

Solo Fate's Edge: A Comprehensive Guide

Playing Fate's Edge Solo with Deck-Based Generation

A Supplement for Solo Adventurers

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1 INTRODUCTION

Welcome to the world of **Fate's Edge**, where every choice carries weight, every spell risks backlash, and every legend is written in the shadow of consequence. This guide provides everything you need to play Fate's Edge as a compelling solo experience using the game's built-in deck-based generation systems and simple dice mechanics.

1.1 What You Need

To play Fate's Edge solo, you will need:

- Standard deck of playing cards (52 cards)
- Six-sided dice (d6) - multiple dice recommended
- Character sheet and pencils
- Regional generator decks (Thepyrgos, Mistlands, etc.)
- Deck of Consequences
- Optional: Regional reference materials

2 CORE SOLO MECHANICS

2.1 Position Determination

Every significant action requires determining your position. Roll [1d6: 1-2: Desperate, 3-4: Risky, 5-6: Controlled].

2.2 Complication Management

When you roll 1s and generate Complication Points (CP): [1d6: 1-2: Must draw from Deck of Consequences, 3-4: Optional draw, 5-6: Avoid drawing]

2.3 Follower Risk

When spending 2+ CP on assisted actions: [1d6: 1: Follower endangered, 2-3: Follower at risk, 4-6: No follower risk]

3 CHARACTER CREATION

3.1 Solo-Specific Considerations

As a solo player, consider these character development principles:

Balanced Investment Path: Since you're playing alone, diversify your investments across all three paths:

- **Enhance Self (50-65%):** Core combat/social skills
- **Acquire Assets (15-25%):** 1-2 key assets for off-screen leverage

- **Learn Talents (15-25%):** Cultural abilities that enhance solo play

3.2 Recommended Starting Builds

3.2.1 The Versatile Explorer

- Wits 3, Body 3, Spirit 2
- Survival 3, Stealth 2, Lore 2
- Assets: Minor Safehouse, Herbal Garden
- Talents: Versatile, Route Whisper

3.2.2 The Oath-Bound Blade

- Body 4, Spirit 3
- Melee 4, Endurance 2
- Assets: Signature Weapon, Minor Shrine
- Talents: Battle Instincts, Iron Stomach

3.2.3 The Shadow Operative

- Wits 4, Presence 2
- Skullduggery 3, Stealth 3
- Assets: Safehouse Network, Courier Network
- Talents: Silver Tongue, Hand Signals

4 DECK-BASED SOLO PLAY

4.1 Regional Exploration

Use regional generator decks to seed your adventures. For each travel leg:

1. Draw Spade (Place) and Heart (Actor) from destination deck
2. Draw Club from Wilds deck or destination deck
3. Draw Diamond from controlling authority deck
4. Set clock size by highest rank

4.2 The Deck of Consequences

When complications arise, draw from the Deck of Consequences:

- Hearts: Social/emotional fallout
- Spades: Physical harm/escalation
- Clubs: Material/resource cost
- Diamonds: Magical/spiritual disturbance

5 SOLO ADJUDICATION SYSTEMS

5.1 Position Table

Roll	Position
1-2	Desperate (disadvantaged, severe consequences)
3-4	Risky (even odds, moderate consequences)
5-6	Controlled (advantageous, minor consequences)

5.2 Complication Engagement

[1d6: 1-2: Must draw complication, 3-4: Optional draw, 5-6: Avoid drawing]

5.3 Follower Risk Management

[1d6: 1: Follower endangered, 2-3: Follower at risk, 4-6: No risk]

5.4 Campaign Clock Management

At end of major scenes: [1d6: 1: Crisis +1, 2: Mandate +1, 3: Both +1, 4: No change, 5: Mandate +1, 6: Crisis +1]

6 RESOURCE MANAGEMENT

6.1 Supply Clock

The Supply Clock tracks your access to food, water, and gear:

- 0 filled: Full Supply (no penalties)
- 2 filled: Low Supply (minor complications)
- 3 filled: Dangerously Low (Fatigue +1 to all)
- 4 filled: Out of Supply (severe penalties)

Supply changes: [1d6: 1-2: +1 segment, 3-4: No change, 5-6: -1 segment (if possible)]

6.2 Fatigue Management

Fatigue represents exhaustion and strain:

- 1 Fatigue: Re-roll one success
- 2 Fatigue: Re-roll one success (cumulative)
- 3 Fatigue: Re-roll two successes
- 4 Fatigue: Collapse/KO

Fatigue accumulation: [1d6: 1: +1 Fatigue, 2-5: No change, 6: -1 Fatigue]

6.3 Asset and Follower Conditions

Assets and followers have three conditions:

- **Maintained:** Full capability
- **Neglected:** -1 die penalty
- **Compromised:** Unavailable

Neglect risk: [1d6: 1-2: Becomes Neglected, 3-4: Maintained, 5-6: Improves condition]

7 COMBAT SYSTEMS

7.1 Solo Combat Adjudication

Combat positions are determined the same as other actions: [1d6: 1-2: Desperate, 3-4: Risky, 5-6: Controlled]

Position dynamics: [1d6: 1-2: Position worsens, 3-4: No change, 5-6: Position improves]

7.2 Tactical Clocks

Use clocks to track persistent combat conditions:

- Mob Overwhelm (6): Enemy numbers become advantage
- Fatigue Spiral (4): Exhaustion affects performance
- Morale Collapse (6): Fear undermines effectiveness
- Environmental Collapse (8): Terrain/fire/building failure

Clock advancement: [1d6: 1-2: +1 segment, 3-4: No change, 5-6: -1 segment]

8 MAGIC AND BACKLASH

8.1 Solo Spellcasting

The Casting Loop works the same in solo play:

1. Channel: Roll Wits + Arcana
2. Weave: Roll Wits + (Art) on next turn
3. Backlash: Resolve CP through dice systems

8.2 Backlash Severity

When Backlash CP are generated: **[1d6: 1-2: Minor nuisance, 3-4: Noticeable setback, 5-6: Major turn]**

9 TRAVEL FRAMEWORK

9.1 Solo Travel Procedure

For each travel leg:

1. Draw cards to seed the journey
2. Set travel clock by highest rank
3. Travel complications: **[1d6: 1-2: Draw Club complication, 3-4: Draw Wilds Club, 5: Smooth travel, 6: Advantageous travel]**

9.2 Travel Hazards

Supply depletion during travel: **[1d6: 1-2: +1 Supply segment, 3-4: No change, 5-6: -1 Supply segment]**

10 CAMPAIGN MANAGEMENT

10.1 The Crown Spread

At campaign start, draw the Crown Spread:

- Spade: Crown Site (where the monument is decided)
- Heart: Crown Rival (who can still stop it)
- Club: Crown Pressure (the rail that will bite)
- Diamond: Crown Leverage (the payoff)
- Wild: Hidden force (Face = patron, Ace = site becomes 10-clock)

10.2 Mandate and Crisis Clocks

Track your influence and opposition:

- Mandate (0-6): Public legitimacy and buy-in
- Crisis (0-6): Opposition engine and pressure

Finale conditions:

- Player-Called: Mandate 6 and Crisis 3
- Forced: Crisis 6 (regardless of Mandate)

11 ADVANCED SOLO TECHNIQUES

11.1 Multi-Character Campaigns

Manage multiple characters by:

- Rotating focus between characters
- Using followers as secondary protagonists
- Creating character relationships and conflicts

11.2 Faction Play

Run campaigns from different faction perspectives:

- Track faction relationships with loyalty scales
- Use dice to determine faction reactions
- Create faction-specific goals and challenges

11.3 Legacy Games

Use epilogue mechanics for long-term character evolution:

- Convert major assets to institutions
- Promote followers to stationed NPCs
- Create lasting world changes

12 SAMPLE SOLO SESSION

12.1 Setup

Character: The Versatile Explorer

Region: Mistlands

Goal: Investigate strange bell-line failures

12.2 Scene Framing

1. Position Roll: [1d6: 4 = **Risky**] approach to Pall Watch-tower
2. Investigation Action: Wits + Investigation
3. Result: 2 successes, 1 CP generated
4. Complication Check: [1d6: 3 = **Optional draw**] → Choose to investigate further
5. Deck Draw: Club - "Bell-line failure on the levee; a wraith steps across like it owns the road"
6. New Position: Risky encounter with wraith

12.3 Resolution

1. Combat Position: [1d6: 3 = **Risky**]
2. Melee Action: Body + Melee
3. Result: 3 successes, 0 CP
4. Clean Success: Wraith defeated, bell-line mystery deepened
5. Campaign Clock: [1d6: 1 = **Crisis** +1] - Opposition notices your investigation

13 TROUBLESHOOTING COMMON ISSUES

13.1 Over-Powerment

Solutions:

- Use higher DV for solo challenges
- Embrace complications more actively
- Maintain strict resource management
- Allow followers to be compromised more readily

13.2 Narrative Stagnation

Solutions:

- Use multiple regional decks for variety
- Create personal character arcs
- Introduce recurring NPCs with dice-driven reactions
- Embrace unexpected deck results rather than rerolling

13.3 Mechanical Gaming

Solutions:

- Reward descriptive play with Boons
- Use dice to force engagement with complications
- Create personal stakes that go beyond mechanical optimization
- Maintain campaign clocks to ensure long-term consequences

14 SOLO-SPECIFIC HOUSE RULES

14.1 Enhanced Boon Economy

Solo players may:

- Convert 1 Boon \rightarrow 1 XP (instead of 2:1 ratio)
- Gain bonus Boon for particularly challenging solo scenes
- Earn Boons for creative problem-solving without dice rolls

14.2 Risk Engagement Bonuses

Players earn bonus XP for:

- Choosing Risky over Controlled positions
- Accepting meaningful complications
- Engaging with generated pressures rather than avoiding them

14.3 Narrative Investment Rewards

Bonus resources for:

- Detailed world-building descriptions
- Consistent character voice/behavior
- Meaningful interaction with generated elements
- Creative integration of deck results

15 CONCLUSION

Solo Fate's Edge offers a unique opportunity to explore the setting's rich mechanical and narrative systems at your own pace. The deck-based generation ensures consistent thematic content while the dice-based adjudication systems maintain mechanical integrity without requiring external oversight.

The key to successful solo play lies in:

1. **Honest mechanical resolution** - Let the dice decide when appropriate
2. **Embracing generated complications** - They drive the story forward

3. **Maintaining resource management** - Supply, Fatigue, and asset conditions matter
4. **Investing in the narrative** - Your character's story is what makes this compelling

Whether you're exploring the mist-shrouded bell-lines of the Mistlands, navigating the political intrigue of Thepyrgos, or delving into the ancient mysteries of Valewood, Fate's Edge provides a rich, engaging solo experience that rewards both mechanical skill and narrative creativity.

The world is watching. What are you willing to risk to reshape the world around you?