or **clear 2 Fatigue** across the group.

Runekeeper (Codex & Thaisos)

*Requires **Codex** (4 XP) and **Thaisos** (2 XP).*

2 XP

- **Process Consecration**: When you define a method and follow it, your related rolls gain **Effect +1**; start a site **Hunger [4]**.

- **Loop Breaker**: On success with a noisy/variance action, **clear Loop [2]** or prevent a "repeat" comp once/scene.

4 XP

- **Quarantine Seal**: Box an anomaly into a marked area/tool; allies get **Position +1** to work around; stress ticks **Containment**.

- **Masker Auditor**: **DV −1** to impose safety/mercy clauses in contracts; refusal gives them a **Black Mark** (campaign tag).

6–8 XP

- **Human-in-the-Loop** (6 XP): **Once/scene**, convert a machine failure into a **human choice**—you pick who decides and stakes.

- **Supply Architect** (8 XP): Consecrate a chain to create **Surplus [2]** (banked asset). Cash later; the GM ticks **Anomaly [1]** upstream.

Paladin

2 XP

- **Vowkeeper**: Choose a vow (mercy, defense, truth). When acting in it, gain **Position +1** on the opening exchange.

- **Lay on Hands**: Touch to **reduce Harm by 1 level** (or **clear 2 Fatigue**) once/scene.

4–6 XP

- **Smite** (4 XP): Against a sworn foe or oathbreaker, your hit gains **Effect +1** and a brief awe/fear tag.

- **Ward of the Innocent** (4 XP): While defending noncombatants, you may take an ally's **Harm 1** onto your Fatigue instead (once/scene).

- **Aura of Resolve** (6 XP): Allies within Near ignore the first **Position drop** this scene.

Barbarian

2 XP

- **Battle-Rage**: When you *Push* by marking Fatigue, gain **Effect +1** and ignore Difficult Terrain penalties this exchange.

- **Thick Hide**: Reduce the **first Harm 1** you'd take each scene to **1 Fatigue**.

4–6 XP

- **Relentless** (4 XP): When reduced to **Harm 2**, immediately take a free **Attack** or **Move** before consequences land.

- **Reckless Charge** (4 XP): Enter melee from Near with **Position +1**; on a Partial/Miss, also mark **1 Fatigue**.

- **Last to Fall** (6 XP): **Once/session**, remain active at **Harm 3** long enough to complete your declared action.

Monk

2 XP

- **Breath Control**: Clear **1 Fatigue** as a 1-action focus (once/scene).

- **Flow Step**: Free **Dash** after a successful melee attack.

4–6 XP

- **Deflect Missiles** (4 XP): On a successful defense vs ranged, reduce **Harm by 1**; on a 10, send it to another Near target.

- **Stunning Palm** (4 XP): On melee success, you may replace damage with a **Stagger [2]** clock.

- **Perfect Stillness** (6 XP): Begin a scene **Hidden** in plain sight until you move or act (once/scene).

Druid

*Choose **Caster's Gift** or **Patron's Symbol** as your engine.*

2 XP

- **Wildcraft**: Minor shape (sense/limb/feature) for a scene; grants **Position +1** on a relevant test.

- **Speak to Beasts**: Parley with animals as if a shared tongue; you may ask one motive each encounter.

4–6 XP

- **Entangling Roots** (4 XP): Create difficult/holding terrain (**Trap [4]**).

- **Circle Rite** (4 XP): Sanctify a grove or spring; allied recovery there is **twice as fast** for Fatigue and minor Harm.

- **Season's Turn** (6 XP): Shift a local environmental tag (dry→wet, calm→windy, etc.) once/scene.

Sorcerer (Innate Arcana)

*Requires **Caster's Gift**.*

2 XP

- **Wild Talent**: When your roll shows at least one **1**, you may accept the GM spending +1 SB to gain **+1 success** on that cast.

- **Bloodline Surge**: Once/scene, add **+1 die** to a cast and mark **1 Fatigue** after.

4–6 XP

- **Font of Power** (4 XP): On a clean success, bank **Arcane Residue [1]**; spend later for **Effect +1** on a related element.

- **Spell Eater** (4 XP): When targeted by magic, on a success vs DV 3, convert it to **1 Boon** (or harmless static).

- **Overwhelming Presence** (6 XP): **Once/scene**, your cast sets nearby mundane foes to **Hesitate** unless they mark **1 Fatigue** to act.

Healer (any engine)

2 XP

- **Field Medic**: Treating **Harm 1–2** gains **DV −1**; if you stabilize during combat, patient gets **Position +1** on their next action.
- **Physicker's Kit**: When you spend an **Asset** to heal, clear **+1 extra Fatigue** or step Harm down an additional level on a 10.

4 XP

- **Steady Hands**: On a healing *Partial*, also grant the patient **+1 die** on their next roll this scene.
- **Triage**: In a pinch, stabilize **two** allies at once (Hard DV).

Face (Diplomat/Broker)

2 XP

- **Table Sense**: On entering a negotiation, ask 1 of: "Who has leverage?", "What clause is hidden?", "Who can be turned?"
- **Good Faith**: When you openly concede a minor point, gain **Position +1** on the next major ask.

4–6 XP

- **Two Ledgers** (4 XP): Keep said & meant on record; your side gets **DV −1** to enforce or unwind clauses.
- **Cold Read** (4 XP): After a successful **Sway/Diplomacy**, you may apply **Effect −1** to one opponent for the rest of the scene.
- **Deal Architect** (6 XP): **Once/scene**, convert a tangled dispute into a **Board**: set a shared concession clock and assign ticks. *Tag note:* Boards you open have the **Negotiation** tag; while active, a Bard's Rally/Crescendo may move that Board's clock by +1 once/scene.

Artificer (Tinker-Savant)

*Requires **Craft** 2+ and **Tinker** 3+.*

2 XP

- **Jury Rig**: As an action, improve a Broken/Neglected tool/weapon to **Adequate** for one scene (DV 3).
- **Gadgeteer**: Create a temporary **Improvised Device [2]** clock; spend ticks to grant allies **+1 die** or **Effect +1** once/scene.

4 XP

- **Overcharge**: Push a magical or mechanical device beyond limits; gain **Effect +2** but mark it **Compromised** (or **Broken** if already Compromised).

- **Trick Assembly**: When crafting or repairing, **DV −1**; on success, the item gains a minor beneficial quirk (GM's discretion).

6 XP

- **Inventor's Spark**: Once/session, rapidly prototype a solution; treat any **Craft/Tinker** roll as if you had the perfect tools and **Position +1**.

Universal (any build)

2–3 XP

- **Boon Savant** (2 XP): When you gain Boons from a *Partial*, gain **+1 extra Boon** (max once/scene).

- **Hardy** (2 XP): Your **Fatigue overflow** upgrades to **Harm 1** (not higher), once/scene.

- **Steadfast Heart** (3 XP): Once/scene, ignore the first tick of any **Fear** clock or *Shaken* condition you accumulate.

- **Quick Reactions** (3 XP): You may take one **Free Strike** or **Immediate Defense** per exchange when not engaged.

4–6 XP

- **Tactical Reframe** (4 XP): **Once/scene**, shift your action's **Position by +1** after the roll, before consequences.

- **Teamwork Expert** (4 XP): When leading a group action, you may spread a single **Harm 1** among up to two allies as **1 Fatigue each**.

- **Master of Improvisation** (5 XP): Once/scene, treat any improvised tool or approach as if it had **Superior Quality** for one action.

- **Pressure Point** (5 XP): When you successfully attack a living foe, mark a **Weakness [2]** clock on them; while it ticks, they act at **−1 die**.

- **Scene Steal** (6 XP) *(req. Tactical Reframe; revised)*: **Once/session**, spend **2 Boons** to cancel a single **3+ SB** spend *that has been declared but not yet resolved*. Replace it with a **2 SB** complication of your framing that fits established fiction (choose: split focus, resource pinch, position drop, or clock tick +1). Cannot negate Patron edicts, completed clocks, or out-of-scene consequences.

7+ XP (High Impact)

- **Heroic Moment** (7 XP): Once/session, after any roll, re-roll the entire pool and choose the better result. Mark **1 Fatigue** and generate **+1 SB** on 1s from the second roll.

Mitigation Order (stacking). Armor/shield → talents → Harm→Fatigue transposition → Boon mitigation (if used).

Rules Clarifications & Addenda

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Diamonds & Assets (SRD Addendum)

What is a Diamond? A one-use, fiction-backed asset that *bypasses a roll* or grants **DV −1** where stated. It must be plausibly introduced on-screen.

Creation: If a talent creates a Diamond (e.g., *Cutpurse*), you gain a *Light-value* Diamond (small item, document, leverage) usable **once per leg or scene** as specified. It does *not* occupy inventory unless it's physical; if physical, it can be found, stolen, or lost like any asset.

Limits: Max **2 unspent Diamonds/PC**. Additional Diamonds overwrite one of your choice.

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Tags — Quick Impact Rule

Unless a talent specifies otherwise, a relevant scene/tag provides:

- **Edge Tag** (e.g., High Ground, Consecrated, Darkness): **Position +1** *or* **Effect +1** (GM/fiction chooses the most honest).

- **Hindrance Tag** (e.g., Slippery, Echoing, Choking Smoke): **Position −1** *or* **DV +1**.

Conflicting tags on the *same axis* cancel one step. Two or more allied tags cannot stack beyond **+1 Position** *and* **+1 Effect** total without a talent that says so.

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Environmental Tags — Scope & Duration

Effects like *Ruin* or *Remedy* create an **Environmental Tag** that lasts **for the scene** (combat/social) or **one leg** (travel), whichever the action targeted. The tag can be removed early by:

- An opposed success that directly counters the fiction (e.g., *clear smoke*, *shore rubble*), or

- A **3+ SB** GM spend reframing the environment.

Scene-end clears temporary tags unless a clock or consequence promotes them to *campaign tags*.

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Niche Notes (to reduce overlap)

- **Healer vs. Bard:** Healer sets *Harm math* (DV, step-downs). Bard sets *scene math* (Position shifts, social pivots). They stack, not duplicate.

- **Face vs. Bard:** Face manipulates *structures* (Boards, clauses); Bard manipulates *mood and tempo* (Rally, Crescendo).

- **Invoker vs. Runekeeper:** Invoker anchors *oaths/warded space*. Runekeeper stabilizes *process/sites* with risk of loops.

Runekeepers as Emulators

Runekeepers bind processes, contracts, and sites to a Patron's domain and then *route* power through method, seals, and audit. With the same chassis (Familiar + Codex + Thaisos), a Runekeeper can convincingly cover many party roles by choosing Patrons, rites, and talents that echo a classic archetype. Patrons are vast intelligences of domain and story—entreating them is power *and* obligation. [oai$_c$itation : 0$Fate'sEdge-ComprehensiveResourceGuide.txt$]($sediment$: //$file_0$00000005$ae071f6ae5d0e58fa3b81bb$)

Defender (Fighter/Paladin Emulation)

Patrons & Motifs.

- **Oath of Flame & Light** (Dawn, Vows): vow-anchored wards, "shield by promise," righteous burn. [oai$_c$itation : 1$Fate'sEdge-ComprehensiveResourceGuide.txt$]($sediment$: //$file_0$00000005$ae5d$

- **Mykkiel** (Zeal, Flame, Judgment): verdict, writ, and purging fire to bind or censure foes. [oai$_c$itation : 2$Fate'sEdge-ComprehensiveResourceGuide.txt$]($sediment$: //$file_0$00000005$ae071f6ae5d0e58f$

- **Gallows Bell** (Doom, Last Rites): endings made formal—banes, last-right seals, toll of reckoning. [oai$_c$itation : 3$Fate'sEdge-ComprehensiveResourceGuide.txt$]($sediment$: //$file_0$00000005$ae071f6ae5d0$

  Rite Cues. Consecrate chokepoints; bind *oath-backed cover*; toll a "last rites" clause to sap Morale or bar passage (scene clock). (Domains fit these effects by fiction and table 7.13 domain notes.) [oai$_c$itation : 4$Fate'sEdge-ComprehensiveResourceGuide.txt$]($sediment$: //$file_0$00000005$ae071f6ae5d$
  Talent Hooks. *Weapon Mastery*, *Shield Wall*, *Ward of the Innocent* (from Paladin), *Quarantine Seal* (Runekeeper).

Shadow Auditor (Rogue Emulation)

Patrons & Motifs.

- **Ikasha** (Shadow, Penumbra): hush, negative space, seams; perfect for silent process and "absence-ledger." [oai$_c$itation : 5$Fate'sEdge-ComprehensiveResourceGuide.txt$]($sediment$: //$file_0$00000005$ae071f6ae$

- **Aveh** (Freedom, Erasure): erasing trails, cutting identity ties, unbinding routes; low rites like *Storm-Step* exemplify escape/vanish play. [oai$_c$itation : 6$Fate'sEdge-ComprehensiveResourceGuide.txt$]($sedi$ //$file_0$00000005$ae071f6ae5d0e58fa3b81bb$)

  Rite Cues. Seal a room's *footfall channel* (Stealth DV–1), write an *erasure clause* that blurs pursuit (travel clocks -1 segment to track).
  Talent Hooks. *Ghost on the Wind*, *Smoke & Mirrors*, *Cutpurse*, *Masker Auditor* (contracts to hide costs).

Pathfinder (Ranger/Druid Emulation)

Patrons & Motifs.

- **Raéyn** (Storm, Tides): routes, sea-roads, weather leverage; edge loci on decks and stormways. [oai_citation: 7 Fate'sEdge−ComprehensiveResourceGuide.txt](sediment: //file_0 00000005ae071f6ae5d0e58f

- **Old Man of the Black Forest** (Primal Humanity, Instinct): raw wayfinding, animal wisdom. [oai_citation: 8 Fate'sEdge−ComprehensiveResourceGuide.txt](sediment: //file_0 00000005ae071f6ae5d0e58f

- **Nidhoggr** (Deep Earth, Rot): stone memory, root paths, ancient cuts through terrain. [oai_citation: 9 Fate'sEdge−ComprehensiveResourceGuide.txt](sediment: //file_0 00000005ae071f6ae5d0e58fa3b81bb)

  Rite Cues. Sanctify a *way-mark*, call *forest witness* to reduce ambush Position, bargain a *safe ford* under storm-as-contract.

  Talent Hooks. *Terrain Mastery, Tracker's Instinct, Circle Rite, Season's Turn.*

Artificer (Wizard/Engineer Emulation)

Patron & Motif.

- **Clockwork Monad** (Mechanism, Process): iteration, automation, hungry improvement; recursive devices, consecrated workshops, and evolution/consumption clocks. [oai_citation: 10 Fate'sEdge−ComprehensiveResourceGuide.txt](sediment: //file_0 00000005ae071f6ae5d0e58fa3b81bb)

  Rite Cues (examples from your guide).

- *Rite of the Gnawing Gear*—re-roll a Tinker die, bind Hunger to a device (becomes `COMPROMISED` when full). [oai_citation: 11 Fate'sEdge−ComprehensiveResourceGuide.txt](sediment: //file_0 00000005ae071

- *Heretical Automation*—spin up an autonomous mechanism with a Consumption clock. [oai_citation: 12 Fate'sEdge−ComprehensiveResourceGuide.txt](sediment: //file_0 00000005ae071f6ae5d0e58fa3b81bb)

- *Singularity Crucible*—consecrate a shop: +Effect to Tinker/Arcana, reroll once/scene; starts an Anomaly clock. [oai_citation: 13 Fate'sEdge − ComprehensiveResourceGuide.txt](sediment: //file_0 00000005ae071f6ae5d0e58fa3b81bb)

  Talent Hooks. *Process Consecration, Trick Assembly, Overcharge, Supply Architect.*

Exorcist/Justiciar (Cleric/Witch-Hunter Emulation)

Patrons & Motifs.

- **Mykkiel** (Judgment, Law): writ-backed censures, verdict rites, "name and bind" actions. [oai_citation: 14 Fate'sEdge−ComprehensiveResourceGuide.txt](sediment: //file_0 00000005ae071f6ae5d0e58fa3b81bb)

- **Gallows Bell** (Doom, Last Rites): funerary closure, toll that breaks undead morale and compels endings. [oai_citation: 15 Fate'sEdge − ComprehensiveResourceGuide.txt](sediment: //file_0 00000005ae071f6ae5d0e58fa3b81bb)

- **Pale Shepherd** (Thresholds, Guidance): escorting spirits and boundary-lit grace. [oai_citation: 16 Fate'sEdge−ComprehensiveResourceGuide.txt](sediment: //file_0 00000005ae071f6ae5d0e58fa3b81bb)

Rite Cues. Ward a shrine against the unquiet; toll a *due ending*; draft an *oath writ* that censors witchcraft in a district (Board/clock).

Talent Hooks. *Rebuke the Unquiet, Oathbinder, Quarantine Seal, Human-in-the-Loop.*

Courtier/Skald (Bard/Face Emulation)

Patrons & Motifs.

- **Mab** (Glamour, Courts): mask, favor, audience management. [oai$_c$*itation* : $17 Fate's Edge - Comprehensive Resource Guide.txt$](*sediment* : $//file_0 00000005ae071f6ae5d0e58fa3b81bb$)

- **Livaea** (Temptation, Desire): leverage through longing and allure. [oai$_c$*itation* : $18 Fate's Edge - Comprehensive Resource Guide.txt$](*sediment* : $//file_0 00000005ae071f6ae5d0e58fa3b81bb$)

- **Palinode** (Performance, Rapture): performance as binding structure and rapture as pivot. [oai$_c$*itation* : $19 Fate's Edge - Comprehensive Resource Guide.txt$](*sediment* : $//file_0 00000005ae071f6ae5d0e58$

Rite Cues. Consecrate an *audience hall* (Position +1 for your side's social), bind a *favor clause*, or reframe the scene with a formal *performance rite*.

Talent Hooks. *Deal Architect* (as a formal Board), *Rally, Crescendo, Two Ledgers.*

Breaker/Ascetic (Barbarian/Monk Emulation)

Patrons & Motifs.

- **Khemesh** (Abyss, Pressure): crushing silence, depth-pressure—perfect for "strip the scaffold" encounters. [oai$_c$*itation* : $20 Fate's Edge - Comprehensive Resource Guide.txt$](*sediment* : $//file_0 00000005ae071$

- **Silent Choir** (Mercy, Silence): stillness rites, hush that turns violence aside. [oai$_c$*itation* : $21 Fate's Edge - Comprehensive Resource Guide.txt$](*sediment* : $//file_0 00000005ae071f6ae5d0e58fa3b81bb$)

- **Lunara** (Reflection, Hidden Truths): mirror stance, reveal angles, redirect force. [oai$_c$*itation* : $22 Fate's Edge - Comprehensive Resource Guide.txt$](*sediment* : $//file_0 00000005ae071f6ae5d0e58fa3b81bb$)

Rite Cues. Invoke *quiet pressure* to degrade enemy coordination (Effect –1), mirror an assault back as a *Stagger* clock, or sanctify calm ("no voice, no blade" zone).

Talent Hooks. *Battle-Rage* (for the Khemesh path), *Breath Control, Perfect Stillness, Deflect Missiles.*

Shifter/Knife of Choice (Assassin/Skirmisher Emulation)

Patron & Motif.

- **Isoka** (Serpents, Shedding): identity-shedding, venom decisions, and decisive strikes; her rites foreground disguise, loosening conditions, and "venomous benediction." [oai$_c$*itation* : $23 Fate's Edge - Comprehensive Resource Guide.txt$](*file* − *service* : $//file - D6iQFU3UgLM1TE1ySWJRS6$)

Rite Cues (from your guide). *Venomous Benediction* to spike an ally's hit, *Loosening Skin* to shed conditions, *Subtle Shift* to pass within a role. [oai$_c$*itation* : $24 Fate's Edge - Comprehensive Resource Guide.txt$](*sediment* : $//file_0 00000005ae071f6ae5d0e58fa3b81bb$)

Talent Hooks. *Forked Sight Mark*–style play via social truth, *Opportunist, Vanishing Act, Perfect Setup.*

Build Template (all emulations).

1. **Engine:** Familiar + Codex (Runekeeper) with a Patron whose *domain tags* match the job.

2. **Method:** Anchor one *site/process/contract* per arc (e.g., warded gate, audience clause, consecrated workshop).

3. **Talents:** Mix core Runekeeper tools (*Process Consecration, Quarantine Seal, Masker Auditor*) with role talents (e.g., *Shield Wall, Crescendo, Tracker's Instinct*).

4. **Costs:** Track *Obligation* through acts of service aligned to the Patron's theme to keep the ledger clean. [oai$_c$itation : 25$Fate's Edge - Comprehensive Resource Guide.txt](file - service : //file - D6iQFU3UgLM1TE1ySWJRS6)

Monk Builds (Caster & Summoner Hybrids)

Drunken Master of Thrysos (Monk/Runekeeper)

Patron: Thrysos — revelry, fermentation, ecstatic misrule under a guiding cup. Process through rit-

Tier	II (control skirmisher / off-healer)
Attributes	Body 3, Wits 3, Spirit 3, Presence 2
Skills	Melee 2, Subterfuge 1, Athletics 1, Insight 2, Perfo
Monk Talents	**Breath Control**, **Flow Step**, **Stunning Palm**
Runekeeper Talents	**Process Consecration**, **Loop Breaker**; later **Hu**
Rites (Thrysos)	*Blessing of the Cup*: designate a "shared bowl" met (free beat) gain **Position +1** once/scene; starts **N** *Ferment the Floor*: sanctify ground as *slippery reve* **[2]** on advance; on Partial you also sway (mark 1) *Stagger Into Grace*: on a clean hit, you may *refran* as **Controlled** if you roleplay the swaying guard.
Strings	Festival Writ (once: parley DV –1 in public square) 1 Fatigue for two allies during truce)
Kit	Iron cup (bell-lined), sash knot-counters, light (mask-right by mood)
Tactics	Consecrate the "cup routine," then *sway*—Flow Stunning Palm to set **Stagger [2]**, run Loop Brea cadence.

ual cups, counts, and festival routes.

Mirror Sutra Adept (Monk/Caster of Lunara)

Patron: Lunara — reflection, hidden angles, revealed counter.

Tier	II (evasion/control)
Attributes	Body 2, Wits 4, Spirit 3, Pre
Skills	Stealth 2, Melee 1, Insight 2,
Monk Talents	**Deflect Missiles**, **Perfect**
Caster Talents	**Geometer's Focus**, **Count**
Weaves (Lunara)	*Glass Veil*: treat your defens vs ranged/aimed).
	Counter-Stance: when you **DV −1** on your riposte.
	Many-Faces Kata: brief dou first strike from a new angle.
Strings	Polished Truth (negate one through a hand mirror as *Ne*
Kit	Mirror chips, chalk frame, si
Tactics	Open Hidden (Perfect Stillne Mirror Mark → Counterwea

Storm-Path Ascetic (Monk/Caster of Raéyn)

Patron: Raéyn — storm, tide, route. Wind-step mobility and space control.

Tier	II (mobile strike
Attributes	Body 3, Wits 3,
Skills	Athletics 2, Mele
Monk Talents	**Flow Step**, **Br**
Caster Talents	**Elemental Affi**
Weaves (Raéyn)	*Wind-Step*: Das
	Close for one ex
	Tide Pull: drag shift.
	Storm Guard: sw tain.
Strings	River Prefect Sta as if braced)
Kit	Rope ring, tide t
Tactics	Pin with Tide Pu chains to isolate

Psychopomp Lantern (Monk/Summoner of the Pale Shepherd)

Patron: Pale Shepherd — thresholds, guidance, gentle endings. Summons are ancestral shades

Tier	II (support/control summoner)	
Attributes	Body 2, Wits 3, Spirit 4, Presence 2	
Skills	Insight 2, Lore 2, Melee 1, Diplomacy 1, Stealth 1	
Monk Talents	**Perfect Stillness** (ambush setups), **Stunning Palm**	
Invoker Talents	**Consecration**, **Rebuke the Unquiet**; later **Miracle of Mercy**	
Symbols/Rites	*Lantern-Ward*: set a consecrated circle; allies in it treat fear as **Controllec**	
bound to witness.		*Call of the Patient Dead*: summon **Lantern-Companions [4]** (tags: Ethe real, Tethered, Gentle). Spend 1 tick: +1 die on defend, or *hold* a foe from crossing a threshold.
		Name the Crossing: bind a departing spirit to speak one truth (Position + on parley that honors it).
Strings	Grave-Path (shortcut once), Lantern's Pardon (erase one petty theft fron social memory)	
Kit	Spirit lantern, bell-token, white cord, prayer knives (blunt)	
Tactics	Open with ward; bring Lantern-Companions to pin lanes; Stunning Paln stacks **Stagger** while shades shield lines.	

Serpent-Knot Initiate (Monk/Summoner of Isoka)

Patron: Isoka — serpents, shedding, decisive truths. Summoned coils strike choice-points.

Tier	II (
Attributes	Boc
Skills	Ste
Monk Talents	**Flc**
Invoker Talents	**Mi**
Symbols/Rites	*She*
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Strings	Sca
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Tactics	Cre
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Widow-Line Sentinel (Monk/Summoner of Inaea)

Patron: Inaea — web, witness, guest-right. Summoned threads and spiderlings enforce sanctuary and extraction.

Tier	II (escort/extraction control)	
Attributes	Body 3, Wits 3, Spirit 3, Presence 2	
Skills	Athletics 1, Stealth 1, Subterfuge 1, Melee 1, Diplomacy 1, Lore 1	
Monk Talents	**Flow Step**, **Deflect Missiles**	
Invoker Talents	**Consecration**, **Oathbinder**	
Symbols/Rites	*Wedding Line*: lay a *sanctuary thread*; allies crossing get **Position +1** vs pursuit this scene.	
	Dew-Mirror Vigil: read two scene truths; start **Web-Attention [2]** (on fill, a local spirit watches).	
	Summon Threadlings: **Spider Cohort [4]** (tags: Small, Climb, Tripline). Spend 1: lay a *Tripline* (DV +1 to chase) or *Carry Line* to a new anchor.	
Strings	Bride-Line Audience (force parley under your line), Context Key (restore a failing oath with proper role)	
Kit	Silk coils, bell chime, resin pins, ladder-plugs	
Tactics	Drop Wedding Line early; threadlings seed triplines; Flow Step conducts the escort while you Deflect to cover the retreat.	

Advancement Notes.

- **Monk/Caster** builds love *Counterweave*, *Focused Casting*, and *Geometer's Focus* to stabilize big plays without stealing the spotlight from martial beats.

- **Monk/Summoner** builds scale minions using simple clocks: [3–4] for a single ally (Fragile/Powerful tags), [6] for a cohort. Keep tags honest and spend ticks for discrete maneuvers.

- Consider **Heroic Moment (7 XP)** as a late pick on stunt-heavy monks; it pairs well with *Flow Step* chains and "save-the-escort" turns.

Table Guidance.

- Summoned allies should be *scene-bound assets*, not replacement PCs: give them clear tags, 1–2 maneuvers, and a compact [3–6] clock.

- When a rite establishes a *method* (Runekeeper), start a small **Hunger/Attention** clock appropriate to Patron; pay it off in fiction with witness, rest, or a minor offering.

- Keep mobility central: monks change Position more than they change raw Effect. Let that shine.