

Fate's Edge: A Player's Lore Primer

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

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1 Core Concepts

1.1 Narrative Time

Actions in Fate's Edge are framed by story weight, not strict chronology:

- **A Moment:** A heartbeat, a glance, a single strike.
- **Some Time:** A few minutes for skirmishes or negotiations.
- **Significant Time:** Hours for travel or rituals.
- **Days:** Large-scale endeavors like marches or recovery.

1.2 Complication Points (CP)

Every time you roll a 1, you generate a Complication Point. These aren't just penalties—they're narrative fuel for the GM:

- **Escalation:** Drawing more enemies or raising stakes.
- **Exhaustion:** Draining time, resources, or positioning.
- **Exposure:** Revealing hidden actions or alerting foes.
- **Collateral:** Harm spilling onto allies or surroundings.

1.3 Affinity

Your race or culture grants you a unique **Affinity**—a narrative edge that makes certain Arts, skills, or actions more reliable. This isn't just a mechanical bonus; it's a metaphysical bond with the world.

1.4 Prestige Abilities

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

1.5 On-Screen vs. Off-Screen

- **On-Screen:** Companions, hirelings, or allies who stand beside you in danger. They add dice pools and flavor, but can falter or die.

- **Off-Screen:** Taverns, estates, titles, or networks. They never swing a blade in combat, but shape the story between sessions.

2 The World of Fate's Edge

2.1 Geography

- **Amaranthine Sea:** Western sea bordering Kahfagia and Ecktoria.
- **Dolmis Sea:** Inner eastern sea connecting several major powers.
- **Astroegro Straits:** Strategic waterway controlled by Thepyrgos.
- **Yloka Road:** Northern trade route through Linn territories.

2.2 Major Regions

- **Acasia:** Broken Marches—Cursed lawless territory.
- **Aelaerem:** Hearth & Hollow—Halfling downs and orchards.
- **Aeler:** Crowns & Under-Vaults—Dwarven mountain kingdoms.
- **Aelinnel:** Stone, Bough, Bright Things—Gnomish coasts and forests.
- **Black Banners:** Condotta & Crowns—Mercenary warbands.
- **Ecktoria:** Marble & Fire—Imperial forums and arenas.
- **Kahfagia:** Pilot's Mirror—Western maritime empire.
- **Linn:** Skerries & Storm-Oaths—Norse island clans.
- **Mistlands:** Bells, Salt, Breath—Marshy borderlands.
- **Silkstrand:** City of Bridges & Dyewater—Acasian trade hub.
- **Theona:** Three Greens, No Ninth—Island kingdom with taboos.
- **Thepyrgos:** City of a Thousand Stairs—Tower-city of scholars.
- **Ubral:** Stone Between Spears—Highland passes and clans.
- **Valewood:** Empire Under Leaves—Ancient fae ruins.
- **Vhasia:** The Fractured Sun—Broken kingdom of chivalry.
- **Vilikari:** Laurels & Longhouses—Frontier federated states.
- **Vittera:** The Last Kingdom—Unified island realm.
- **Ykrul:** Wolf Standards, Winter Camps—Steppe orc clans.
- **Zakov:** Salt & Serpent—Corsair archipelago.

3 Magic System

3.1 The Eight Elements

- **Physical:** Earth, Fire, Wind, Water
- **Metaphysical:** Fate, Life, Fortune, Death/Dreams

3.2 Magical Arts

- **Common Arts:** Alchemancy, Herbomancy, Geomancy, Hydromancy, Pyromancy, Illusiomancy
- **Forbidden Arts:** Thanatomancy, Voidmancy, Domimancy

3.3 Casting Procedure

1. **Channel:** Roll Wits + Arcana to gather Potential.
2. **Weave:** Roll Wits + (Art) to shape the spell.
3. **Backlash:** Complication Points manifest as thematic consequences.

4 Travel and Exploration

4.1 Regional Travel Themes

Each region has unique mechanics and motifs:

- **Acasia:** Curse mechanics; every Ace adds lingering omens.
- **Aelaerem:** Red thread motifs; quiet bells and watch-geese.
- **Aeler:** Stone/breath motifs; keys click, bells answer.
- **Valewood:** Empire echoes; structures that phase in and out.
- **Theona:** "No Ninth" custom; omissions and taboos.

4.2 Deck-Based Exploration

Travel uses regional 52-card decks where:

- **Spades** = Places
- **Hearts** = Actors/Factions
- **Clubs** = Complications/Threats
- **Diamonds** = Rewards/Leverage

5 Character Advancement

5.1 Player Archetypes

- **The Solo:** Invests primarily in Attributes and Skills.
- **The Mixed Player:** Balances self-growth with assets.
- **The Mastermind:** Prioritizes followers and networks.

5.2 Experience Points

Used to improve:

- Attributes: New rating \times 3 XP
- Skills: New level \times 2 XP
- Followers: Cap² XP
- Off-Screen Assets: Minor (4), Standard (8), Major (12) XP

6 Combat and Conflict

6.1 Position States

- **Controlled:** Advantageous position, minor consequences.
- **Risky:** Even odds, moderate consequences.
- **Desperate:** Disadvantaged, severe consequences.

6.2 Harm Levels

- **Minor (-):** 1 CP on next 2 rolls
- **Moderate (=):** 1 CP on next roll, -1 die
- **Severe (>):** 2 CP on next roll, -2 dice
- **Critical (†):** 3 CP on next roll, out of action

7 Resources and Management

7.1 Supply Clock

Shared party condition representing food, water, and gear:

- **Full Supply (0):** Well-equipped
- **Low Supply (2):** Minor complications
- **Dangerously Low (3):** Each character gains Fatigue
- **Out of Supply (4):** Severe penalties

7.2 Fatigue

Represents exhaustion, hunger, and strain:

- **1 Level:** Re-roll one success on next roll
- **2 Levels:** Re-roll one success on each roll
- **3 Levels:** Re-roll two successes on each roll
- **4 Levels:** Collapse/KO until treated