

# Fate's Edge: Campaign Guide Expansion

## Advanced Tools and Techniques

Game Master Resources

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## Introduction: Evolving Your Campaign

### Beyond the Basics

After running multiple sessions of Fate's Edge, experienced Game Masters often seek tools to enhance campaign depth and player engagement. This expansion builds upon the core campaign generation tools with advanced techniques for evolving your story world and deepening mechanical integration.

### Core Philosophy Reminder

Remember that Fate's Edge prioritizes collaborative storytelling over mechanical complexity. These advanced tools should enhance, not replace, the fundamental principles of narrative-first gameplay, player agency, and meaningful consequences.

## Advanced Campaign Generation

### Evolving the Crown Spread

The Crown Spread provides an excellent foundation, but campaigns need to grow beyond their initial seed elements.

### Seasonal Evolution Framework

**Winter (Establishment):** Root themes take hold, initial conflicts emerge

**Spring (Growth):** New elements sprout, alliances form, complications multiply

**Summer (Climax):** Peak conflicts, major revelations, critical choices

**Autumn (Harvest):** Consequences manifest, legacies established, new seeds planted

### Expanding Drawn Elements

When a Crown card's theme becomes central to your campaign:

1. **Deepen the Concept:** Add layers to the initial interpretation
2. **Introduce Variations:** Create related but distinct elements
3. **Connect to Other Elements:** Tie it to other Crown aspects
4. **Evolve the Stakes:** Raise the personal and cosmic implications

### Example: Pirate Queen Evolution

| Season | Development                               | New Complications                                |
|--------|-------------------------------------------|--------------------------------------------------|
| Winter | Mysterious pirate captain with amber ship | Rival captains, mysterious cargo                 |
| Spring | Revealed as last Thalassian heir          | Family curse, ancient bloodline duties           |
| Summer | Attempts to harness deep current power    | Moral conflict, player opposition                |
| Autumn | Defeated but offers redemption arc        | Future alliance possibility, changed motivations |

## Dynamic Campaign Clocks

### Clock Evolution System

Campaign clocks should evolve as player actions change the world:

1. **Introduction** (0-2 segments): Threat becomes known
2. **Escalation** (3-4 segments): Threat gains momentum
3. **Crisis** (5-6 segments): Immediate danger to players/campaign
4. **Resolution** (7+ segments): Confrontation or transformation

### Creating New Clocks

When existing clocks resolve or become less relevant:

- Identify emerging themes from recent sessions
- Consider player actions that created new tensions
- Look for unresolved consequences from major choices
- Evaluate faction shifts and new power dynamics

### Clock Interactions

Advanced campaigns benefit from clock relationships:

**Supporting Clocks** One clock's progress helps another (Plague Spread → Resource Scarcity)

**Opposing Clocks** One clock's progress hinders another (Public Support ↓ Crime Rate ↑)

**Cascade Clocks** One clock's resolution triggers another (War Ends → Reconstruction Begins)

**Hidden Clocks** Progress tied to player ignorance (Ancient Awakening while players focus elsewhere)

## Session Zero Campaign Builder

Session Zero establishes the creative DNA of a Fate's Edge campaign. This procedure provides structured steps for aligning tone, themes, factions, and player intentions. The goal is to merge character goals with the Crown Spread to produce a shared, coherent campaign vision.

### Overview and Goals

A strong Session Zero ensures:

- Every character enters the world with meaningful motivations.
- The GM presents multiple, viable campaign seeds.
- Factions, threats, and relationships have clear starting points.
- The table agrees on tone, themes, limits, and expectations.

These steps fit on a single sheet and can be run in 45–75 minutes.

### Step 1: Character Intentions

Before discussing the world, define who the characters *want to be* within it. Each player completes the following:

1. **Primary Goal:** A concrete objective for the first arc (e.g., “Track down the masked courier,” “Clear my family name,” “Unlock a forbidden ritual”).

2. **Secondary Goal:** A long-term or thematic desire (e.g., redemption, revenge, discovery, belonging).
3. **Connection:** One explicit tie to another PC (debt, partnership, rivalry, obligation).
4. **Personal Stake:** One thing they don't want to lose.

### Character Intentions Table

| Player | Primary Goal | Secondary Goal | Connection |
|--------|--------------|----------------|------------|
|        |              |                |            |

This worksheet becomes part of the Campaign Dashboard (see Section ??).

### Step 2: GM Campaign Seeds

The GM presents 3–5 seeds shaped around the setting and the group’s interests. Each seed should include:

- **A clear conflict** (“The Choir is building a new temple across the river.”)
- **A moving faction** (“The Amber Consortium is pressuring local merchants.”)
- **A point of instability** (“The King’s Inquisitors have arrived unannounced.”)
- **A thematic hook** (mystery, tragedy, revolution, cosmic horror, etc.)

Players vote on which seeds resonate most, then blend or refine as needed.

### Step 3: Collaborative Crown Spread

Once a seed is chosen, the group performs a shared Crown Spread. This creates the foundational pillars of the campaign.

#### Procedure

1. Draw the standard 5-card Crown Spread.
2. For each card, ask: “**How does this intersect with at least one PC’s goal?**”
3. Rewrite each card’s interpretation so it ties to a PC or faction.
4. Pick 1–2 cards to elevate as **Core Campaign Anchors**.

#### Anchor Examples

- **Suit of Chains (Reversed):** A faction is secretly collapsing from within.
- **Suit of Masks:** A PC’s hidden identity becomes central to the plot.
- **The Crown of Lanterns:** Something long-lost is awakening in the dark.

### Step 4: Faction and Relationship Mapping

Now that characters and Crown Anchors are defined, establish the world’s starting state.

## Faction Relationship Track

For each major faction, mark its attitude toward the PCs:

**-3 Hostile   -2 Wary   -1 Suspicious   0 Neutral   +1 Helpful   +2 Allied   +3 Invested**

Prompt the table:

- Which factions care about the PCs *right now*?
- Which factions have reasons to oppose or manipulate them?
- Which factions stand to benefit from the Crown Anchors?

## Faction Start Sheet

| Faction | Attitude | Current Agenda | Where They Touch PCs |
|---------|----------|----------------|----------------------|
|         |          |                |                      |

## Step 5: Tone, Themes, and Ethos Alignment

The GM presents 8–12 themes. Players each choose 2–3 that excite them.

### Theme Examples

- Redemption and cost
- Masks and identity
- Cycles (seasons, sins, consequences)
- Power and corruption
- Faith vs. uncertainty
- Fractured legacy
- Broken oaths
- Ancient return

## Group Alignment Questions

Ask the table:

- Should the campaign be more **emotional** or **tactical**?
- Are we comfortable with **moral ambiguity**, or should stakes be clearer?
- Should failure be **painful** or **graceful**?
- How much **mystery**, **politics**, or **myth** do we want?

Use answers to set initial **Campaign Themes** and seed the Resonance System (see Section ??).

## Step 6: Safety, Structure, and Expectations

End Session Zero with clear agreements:

## Safety Tools

- Lines and Veils (off-limits vs. fade-to-black)
- X-Card or Script Change tools
- How to pause or reframe during intense scenes

## Structural Agreements

- Expected session length and arc pacing
- How often downtime occurs
- Whether story beats accumulate across scenes or slowly reset
- How much spotlight rotation players expect

## Outputs of Session Zero

By the end of the builder process, you should have:

1. A clear **Campaign Vision Statement** (1–3 sentences)
2. A list of **Crown Anchors**
3. Player **Primary and Secondary Goals**
4. A **Faction Map** with starting attitudes
5. A **Theme Set** for resonance tracking
6. Established expectations and safety agreements
7. Seeds for the first set of **Campaign Clocks**

These can be formalized into the Campaign Dashboard (Section ??) and referenced at the start of each arc.

## Dashboard Widget: Session Zero Summary

[ title=Session Zero: Campaign Summary (Quick Reference), colback=gray!10, colframe=black, fonttitle=, left=6pt, right=6pt, top=6pt, bottom=6pt, enhanced, sharp corners ]

### Campaign Vision Statement

### Crown Anchors (2–3 Key Cards)

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### Player Intentions Snapshot

- Primary Goals: \_\_\_\_\_
- Secondary Goals: \_\_\_\_\_
- Key Connections: \_\_\_\_\_

### Campaign Themes (3–5)

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

|                                   | Faction | Attitude (-3 to +3) |
|-----------------------------------|---------|---------------------|
| <b>Starting Faction Attitudes</b> | _____   | —                   |
|                                   | _____   | —                   |
|                                   | _____   | —                   |

**Safety & Structure Agreements**

- Lines/Veils: \_\_\_\_\_
- Tools: \_\_\_\_\_
- Playstyle: \_\_\_\_\_
- Session Length: \_\_\_\_\_

*Tip: Keep this widget beside the Momentum Dial. Together they shape session tone and campaign direction.*

## Advanced Threat Management

### Threat Ecosystem Design

Create interconnected threats that respond to player actions:

### Threat Categories

| Category | Characteristics                   | Player Response                  |
|----------|-----------------------------------|----------------------------------|
| Personal | Directly targets PCs/friends      | Immediate, emotional response    |
| Social   | Affects communities/organizations | Strategic, diplomatic approach   |
| Cosmic   | Universal/supernatural scope      | Mythic, philosophical engagement |

### Threat Evolution Matrix

| Response           | Ignore             | Oppose             | Negotiate           | Join              |
|--------------------|--------------------|--------------------|---------------------|-------------------|
| <b>Weakens</b>     | Grows stronger     | Splits/retreats    | Seeks allies        | Absorbs influence |
| <b>Strengthens</b> | Spreads corruption | Escalates conflict | Offers better deal  | Demands loyalty   |
| <b>Transforms</b>  | Changes nature     | Reveals true form  | Shows hidden agenda | Offers power      |

## Faction Dynamics System

### Faction Relationship Tracking

Track faction attitudes on a -3 to +3 scale:

- 3 Enemy** Actively working against player interests
- 2 Hostile** Will cause trouble when possible
- 1 Unfriendly** Suspicious and unhelpful
- 0 Neutral** Indifferent to player actions
- +1 Friendly** Helpful when convenient
- +2 Supportive** Actively assist player goals
- +3 Ally** Will sacrifice for player interests

## Faction Clocks

Each major faction can track:

- **Influence** (0-6): Power and reach in the region
- **Stability** (0-6): Internal cohesion and resources
- **Agenda Progress** (0-8): Advancement toward faction goals
- **Player Relations** (-3 to +3): Attitude toward player characters

## Campaign Momentum Tracker

Long-running campaigns naturally rise and fall in energy. The **Campaign Momentum Tracker** gives you a simple, shared dial for that energy, helping you pace sessions, frame stakes, and decide when to push harder or ease off.

### The Momentum Dial

At the heart of this system is a single track:

**Momentum Dial:** -3 → 0 → +3

-3 **Stalled** The story feels stuck, players are reactive, threats advance unchecked.

-2 **Lagging** Progress is slow, stakes feel fuzzy, goals are unclear or too distant.

-1 **Drifting** Some motion, but no clear direction or urgency.

0 **Balanced** Healthy rhythm of action, reflection, and downtime.

+1 **Rising** Players are driving events, clocks are moving, stakes feel alive.

+2 **Surging** Big swings, hard choices, multiple clocks near crisis.

+3 **Overclocked** Everything is on fire. Climax-level intensity nearly every scene.

Keep the dial on a small index card or a corner of your Campaign Dashboard (see Section ??). Adjust it only when something *meaningful* happens; this is a coarse-grain tool, not a per-roll modifier.

### Momentum Triggers

Use the following as prompts, not rigid rules. When in doubt, adjust by +1 or -1, then wait a session to see if it holds.

#### Triggers that Raise Momentum

- **Decisive Victories:** Players resolve a major clock, defeat a key threat, or secure a powerful asset.
- **Major Revelations:** Secrets are exposed, hidden agendas revealed, or myths confirmed.
- **Bold Player Agency:** Players propose and pursue ambitious plans that reshape the situation.
- **Emotional Breakthroughs:** Significant character moments, reconciliations, betrayals, or confessions.

Each session, after play or during a break, ask:

*“Did something happen that would make the world feel more unstable, intense, or in motion?”*

If yes, nudge Momentum up by **+1**. Reserve a **+2** jump for tectonic shifts (end of an arc, city in flames, a Crown suit fully claimed, etc).

### Triggers that Lower Momentum

- Downtime and Recovery:** Long stretches of training, healing, or quiet personal scenes.
- Plateaus:** Multiple sessions where clocks barely move and stakes do not escalate.
- Loss of Direction:** Players are unsure what to do and keep circling the same options.
- Resolution Without New Hooks:** A major conflict ends without clearly seeding the next arc.

Ask:

*“Does the campaign feel like it is catching its breath, or wandering?”*

If so, nudge Momentum down by **-1**. A drop of **-2** indicates a deliberate *season break* or time skip.

### Mechanical Effects of Momentum

Momentum should be felt, not just tracked. These are default guidelines; adjust to your table’s tolerance for swingy outcomes.

### Difficulty and Position

When Momentum is high, the world pushes back harder but also offers bigger payoffs. When it is low, danger is softer but progress is slower.

| Dial | GM Guidance                       | Mechanical Nudges                                                                           |
|------|-----------------------------------|---------------------------------------------------------------------------------------------|
| -3   | Soft framing, lots of safety nets | Lower DV by 1 for routine actions; clocks advance only on Desperate failures.               |
| -2   | Comfortable, reflective           | Default to Controlled/Standard; only high-risk moves start at Risky.                        |
| -1   | Slight drag                       | Occasionally increase DV by 1 when the world should resist change.                          |
| 0    | Baseline                          | Use normal DV and Position/Effect as per core rules.                                        |
| +1   | Tense, alive                      | Default to Risky/Standard; occasional free <i>increased Effect</i> on bold plays.           |
| +2   | Edge-of-seat                      | Raise DV by 1 for high-stakes actions; clocks advance on Mixed results as well as failures. |
| +3   | White-knuckle                     | Start most major moves at Desperate; consider double clock ticks on catastrophic failures.  |

Use these as soft guidelines. You can also let players feel Momentum directly:

- At **+2 or +3**: Offer occasional **bonus Story Beat (SB)** when they lean into risks that match campaign themes.
- At **-2 or -3**: Allow occasional **automatic success** on low-stakes, non-dramatic tasks to avoid bogging down.

## NPC Reactions and Faction Behavior

Momentum also colors how factions and key NPCs move:

- **High Momentum (+2 to +3):**
  - Factions take bolder moves on their turns (see Section ??).
  - NPCs are more likely to escalate conflicts or push for decisive outcomes.
  - New threats emerge more quickly from unresolved problems.
- **Low Momentum (-2 to -3):**
  - Factions consolidate, dig in, or quietly scheme rather than act openly.
  - NPCs stall, negotiate, delay, or ask for more information.
  - Threats smolder rather than explode, giving players space to regroup.

## Using Momentum in Prep and Review

### Between-Session Check-In

At the end of each session, quickly answer:

1. **What changed in the world?** (Clocks, factions, big events)
2. **What changed in the characters?** (Arcs, relationships, corruption, assets)
3. **Did the table feel hyped, tired, or mixed?**

If the answers point toward acceleration and excitement, consider raising Momentum by **+1**. If they point toward fatigue or drift, reduce by **-1**. If things feel exactly right, leave it where it is.

### Session Framing by Momentum

Let the dial suggest how to frame the next session:

**-3 to -2** Start in a safe space: downtime scenes, slice-of-life, small mysteries.

**-1 to +1** Start in motion: travel interrupted, faction messenger arrives, a small but urgent problem.

**+2 to +3** Start mid-crisis: alarms blaring, attack underway, ritual already in progress.

When Momentum sits at an extreme for more than 2–3 sessions, treat that as a signal to either:

- **Conclude an arc** (if high), or
- **Inject a bold new hook** (if low).

### Player-Facing Momentum

Optionally, put Momentum in front of the players:

- Include a small **Momentum Track** on your Campaign Dashboard handout.
- At the start of a session, say: “*We’re at Momentum +2; things are hot right now.*”
- Invite players to **call out moments** they think should shift Momentum up or down.

This keeps the table aware of the campaign’s “temperature” and reinforces that their choices, not GM whim, are driving the flow of tension.

If you are also using **Player Agency Points** (see Section 12), you can tie them together:

- When Momentum rises due to a clearly player-driven change, award **Agency Points** to the driving character(s).
- When Momentum falls because players chose rest, reflection, or repair, allow discounted or expanded downtime options.

## Momentum and Campaign Phases

Combine the Momentum Dial with your **Seasonal Evolution Framework**:

- **Winter (Establishment)**: Aim for  $-1$  to  $+1$ . Too high and you rush past grounding; too low and the campaign never starts.
- **Spring (Growth)**: Float between  $0$  and  $+2$ , with occasional spikes.
- **Summer (Climax)**: Live at  $+2$  to  $+3$  until the arc resolves.
- **Autumn (Harvest)**: Drift back down toward  $0$  or  $-1$  as consequences settle and new seeds are planted.

Treat these ranges as dials you can deliberately aim for, rather than passive outcomes. If you want to shift the story into a new phase, use Momentum as the lever.

### Dashboard Widget: Momentum Dial

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Current Level: \_\_\_\_\_

#### At a Glance

- Low (-3 to -2): Slow pace, introspection, safe moves, fewer crises.
- Balanced (-1 to +1): Default rhythm; normal DV and clock motion.
- High (+2 to +3): Fast pace, aggressive threats, Desperate framing.

#### GM Prompts (Use During Play)

- Ask: “Did the world heat up or cool down this session?”
- Adjust: Shift Momentum by  $\pm 1$  after major developments only.
- Apply: High Momentum → escalate clocks; Low Momentum → ease difficulty.

#### Micro Flowchart: Momentum Pressure

|              |                                                      |
|--------------|------------------------------------------------------|
| Upward (+)   | Victories, revelations, bold plans, emotional shifts |
| Keep (0)     | Mixed outcomes, lateral movement, stable stakes      |
| Downward (-) | Downtime, drift, unclear goals, quiet arcs           |

*Tip:* Keep the dial visible on your Campaign Dashboard—Momentum is the fastest way to tune session tone and narrative urgency.

## Advanced Player Integration

### Character Arc Management

#### Arc Tracking System

Help players develop meaningful character growth:

1. **Establishment**: Define character’s current state and potential conflicts
2. **Development**: Create opportunities for growth and choice
3. **Crisis**: Present challenges that test character’s core beliefs
4. **Resolution**: Allow meaningful transformation based on choices

## Arc Trigger Events

Create mechanical hooks for character development:

- Moral dilemmas that challenge core values
- Relationships that create new obligations or conflicts
- Discoveries that change character's understanding of the world
- Consequences that force adaptation or growth

## Legacy System

Create lasting impact from player choices:

### Legacy Tracking

Document major campaign impacts:

- **Personal Legacies:** How individual characters changed the world
- **Faction Changes:** How major organizations were affected
- **World State:** Permanent alterations to the setting
- **Relationship Networks:** New connections and severed ties

### Legacy Rewards

Provide mechanical benefits for campaign completion:

- Starting assets for new campaigns
- Reputation bonuses with relevant factions
- Special knowledge or contacts
- Unique character options or backgrounds

## Advanced GM Techniques

### Reactive Preparation

Prepare for player creativity without scripting outcomes:

### Situation Templates

Create flexible frameworks rather than fixed scenes:

**Social Encounter** Key NPCs, potential conflicts, information stakes

**Exploration Challenge** Environmental hazards, discovery rewards, time pressure

**Combat Scenario** Opponent capabilities, tactical elements, victory conditions

**Mystery Investigation** Clues, red herrings, revelation triggers

### Improvisation Framework

When players surprise you:

1. **Identify Core Elements:** What must remain true for story coherence?
2. **Assess Player Investment:** What aspects do players care about?
3. **Find Narrative Hooks:** How can new elements connect to existing story?
4. **Apply Mechanical Logic:** What rules support this development?

**5. Maintain Momentum:** How to keep the story moving forward?

## Campaign Pacing

### Session Energy Management

Vary session intensity to maintain engagement:

**High Energy** (2-3 sessions): Major conflicts, climactic scenes, critical choices

**Moderate Energy** (3-4 sessions): Character development, investigation, relationship building

**Low Energy** (1-2 sessions): Downtime, recovery, preparation, world exploration

## Arc Structure Guidance

Multi-session story arcs benefit from clear structure:

1. **Introduction** (1-2 sessions): Establish stakes and hook players
2. **Development** (2-4 sessions): Complications multiply, alliances form
3. **Climax** (1-2 sessions): Major confrontation, critical choices
4. **Resolution** (1 session): Consequences, new status quo

## Advanced Mechanical Integration

### Corruption System Evolution

#### Tier-Based Corruption

As characters advance, corruption becomes more complex:

**Tier I-II** Surface-level changes, minor abilities, social consequences

**Tier III-IV** Fundamental transformations, significant powers, world impact

**Tier V+** Mythic alterations, reality-bending abilities, cosmic significance

### Corruption Narratives

Connect corruption to character themes:

- **Power Corruption:** Strength gained at cost of morality
- **Knowledge Corruption:** Wisdom gained through forbidden understanding
- **Survival Corruption:** Endurance through dark adaptation
- **Love Corruption:** Connection maintained through dangerous bonds

## Asset and Follower Management

### Portfolio System

Organize holdings for easier management:

**Economic** Trade routes, businesses, investments

**Political** Titles, contacts, influence networks

**Military** Retainers, fortifications, strategic positions

**Intelligence** Informants, research facilities, magical resources

## Asset Evolution

Allow significant holdings to grow in importance:

1. **Establishment:** Basic functionality and limited scope
2. **Development:** Expanded capabilities and regional influence
3. **Mastery:** Major impact and strategic significance
4. **Legacy:** Permanent change to campaign world

## Campaign-Specific Tools

### Custom Background Creation

#### Background Template

Create setting-specific character origins:

1. **Origin Story:** Where and how the character was raised/formed
2. **Core Skills:** Two skills naturally supported by background
3. **Key Relationships:** One ally and one rival with ongoing significance
4. **Cultural Elements:** Unique customs, languages, or traditions
5. **Obligations:** What the character owes to their background
6. **Privileges:** What the character can expect from their background

#### Background Integration

Connect backgrounds to campaign themes:

- Identify background elements that relate to current threats
- Create opportunities for background knowledge to provide advantages
- Develop complications that arise from background obligations
- Allow backgrounds to evolve based on player choices

## Regional Customization

### Culture-Specific Mechanics

Adapt core systems to different cultural contexts:

**Aeler (Stone-Born)** Emphasize engineering, contracts, and infrastructure

**Lethai (Wood Elves)** Focus on nature, seasonal cycles, and root-law

**Ykrul (Steppe Folk)** Highlight mobility, honor, and spatial reasoning

**Kahfagia (Sea Folk)** Stress navigation, weather, and maritime law

### Regional Threat Adaptation

Modify threats to fit different environments:

- Desert: Heat, sandstorms, water scarcity, nomad conflicts
- Mountains: Avalanches, altitude, isolation, territorial disputes
- Forest: Predators, spirits, resource competition
- Urban: Politics, crime, overcrowding, infrastructure failure

## Advanced Storytelling Techniques

### Thematic Consistency

Maintain campaign atmosphere through consistent elements:

### Sensory Details

Create immersive environments:

- **Visual:** Lighting, colors, architectural styles, movement patterns
- **Auditory:** Ambient sounds, speech patterns, musical traditions
- **Olfactory:** Scents, cooking aromas, industrial odors, natural fragrances
- **Tactile:** Textures, temperatures, weather effects, material qualities

### Cultural Patterns

Establish consistent social behaviors:

- Greeting customs and social hierarchies
- Conflict resolution methods and legal systems
- Economic practices and trade relationships
- Religious beliefs and spiritual practices

### Moral Complexity Framework

Create nuanced ethical dilemmas:

### Dilemma Structure

Effective moral choices require:

1. **Clear Stakes:** What is gained or lost by each choice?
2. **Genuine Conflict:** Why isn't there an obviously right answer?
3. **Personal Investment:** How does this affect the characters directly?
4. **Lasting Consequences:** What changes based on the decision?

### Consequence Types

Ensure meaningful outcomes:

**Immediate** Resolve within session (character fates, instant reactions)

**Ongoing** Affect future sessions/campaign (reputation, political fallout)

**Character** Personal growth/trauma, relationship changes

**World** Setting permanently changed (Silkstrand's fate, Choir's influence)

## Appendix: Quick Reference Tools

### Campaign Evolution Checklist

Review current campaign clocks and their interactions

Identify emerging themes and player interests

Plan seasonal developments for major elements

Create new threats that respond to player actions  
 Develop faction relationship changes  
 Prepare character arc advancement opportunities

## Session Preparation Template

Review previous session outcomes and consequences  
 Advance relevant campaign clocks  
 Prepare 2-3 potential scenes with flexible elements  
 Identify player agency moments for each character  
 Prepare Story Beat spend options for various outcomes  
 Note connections to campaign themes and threats

## Threat Development Matrix

| Threat Type | Player Response | Evolution           | New Complications  |
|-------------|-----------------|---------------------|--------------------|
| Personal    | Ignore          | Grows stronger      | Spreads to allies  |
| Social      | Oppose          | Splits/retreats     | Seeks new allies   |
| Cosmic      | Negotiate       | Shows hidden agenda | Offers better deal |

## Character Arc Milestones

**Establishment** Define current state and potential conflicts

**Development** Create opportunities for growth and choice

**Crisis** Present challenges that test core beliefs

**Resolution** Allow meaningful transformation based on choices

## Campaign Pacing Guide

- **High Energy** (2-3 sessions): Major conflicts, climactic scenes
- **Moderate Energy** (3-4 sessions): Character development, investigation
- **Low Energy** (1-2 sessions): Downtime, recovery, preparation

## Player Agency Points

Player Agency Points (PAP) represent the table's commitment to collaborative storytelling. They reward players for shaping the campaign through bold choices, thematic play, and actions that create long-term consequences. Unlike Story Beats (SB), which operate at the scene level, Agency Points operate at the *campaign* level.

### Purpose

The PAP system provides:

- A structured way for players to influence campaign-level elements.
- A reward loop for thematic, character-driven decision-making.
- A safety valve for stalled sessions or unclear narrative direction.
- A player-facing counterpart to the GM-facing Momentum Dial.

Agency Points are shared by the **table** but earned individually, fostering cooperation while still highlighting player choice.

## Earning Agency Points

Players earn Agency Points in four categories. The GM should award points sparingly; 1–2 per session is typical, 3 is a cap.

### 1. Major Narrative Decisions

Award 1 PAP when a player:

- Makes a choice that meaningfully alters the direction of the campaign.
- Pushes a moral, political, or personal conflict forward.
- Accepts meaningful consequences to advance the story.

### 2. Thematic Alignment

Award 1 PAP when a player explicitly engages with one of the campaign's established themes (see Session Zero, Section 3):

- Acting in accordance with a chosen theme.
- Leaning into a flaw or complication tied to campaign tone.
- Sacrificing advantage for thematic or narrative payoff.

### 3. Crown Resonance

When a character action directly invokes or complicates one of the Crown Anchors:

- Interacting with the card's symbol, omen, faction, or implied meaning.
- Escalating or transforming a Crown-related situation.

### 4. Bold Player Agency

Award 1 PAP when a player:

- Proposes an ambitious plan with campaign-altering stakes.
- Initiates faction-level change or negotiation.
- Confronts a major NPC in a way that changes the board.

## Spending Agency Points

Agency Points allow the table to shape the trajectory of the story without breaking the fiction or bypassing meaningful danger. Players may jointly decide when to spend PAP.

### 1. Modify a Clock Outcome (1 PAP)

After a clock advances due to player failure or faction action:

- Reduce its advancement by 1 tick, *or*
- Move advancement to a different related clock (GM discretion).

### 2. Influence a Crown Spread Draw (1–2 PAP)

Players may request:

- **1 PAP:** GM reveals one additional card before selection.
- **2 PAP:** Replace a drawn card with one from the top three of the deck.

*This does not guarantee safety; it merely shifts emphasis or theme.*

### 3. Introduce a Campaign Element (2 PAP)

Players add a new:

- NPC, faction splinter, or minor location.
- Rumor, omen, or new thread that fits established themes.

The GM retains veto power if the addition breaks tone or contradicts lore.

### 4. Trigger a Flashback Arc (3 PAP)

Start a multi-session or condensed flashback that:

- Reveals character history.
- Introduces new lore tied to Crown Anchors.
- Re-contextualizes an ongoing conflict.

### 5. Stabilize a Campaign Thread (1 PAP)

When an element risks being overshadowed or forgotten:

- Freeze or preserve it in the fiction.
- Mark it on the Dashboard as “Active Thread.”

## Limits and Safeguards

To prevent meta-gaming or overreach:

- PAP cannot alter **immediate** scene outcomes (that’s SB territory).
- PAP cannot erase consequences—only reshape their long-term trajectory.
- Players may not spend more than 3 PAP in a single session.
- The GM may pause PAP spending during climactic or lore-critical scenes.

## Integration with the Momentum Dial

Agency Points and Momentum mirror each other:

- **High Momentum (+2 to +3):** PAP cost for introducing chaos is reduced by 1.
- **Low Momentum (-2 to -3):** PAP cost for stabilizing or slowing down is reduced by 1.
- **At 0 Momentum:** No discounts apply.

This creates a push-pull economy where table desire and campaign rhythm influence each other.

## Tracking Agency Points

The table keeps a single shared pool:

**Agency Pool: \_\_\_\_ / Max 6**

Players record individual contributions:

| Player | Earned | Notes |
|--------|--------|-------|
|        |        |       |

## Dashboard Widget: Agency Controls

[ title=Agency Points (Quick Reference), colback=gray!10, colframe=black, fonttitle=, left=6pt, right=6pt, top=6pt, bottom=6pt, enhanced, sharp corners ]

Current PAP: \_\_\_\_\_ (Max 6)

### Earn When:

- Big choices reshape the campaign.
- You engage core themes.
- You hit Crown Anchors.
- You propose bold plans.

### Spend To:

- Adjust a clock (1).
- Influence a Crown draw (1–2).
- Add a new campaign element (2).
- Trigger a flashback arc (3).
- Preserve a fading thread (1).

*Tip: Use PAP to steer long-term narrative arcs, not individual rolls.*

## Regional Customization Workshop

Regions in Fate's Edge are more than maps—they are narrative engines. This workshop provides a structured procedure for designing unique regions with distinct culture, mechanics, and threat profiles. These steps help the GM create settings that shape play while remaining easy to run and flexible enough to adapt during the campaign.

### Regional Creation Procedure

1. Define the Region's Identity Frame
2. Establish Cultural Pillars
3. Map Environmental Pressures
4. Create Local Threat Templates
5. Generate Regional Background Elements
6. Connect Region to Campaign Themes and Clocks

Each step can be completed in minutes, but together they create a rich, living region.

### Step 1: Identity Frame

The Identity Frame defines the region's core narrative role.

Choose 1–2 options:

- **Frontier:** Untamed borders, new settlements, danger at the edges.
- **Sanctuary:** A place of healing, tradition, or spiritual refuge.
- **Engine:** A region that powers the world—trade hub, port, forge-city.
- **Cauldron:** Political, religious, or social tension ready to erupt.
- **Relic:** Built atop ruins, myths, or the long shadow of forgotten empires.
- **Threshold:** A region where two realities, cultures, or factions collide.

## Step 2: Cultural Pillars

Define 3–5 elements that shape how people live. Use these pillars to influence NPC behavior, faction structures, and local beliefs.

### Cultural Pillar Categories

Choose or invent:

- **Values:** honor, lineage, rebellion, knowledge, secrecy, hospitality
- **Institutions:** guilds, temples, caravans, warbands, conclaves
- **Practices:** rites, feasts, duels, pilgrimages, crafts, festivals
- **Tensions:** class divides, magical taboos, ancient feuds, forbidden love

### Pillar Template

| Pillar | Description | Mechanical Impact |
|--------|-------------|-------------------|
|        |             |                   |

## Step 3: Environmental Pressures

Every region is shaped by its environment. Choose the dominant environmental pressures and translate them into mechanical nudges.

### Environmental Archetypes

- **Desert:** Heat, water scarcity, sandstorms, nomadic routes.
- **Forest:** Predators, tangled paths, old-growth spirits, illusions.
- **Mountains:** Avalanches, altitude sickness, sheer cliffs.
- **Swamp:** Rot, disease, sinking paths, hidden fauna.
- **Urban:** Corruption, crime, overcrowding, infrastructure failure.
- **Coastal:** Storms, tides, piracy, sea spirits.

### Environmental Mechanical Effects

Apply simple, narrative-first effects:

- **Position Shifts:** Start certain actions at Controlled, Risky, or Desperate.
- **DV Adjustments:** Raise/lower DV for region-specific hazards.
- **Emotional Tone:** Fearful forests, defiant mountains, suspicious ports.
- **Clock Pressure:** Fast clocks during storms, slow clocks during festival seasons.

## Step 4: Local Threat Templates

Create 2–3 reusable templates for threats unique to the region.

## Threat Template Structure

| Threat Type           | Description                                         | Clock / Move                     |
|-----------------------|-----------------------------------------------------|----------------------------------|
| Environmental Hazard  | <i>E.g., shifting dunes, echoing forest spirits</i> | 4-segment hazard clock           |
| Social Instability    | <i>E.g., labor revolt, cult infiltration</i>        | Advance Faction Instability by 1 |
| Supernatural Pressure | <i>E.g., rift echoes, undead memory storms</i>      | 6-segment threat clock           |

## Threat Actions

Threats act through:

- **Pressures:** reduce resources, escalate conflict, demand choices.
- **Flares:** sudden, dramatic events that disrupt stability.
- **Omens:** warnings tied to Crown suits or local myths.

## Step 5: Regional Background Generator

To ground PCs in the region, generate backgrounds with cultural and environmental hooks.

### Background Elements

Each background includes:

1. **Origin:** village, caravan, guild, monastery, ship, enclave.
2. **Core Skills:** 2 skills reflecting upbringing.
3. **Connections:** One ally, one rival.
4. **Custom:** A unique practice, rite, or taboo of the region.
5. **Obligation:** Something owed to the region (debt, vow, loyalty).
6. **Privilege:** A benefit from cultural membership.

### Background Template

| Element     | Details                   |
|-------------|---------------------------|
| Origin      | _____                     |
| Core Skills | _____                     |
| Connections | Ally: _____, Rival: _____ |
| Custom      | _____                     |
| Obligation  | _____                     |
| Privilege   | _____                     |

## Step 6: Integrate with Themes and Clocks

Tie the region to the campaign's Crown Anchors, themes, and clock systems.

### Integration Checklist

- Connect at least one **Crown Anchor** to the region.
- Create 1–2 **Regional Clocks**.
- Identify which factions' **Influence** or **Stability** rely on the region.

- Determine how the region's culture and pressures interact with **Momentum**.

### Dashboard Widget: Region Snapshot

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**Identity Frame:** \_\_\_\_\_

**Cultural Pillars:**

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**Environmental Pressures:** \_\_\_\_\_

**Local Threats:**

- \_\_\_\_\_
- \_\_\_\_\_

**Background Hooks:**

- **Origin:** \_\_\_\_\_
- **Obligation:** \_\_\_\_\_
- **Privilege:** \_\_\_\_\_

**Regional Clocks:** \_\_\_\_\_

## Regional Customization Workshop

Regions in Fate's Edge are more than maps—they are narrative engines. This workshop provides a structured procedure for designing unique regions with distinct culture, mechanics, and threat profiles. These steps help the GM create settings that shape play while remaining easy to run and flexible enough to adapt during the campaign.

### Regional Creation Procedure

1. Define the Region's Identity Frame
2. Establish Cultural Pillars
3. Map Environmental Pressures
4. Create Local Threat Templates
5. Generate Regional Background Elements
6. Connect Region to Campaign Themes and Clocks

Each step can be completed in minutes, but together they create a rich, living region.

### Step 1: Identity Frame

The Identity Frame defines the region's core narrative role.

Choose 1–2 options:

- **Frontier:** Untamed borders, new settlements, danger at the edges.
- **Sanctuary:** A place of healing, tradition, or spiritual refuge.
- **Engine:** A region that powers the world—trade hub, port, forge-city.
- **Cauldron:** Political, religious, or social tension ready to erupt.
- **Relic:** Built atop ruins, myths, or the long shadow of forgotten empires.
- **Threshold:** A region where two realities, cultures, or factions collide.

## Step 2: Cultural Pillars

Define 3–5 elements that shape how people live. Use these pillars to influence NPC behavior, faction structures, and local beliefs.

### Cultural Pillar Categories

Choose or invent:

- **Values:** honor, lineage, rebellion, knowledge, secrecy, hospitality
- **Institutions:** guilds, temples, caravans, warbands, conclaves
- **Practices:** rites, feasts, duels, pilgrimages, crafts, festivals
- **Tensions:** class divides, magical taboos, ancient feuds, forbidden love

### Pillar Template

| Pillar | Description | Mechanical Impact |
|--------|-------------|-------------------|
|        |             |                   |

## Step 3: Environmental Pressures

Every region is shaped by its environment. Choose the dominant environmental pressures and translate them into mechanical nudges.

### Environmental Archetypes

- **Desert:** Heat, water scarcity, sandstorms, nomadic routes.
- **Forest:** Predators, tangled paths, old-growth spirits, illusions.
- **Mountains:** Avalanches, altitude sickness, sheer cliffs.
- **Swamp:** Rot, disease, sinking paths, hidden fauna.
- **Urban:** Corruption, crime, overcrowding, infrastructure failure.
- **Coastal:** Storms, tides, piracy, sea spirits.

### Environmental Mechanical Effects

Apply simple, narrative-first effects:

- **Position Shifts:** Start certain actions at Controlled, Risky, or Desperate.
- **DV Adjustments:** Raise/lower DV for region-specific hazards.
- **Emotional Tone:** Fearful forests, defiant mountains, suspicious ports.
- **Clock Pressure:** Fast clocks during storms, slow clocks during festival seasons.

## Step 4: Local Threat Templates

Create 2–3 reusable templates for threats unique to the region.

## Threat Template Structure

| Threat Type           | Description                                         | Clock / Move                     |
|-----------------------|-----------------------------------------------------|----------------------------------|
| Environmental Hazard  | <i>E.g., shifting dunes, echoing forest spirits</i> | 4-segment hazard clock           |
| Social Instability    | <i>E.g., labor revolt, cult infiltration</i>        | Advance Faction Instability by 1 |
| Supernatural Pressure | <i>E.g., rift echoes, undead memory storms</i>      | 6-segment threat clock           |

## Threat Actions

Threats act through:

- **Pressures:** reduce resources, escalate conflict, demand choices.
- **Flares:** sudden, dramatic events that disrupt stability.
- **Omens:** warnings tied to Crown suits or local myths.

## Step 5: Regional Background Generator

To ground PCs in the region, generate backgrounds with cultural and environmental hooks.

### Background Elements

Each background includes:

1. **Origin:** village, caravan, guild, monastery, ship, enclave.
2. **Core Skills:** 2 skills reflecting upbringing.
3. **Connections:** One ally, one rival.
4. **Custom:** A unique practice, rite, or taboo of the region.
5. **Obligation:** Something owed to the region (debt, vow, loyalty).
6. **Privilege:** A benefit from cultural membership.

### Background Template

| Element     | Details                   |
|-------------|---------------------------|
| Origin      | _____                     |
| Core Skills | _____                     |
| Connections | Ally: _____, Rival: _____ |
| Custom      | _____                     |
| Obligation  | _____                     |
| Privilege   | _____                     |

## Step 6: Integrate with Themes and Clocks

Tie the region to the campaign's Crown Anchors, themes, and clock systems.

### Integration Checklist

- Connect at least one **Crown Anchor** to the region.
- Create 1–2 **Regional Clocks**.
- Identify which factions' **Influence** or **Stability** rely on the region.

- Determine how the region's culture and pressures interact with **Momentum**.

### Dashboard Widget: Region Snapshot

[ title=Region Snapshot (Quick Reference), colback=gray!10, colframe=black, fonttitle=, left=6pt, right=6pt, top=6pt, bottom=6pt, enhanced, sharp corners ]

**Identity Frame:** \_\_\_\_\_

**Cultural Pillars:**

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**Environmental Pressures:** \_\_\_\_\_

**Local Threats:**

- \_\_\_\_\_
- \_\_\_\_\_

**Background Hooks:**

- **Origin:** \_\_\_\_\_
- **Obligation:** \_\_\_\_\_
- **Privilege:** \_\_\_\_\_

**Regional Clocks:** \_\_\_\_\_

## Legacy Creation Workshop

The end of a campaign is not a closing door—it is the moment the world crystallizes into memory and becomes the foundation for future stories. The Legacy Creation Workshop provides a structured approach to evaluate the campaign's impact, finalize irreversible changes, and carry forward the consequences into new arcs or new generations.

### Purpose

The workshop helps the table:

- Understand how the world has been permanently altered.
- Identify what the characters leave behind.
- Produce a “handoff document” for future campaigns.
- Translate narrative accomplishments into mechanical legacy.
- Seed new arcs with thematic resonance and clarity.

### Workshop Overview

1. Legacy Assessment
2. World Resolution State
3. Character Epilogue Pathways
4. Continuity Bridges
5. Legacy Starting Packages
6. Archive and World State Documents

Each step produces concrete material for a future campaign.

## Step 1: Legacy Assessment

Review the following elements:

### 1. Crown Anchor Resolution

For each major Crown Anchor:

- Did its prophecy/theme complete, transform, or remain unfinished?
- Did it resolve peacefully, violently, or ambiguously?

### 2. Campaign Themes (Resonance)

Evaluate how each theme played out:

- Redemption, corruption, love, tragedy, destiny, revolution, etc.

Record whether themes:

- **Resolved** (closed arcs)
- **Echoed** (lingering influence)
- **Fractured** (unresolved or inverted)

### 3. Momentum Arc

Summarize the campaign's overall Momentum flow:

- Early-game Momentum (tone-setting)
- Mid-game Momentum (escalation)
- Endgame Momentum (climax)

This becomes part of the world's historical "feel."

## Step 2: World Resolution State

Finalize world-level changes using the following categories:

### Faction Outcomes

For each major faction, record:

- Influence (0–6)
- Stability (0–6)
- Agenda Outcome (completed, thwarted, redirected)
- NPC leadership changes
- Alliances or dissolutions

### Regional Shifts

For each region:

- Major political or supernatural changes
- Environmental shifts
- Technological or magical advancements
- Emergence of new threats or mysteries

## World Clock Resolution

Mark each major campaign clock as:

**Fulfilled** Its crisis manifested.

**Averted** The crisis was prevented.

**Transformed** The crisis changed shape.

## Step 3: Character Epilogue Pathways

Each player chooses one of the following epilogue paths:

### 1. Quiet Ending

The character retires into peace; gains:

- A sanctuary location.
- A lasting bond with an NPC or faction.
- A personal tradition that influences future generations.

### 2. Continuing the Fight

The character remains active and influential:

- Gains a faction rank or title.
- Establishes a new organization or order.

### 3. Ascension or Transformation

For mythic or high-tier endings:

- Becomes a legend or guardian spirit.
- Alters reality in localized ways.
- Leaves a relic or omen behind.

### 4. Tragic Resolution

A character may die, sacrifice themselves, or fall:

- Leaves behind major unresolved threads.
- Generates a new threat or mystery.
- Creates a new Crown-adjacent artifact or ritual.

## Step 4: Continuity Bridges

Continuity Bridges link the completed campaign to the next one.

### Types of Bridges

- **NPC Bridge:** A mentor, rival, or descendant returns.
- **Faction Bridge:** A faction agenda continues or mutates.
- **Mythic Bridge:** A relic or prophecy carries forward.
- **Geographic Bridge:** Return to the same region, now changed.
- **Temporal Bridge:** Campaign jumps forward in time.

## Bridge Generator

For each major element in the previous campaign, choose one:

- **Echo** (subtle reminder)
- **Return** (direct continuation)
- **Reversal** (former allies become threats)
- **Ascendance** (element grows in cosmic importance)

## Step 5: Legacy Starting Packages

A new campaign may begin with specific advantages or disadvantages based on the previous one.

### Types of Legacy Packages

#### 1. Boons (Choose 1–2)

- Regional stability or prosperity.
- Reputation bonus with a legacy faction.
- Easier access to certain skills or talents.
- Legacy artifacts with narrative power.

#### 2. Burdens (Choose 1)

- A returning threat.
- A fractured faction structure.
- A long shadow from a Crown Anchor.
- Cultural trauma or forbidden knowledge.

### Starting Mechanical Benefits

- +1 to a faction relationship of choice.
- Unlock 1 **Background Variant** tied to the completed campaign.
- Access to 1 **Legacy Talent** (GM approval).

## Step 6: Archive and World State Documents

Compile a permanent record:

- Final Momentum summary.
- Crown Anchor resolution notes.
- Faction outcomes and new leadership.
- Regional maps with updated statuses.
- Major NPC fates.
- Legacy clocks or unresolved echoes.

These documents form the opening chapter of the next campaign's guide.

### Dashboard Widget: Legacy Snapshot

[ title=Legacy Snapshot (Quick Reference), colback=gray!10, colframe=black, fonttitle=, left=6pt, right=6pt, top=6pt, bottom=6pt, enhanced, sharp corners ]

Crown Outcomes: \_\_\_\_\_

Faction State: \_\_\_\_\_

**Major NPC Fates:** \_\_\_\_\_

**Regional Changes:**

- \_\_\_\_\_
- \_\_\_\_\_

**Legacy Boons:** \_\_\_\_\_

**Legacy Burdens:** \_\_\_\_\_

**Continuity Bridges:**

- \_\_\_\_\_
- \_\_\_\_\_

## Appendix F: System Synergies, Scale Management, and Player Tools

### Cross-System Synergies

Advanced campaigns rely on consistent integration across systems. This appendix formalizes the interactions between Assets, Political Intrigue, Patrons, Followers, Faction Turns, and Momentum/Agency economies.

#### Assets and Campaign Momentum

##### Asset Evolution Triggers

Assets grow or degrade when:

- Momentum shifts by 2 or more.
- A faction advances or loses Stability.
- A regional threat reaches Escalation or Crisis.
- Players spend 2 Agency Points on Asset Development.

##### Asset Integration Effects

- Each Asset at Level 2+ grants **+1 Position** once per session when narratively justified.
- Political Assets can influence **Faction Turns**, modifying Influence by  $\pm 1$ .
- Cultural or mystical Assets can reinforce or distort **Campaign Themes**.

### Political Intrigue Synergies

Political Intrigue gains mechanical teeth through:

- Momentum → shifts public sentiment.
- Agency Points → negotiate, blackmail, or expose truths.
- Faction Attitudes → political DV modifiers.
- Regional Pressures → spark intrigue events.

### Political Pressure Matrix

| Instigator | Pressure       | Effect              |
|------------|----------------|---------------------|
| Faction    | Stability Drop | Intrigue Clocks +1  |
| Region     | Economic Shock | NPC Attitudes Shift |
| Player     | Agenda Push    | Momentum +1 or -1   |

## Patron Synergy Framework

### Patron Demands

Patrons react to campaign dynamics:

- If Momentum is negative, they demand sacrifice or obedience.
- If Faction Stability drops, they offer dangerous bargains.
- If Themes resonate strongly, they bless or twist outcomes.

### Patron Boons

When players align with Patron doctrine or fate:

- Gain 1 Agency Point.
- Shift Position by +1.
- Unlock a short-term Talent-like ability (GM discretion).

### Follower Synergies

Followers gain or lose reliability based on:

- Region stability.
- Campaign Momentum.
- Faction Attitudes.
- Player moral decisions.

### Follower Morale Track (-2 to +2)

**-2** Desertion risk; unreliable.

**-1** Fearful but present.

**0** Neutral.

**+1** Loyal; +1 Position when aiding.

**+2** Devoted; perform selfless acts.

## Campaign Scale Management

Fate's Edge supports stories ranging from quiet, intimate journeys to world-spanning sagas and generational legacies. This section provides tools for scaling the campaign without changing core mechanics.

### Scale Layers

#### 1. Intimate Scale

Focus: relationships, trauma, recovery, community.

Mechanical Emphasis:

- Character Arc Triggers.
- Localized clocks (4-segment max).
- Social Position shifts matter more than DV.
- Faction dynamics are minimal or indirect.

## 2. Regional Scale

Focus: politics, travel, culture, medium-sized threats.

Mechanical Emphasis:

- Faction Turns.
- Regional Pressure tables.
- Momentum directly affects cities/regions.
- 6-segment clocks dominate structure.

## 3. World-Spanning Scale

Focus: kingdoms, magical orders, international conflict.

Mechanical Emphasis:

- Campaign Momentum shifts trigger world events.
- Multiple Faction Turns per arc.
- Crown Anchors evolve or fracture.
- Long-form 8-segment clocks.

## 4. Generational Scale

Focus: the long arc of legacy, bloodlines, myths.

Mechanical Emphasis:

- Legacy Packages.
- World State Documents.
- Continuity Bridges.
- Generational Talent Unlocks (GM option).

## Scale Transition Triggers

- Player goals exceed current scale.
- Factions unify, fracture, or ascend.
- Themes reach resonance 3+.
- Agency Point economy becomes too influential.
- A Crown Anchor shifts type (Suit → Mythic).

## Scale Tools

### Scale Dial (0–3)

**0 Intimate** One town, one family, one tragedy.

**1 Regional** A valley, province, caravan route.

**2 World** Nations, guild treaties, large-scale magic.

**3 Generational** Centuries, dynasties, cosmic myths.

The GM should announce scale shifts to align table expectations.

## Player Handouts Package

Player-facing handouts ensure clarity, agency, and long-term campaign investment. These templates can be printed or inserted into digital character sheets.

### Campaign Vision Document (Player Version)

[ title=Campaign Vision Sheet, colback=gray!10, colframe=black, fonttitle=, sharp corners, enhanced ] Campaign Themes:

---

---

Crown Anchors in Play:

---

Desired Tone and Mood:

---

My Character's Personal Goals:

---

### Character Arc Worksheet

[ title=Character Arc Worksheet, colback=gray!10, colframe=black, fonttitle=, sharp corners, enhanced ]

Starting State: \_\_\_\_\_

Core Wound / Drive: \_\_\_\_\_

Arc Triggers I Want to Explore:

- \_\_\_\_\_
- \_\_\_\_\_

Potential Crisis Points:

- \_\_\_\_\_
- \_\_\_\_\_

Desired Resolution: \_\_\_\_\_

### Faction Relationship Guide (Player Version)

[ title=Faction Relationship Guide, colback=gray!10, colframe=black, fonttitle=, sharp corners, enhanced ] Major Factions:

- \_\_\_\_\_ (\_\_\_\_\_)
- \_\_\_\_\_ (\_\_\_\_\_)

Where I Stand With Them:

---

How They Might Help or Harm Me:

- \_\_\_\_\_
- \_\_\_\_\_

## Legacy Planning Sheet

[ title=Legacy Planning Sheet, colback=gray!10, colframe=black, fonttitle=, sharp corners, enhanced ]

**Long-Term Goals:**

---

**NPCs or Factions I Want to Influence:**

---

**What I Want My Mark on the World to Be:**

---

**Possible Legacy Boons or Burdens:**

- \_\_\_\_\_
- \_\_\_\_\_

## Appendix: Advanced GM Tools

This appendix provides fast, flexible, high-impact tools for running a Fate's Edge campaign with confidence, clarity, and dramatic consistency. These tools are modular—they can be used independently or as a full improvisational engine.

## Improvisation Deck System

Improvisation Decks are draw-based tools that inject uncertainty, texture, and thematic reinforcement without prep. The GM may print them physically, shuffle digitally, or use random-table draws.

### Complication Generator Deck

Each card adds a twist when a partial success or player pause occurs.

#### Complication Types

**Escalation** Threat advances; a clock ticks.

**Reversal** An ally becomes a complicating factor.

**Reveal** Hidden information surfaces prematurely.

**Strain** Characters mark 1 Fatigue or lose Position.

**Ill Omen** Crown-related symbolism alters mood or destiny.

#### Quick Table (1d6)

|          |                                              |
|----------|----------------------------------------------|
| <b>1</b> | A threat evolves into something unexpected.  |
| <b>2</b> | An NPC reacts emotionally or erratically.    |
| <b>3</b> | A clock advances (GM chooses which).         |
| <b>4</b> | A resource becomes limited, lost, or stolen. |
| <b>5</b> | A Crown symbol appears in an uncanny moment. |
| <b>6</b> | The environment shifts or becomes hazardous. |

## NPC Reaction Deck

NPCs respond dynamically in advanced campaigns, especially during Political Intrigue or Faction Turns.

### Reaction Types

- Curiosity
- Caution
- Defiance
- Opportunism
- Admiration
- Fear

## Theme Reinforcement Deck

This deck ensures your campaign's themes remain visually and emotionally present.

### Examples

- **Redemption:** A symbol of forgiveness appears.
- **Decay:** A structure collapses or reveals rot.
- **Destiny:** A prophecy shard manifests.
- **Love:** An old bond resurfaces in a new context.

## Player Motivation Prompts

Use these when pacing drags or players lose direction.

- A friend is in danger—urgent call arrives.
- A faction seeks the PCs for an opportunity.
- A rumor surfaces tying directly to a PC's Arc.
- A relic connected to a Crown Anchor surfaces.
- A moral crossroads presents itself.

## Extended Campaign Dashboard

The Dashboard supplements the Momentum and Session Zero widgets with deeper tracking tools.

### Clock Matrix

Organize all active clocks and see how they interact.

| Clock Name | Category | Segments | Interaction                       |
|------------|----------|----------|-----------------------------------|
|            | Threat   | 6        | Advances with Faction Instability |
|            | Social   | 4        | Opposes “Rising Support” clock    |
|            | Mythic   | 8        | Cascades into Regional Event      |

## Threat Board

Each threat has:

- **Name**
- **Category** (Personal / Social / Cosmic)
- **Current Clock State**
- **Recent Mutation**
- **Next Move**

## Momentum Flowchart

A quick visual guide:

**Momentum +1** → Faction goodwill, lower DV, allies appear

**Momentum +2** → Regional stability, access to rare resources

**Momentum -1** → Clocks accelerate, NPCs cautious or fearful

**Momentum -2** → Regional panic, Patron demands, world-scale echoes

## Quick-Build GM Templates

These templates allow rapid creation of scenes, NPCs, threats, factions, or regions.

### Scene Template

| Element                 | Details             |
|-------------------------|---------------------|
| Goal                    | _____               |
| Conflict Source         | _____               |
| Complication Likelihood | Low / Medium / High |
| Emotional Tone          | _____               |
| Clock Impact            | _____               |

### Faction Template

| Faction Aspect        | Description |
|-----------------------|-------------|
| Doctrine              | _____       |
| Leader                | _____       |
| Influence / Stability | — / —       |
| Active Agenda         | _____       |
| PC Relationship       | —           |

### Conflict Triad Template

Define any conflict using:

- **Pressure:** What “pushes” the PCs?
- **Temptation:** What “pulls” them off-center?
- **Cost:** What must be risked to resolve it?

## GM Emergency Toolkit

This is the core improvisation engine when players surprise you.

### Emergency Procedure

When players go wildly off-plan:

1. Identify the scene's **anchor** (motivation, NPC, tension).
2. Draw from the **Complication Deck** or use the 1d6 table.
3. Advance 1 clock or shift Momentum by 1.
4. Connect the new branch to a Crown Theme or Regional Pressure.
5. Resume play with a single dramatic question.

### Dramatic Question Examples

- “What are you willing to sacrifice for this?”
- “Who do you trust right now?”
- “What truth are you avoiding?”
- “What could go terribly wrong here?”

## One-Page GM Reference Sheet

[ title=GM Quick Reference, colback=gray!10, colframe=black, sharp corners, fonttitle= ]

When in doubt:

- Push Crown Themes forward.
- Shift Momentum by +1 or -1.
- Advance a meaningful clock.
- Offer a moral crossroads.

Scene Anchor (Choose 1):

- Person (NPC desire)
- Place (environment pressure)
- Problem (threat or mystery)

Player Agency Hooks:

- Offer 2 bad choices, 1 risky hope.
- Reveal a truth tied to their Arc.
- Give them control over a detail.

If pacing stalls:

- Draw a Complication.
- Introduce a Faction offer or demand.
- Trigger a Regional Pressure (weather, omen, political shock).
- Let a Patron intervene subtly.

If overwhelmed:

- Reduce the scene to 1 question.
- Close a clock early.
- Ask a player to contribute world detail.
- Take a 2-minute reset break.

## Appendix: Practical Campaign Infrastructure

This appendix provides the structural tools a GM uses to maintain long-term coherence and player engagement across extended campaigns. These procedures reinforce Momentum, Agency, Faction Turns, and the Crown Spread while offering stability during unexpected shifts.

### Scene Engines

Scene Engines are reusable templates that ensure scenes have direction, tension, and meaningful stakes. Use these to create sessions on the fly or stabilize improvised play.

#### Three-Vector Scene Engine

Every strong scene has:

1. **A Core Desire** — what someone wants.
2. **A Pressure** — what makes it difficult.
3. **A Consequence** — what happens if nothing changes.

#### Scene Vector Template

| Vector      | Details |
|-------------|---------|
| Desire      | _____   |
| Pressure    | _____   |
| Consequence | _____   |

### Scene Turn Loop

Each scene follows a rhythm:

- Player declaration
- GM establishes Position and DV
- Roll + Outcome Matrix
- Advance one of:
  - Momentum
  - Clock
  - NPC Attitude
  - Crown Theme

### Environmental Generators

Use these for expeditions, hexcrawls, travel arcs, or environment-heavy campaigns.

#### Environmental Pressure Types

**Elemental** heat, cold, storms, earthquakes, tides

**Ecological** predators, scarcity, disease, migration patterns

**Mystical** cursed zones, ley surges, prophetic echoes

**Civilized** borders, taxes, conflicts, infrastructure decay

## Environmental Event Table (2d6)

|           |                                                            |
|-----------|------------------------------------------------------------|
| <b>2</b>  | A major environmental disaster reshapes terrain or stakes. |
| <b>3</b>  | A faction exploits the environment for gain.               |
| <b>4</b>  | Harsh conditions force Fatigue or resource loss.           |
| <b>5</b>  | A strange omen tied to a Crown appears.                    |
| <b>6</b>  | The environment mirrors a Character Arc theme.             |
| <b>7</b>  | Routine travel—no event; Momentum drifts toward 0.         |
| <b>8</b>  | Discovery of shelter, blessing, or safe route.             |
| <b>9</b>  | A natural phenomenon complicates a current Clock.          |
| <b>10</b> | A creature or entity interacts with party motives.         |
| <b>11</b> | A resource or opportunity appears.                         |
| <b>12</b> | A surreal or mythic event alters destiny.                  |

## NPC & Faction Lifecycle

NPCs and factions evolve through predictable phases. Use this to guide narrative arcs.

### NPC Arc Stages

1. Introduction (identity, desire)
2. Development (conflict or alliance)
3. Tension (pressure or betrayal)
4. Transformation (growth or fall)
5. Resolution (lasting impact)

### Faction Lifecycle

1. Emergence (new agenda)
2. Influence (expansion)
3. Crisis (internal or external)
4. Resolution (reform, triumph, or collapse)
5. Legacy (effect on the campaign world)

### NPC Drift Mechanic

Between arcs:

- Roll 1d6:
  - 1 Drifts away; becomes inaccessible.
  - 2 Suffers setback; attitude worsens.
  - 3 No change.
  - 4 Gains new influence or goal.
  - 5 Strengthens ties to PCs.
  - 6 Becomes key to next arc.

## Mystery-Building Framework

Mysteries in Fate's Edge should focus on tension, discovery, and moral crossroads—not puzzle solving. This framework ensures mysteries remain flexible and reactive.

## The Three Truths

Every mystery has:

1. **Surface Truth** — what NPCs believe.
2. **Hidden Truth** — what's actually happening.
3. **Human Truth** — why it matters emotionally.

## Clue Types

**Material Clue** object, mark, or physical evidence

**Testimonial Clue** memories, diaries, interviews

**Mythic Clue** dreams, omens, prophecies

## Mystery Failure Modes

If players stall:

- Reveal the next clue as a discovery.
- Advance a threat clock.
- Shift Momentum by -1.

## Travel & Expedition Framework

Long journeys are structured through:

1. **Trail Events** (Environmental Table)
2. **Travel Clocks** (progress, danger, resources)
3. **Rest Scenes** (Character Arcs, NPC bonds)
4. **Landmark Encounters** (themes or factions)

## Expedition Clock Types

- Progress Clock (to reach destination)
- Danger Clock (environment, creatures)
- Resource Clock (food, water, gear)
- Discovery Clock (secrets, sites, lore)

## Risk/Reward Matrix

Use this to quickly evaluate outcomes of bold moves.

| Risk Level | Reward Potential | GM Guidance                               |
|------------|------------------|-------------------------------------------|
| Low        | Low              | Keep stakes grounded.                     |
| Low        | High             | Add hidden drawback or future clock.      |
| High       | Low              | Make moral or emotional consequences key. |
| High       | High             | Tie outcome to Crown Anchors or Themes.   |

## Campaign Drift Correction

When a campaign loses focus:

## 1. Identify Drift Source

- Too many clocks
- Themes diluted
- Faction complexity overwhelming
- Players unclear on stakes

## 2. Apply a Correction

- Retire 1–2 clocks.
- Re-anchor to 2 Crown Themes.
- Clarify the stakes of the next 2 sessions.
- Shift Momentum by +1 to encourage hopeful tone.

## Downtime Engine

Downtime stabilizes pacing and amplifies character agency.

### Downtime Actions

Each PC chooses 1–2:

- Recover (clear Fatigue)
- Advance Project Clock
- Faction Work (raise influence)
- Personal Arc Action (choose a trigger)
- Asset Development (level or maintain)

### Downtime Consequences

Roll 1d6 to see how off-screen events evolve.

|   |                                    |
|---|------------------------------------|
| 1 | A faction suffers instability.     |
| 2 | A regional pressure intensifies.   |
| 3 | An NPC drifts or changes attitude. |
| 4 | Momentum shifts toward 0.          |
| 5 | A clue or opportunity emerges.     |
| 6 | A Crown-aligned omen appears.      |

## Region Transitions

When moving between regions, determine:

### Transition Steps

- What Crown Themes carry over?
- Which factions have influence in both regions?
- What environmental pressures shift?
- Does Momentum change due to local sentiment?
- Which PC arcs gain or lose relevance?

## Transition Event Table (1d6)

|   |                                               |
|---|-----------------------------------------------|
| 1 | A faction from Region A sabotages the move.   |
| 2 | The journey reveals a new clue or contact.    |
| 3 | Environmental disaster interrupts progress.   |
| 4 | NPCs from Region A send urgent news.          |
| 5 | Region B greets the PCs with hostility.       |
| 6 | A Crown omen marks the transition as destiny. |

## Appendix: GM Cognitive Load Management Tools

Running a long-form campaign asks the GM to track narrative, mechanics, emotion, pacing, and player expectations simultaneously. This appendix provides tools to reduce cognitive load, prevent overwhelm, support neurodivergent or fatigued GMs, and stabilize game flow during high-intensity sessions.

These tools are designed to be:

- Low-prep
- Fast-access
- Mechanically light
- Emotionally grounding
- Compatible with Momentum, Agency Points, Faction Turns, and Themes

## The Five-Minute Reset

A short, structured intervention when the GM feels overwhelmed or loses thread coherence.

### Procedure (2–5 minutes)

1. **Pause the table** (water break, stretch break).
2. **Write one sentence** describing the current scene's intention.
3. **Select one anchor:**
  - Person (NPC motivation)
  - Place (environment pressure)
  - Problem (threat)
4. **Choose one forward motion tool:**
  - Advance a clock
  - Shift Momentum by ±1
  - Introduce a Crown omen
  - Trigger a character's Arc
5. **Return with a single question:** "What do you do next?"

### Why it works

It collapses hundreds of unseen details into one actionable step.

## The 1–3–1 Improvisation Rule

A cognitive simplification for reactive GMing.

## When you need to improvise:

- Describe **1 strong detail** (visual, emotional, or sensory).
- Offer **3 actionable paths** (choices, reactions, opportunities).
- Define **1 consequence** if nothing is done.

This keeps scenes dynamic without requiring full prep.

## Single-Glance GM HUD

A 4-panel dashboard designed to be read in one glance, even during cognitive fatigue.

### The Panels

| Panel       | Content                                 |
|-------------|-----------------------------------------|
| <b>Now</b>  | Current scene anchor + 1 tension        |
| <b>Near</b> | Next likely complication or shift       |
| <b>Fear</b> | What the threats want right now         |
| <b>Hope</b> | What the PCs deeply want in this moment |

Use it as a bookmark, DM screen insert, or sticky note.

## The Three-Slot Memory System

A GM should only intentionally track \*\*three things at a time\*\*. Everything else is optional.

### The Slots

1. **Primary Threat** (the thing pressing on the PCs)
2. **Primary Relationship** (the most important NPC/P C bond)
3. **Primary Mystery** (the unanswered question)

### How to use it

Everything that doesn't fit into these three slots becomes background texture.

## Low-Prep Session Blueprint

If the GM has no time, no energy, or no prep, this blueprint creates a full session in minutes.

### Blueprint Steps

- **One Location** (street, ruin, tavern, shrine)
- **One NPC** (desire + flaw)
- **One Threat** (4–6 segment clock)
- **One Crown Touch** (symbol, omen, echo)
- **One Character Spotlight** (an Arc trigger for someone at the table)

Run with the 1–3–1 rule for improvised scenes.

## Decision Throttling

A tool for reducing branching paths when players ask open-ended questions.

### Rule

Always reduce choices to:

**Two concrete options** (A or B)

**One unknown option** (C: “Try something bold or unexpected”)

This keeps the GM’s cognitive load stable while maintaining player agency.

## Emotional Load Reduction

Long campaigns can become emotionally intense for GMs. Use these tools to protect bandwidth.

### NPC Emotion Budget

At any given time:

- Only 1 NPC may be highly emotional.
- 1–2 may be moderately emotional.
- All others should be calm, neutral, or procedural.

This keeps roleplay sustainable.

### Conflict Frequency Cap

Limit intense emotional conflict scenes to:

- 1 per session for small groups.
- 1 per 2 sessions for larger groups.

## Systemic Shortcuts

Tools for reducing multi-step mechanical processes into one-step equivalents.

### Shortcut 1: Faction Turn Condensed

Instead of full turns:

- Roll 1d6 per faction:
  - 1–2 Stability drops.
  - 3–4 No major change.
  - 5–6 Influence grows.

### Shortcut 2: Clock Compression

When overloaded:

- Combine two small clocks into one bigger clock.
- Or resolve a clock early using the highest-tension outcome.

### Shortcut 3: NPC Memory Compression

If tracking many NPCs:

- Reduce their state to a single phrase (e.g., “wants peace,” “seeking revenge,” etc.).

## Pacing Autopilot

When the GM is tired, choose one “autopilot mode.” Everything in the session flows from that choice.

### Modes

**Conflict Mode:** Threats advance; clocks tick twice as fast.

**Discovery Mode:** Clues appear; lore reveals; mysteries open.

**Connection Mode:** NPCs interact; arcs develop; relationships evolve.

**Recovery Mode:** Healing, downtime, perspective shifts.

Pick \*\*one mode\*\* and let it run the session.

## Single-Card Session Prep

Prep an entire session on a single index card.

### The Card

[ title=One-Card Session, colback=gray!10, colframe=black, sharp corners, fonttitle=] **Scene**

**Anchor:** \_\_\_\_\_

**Threat Clock:** \_\_\_\_\_

**NPC:** \_\_\_\_\_

**Theme Touch:** \_\_\_\_\_

**Character Spotlight:** \_\_\_\_\_

Use this for \*\*low-energy days\*\*.

## GM Check-In Questions

Ask these privately before or after each session.

- What do I want to feel in this session?
- What do I need from the players emotionally?
- What can I simplify today?
- What is one thing I can drop without harm?
- What is one thing that excites me?

## Conclusion: Continuous Campaign Evolution

The most successful Fate's Edge campaigns are living stories that grow and change with player involvement. These advanced tools provide frameworks for that evolution while maintaining the core principles that make the system special.

Remember that these tools are meant to support your storytelling, not constrain it. Use what works for your table, adapt what needs adaptation, and discard what doesn't serve your game. The goal is always collaborative storytelling where every player's choices matter and every consequence feels earned.

The expansion from "The Gilded Thorn" to "The Drowned Cure" demonstrates how these tools can support campaign growth from local adventure to world-spanning epic. Whether you're running a single session or a year-long campaign, these techniques will help you create engaging, player-driven stories that your table will remember for years to come.