

Fate's Edge: Game Master's Guide

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October 4, 2025

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Chapter 1

Introduction: The Weight of Choice

Welcome, Game Master. You hold a unique role in **Fate's Edge**. You are not a storyteller in solitude, nor a neutral referee. You are the **weaver of consequences**, the **architect of a living world**, and the **guide on a path where every choice echoes**. Your task is to breathe life into a realm of ancient magic, fallen empires, and stubborn, vibrant cultures—and then to let that world truly respond to the players' ambitions.

This is a game where power demands a price, where the past never truly sleeps, and where a single decision can reshape a nation or end an age. From the marble forums of Ecktoria to the mist-drenched fens of the Mistlands, the world is alive with stories waiting to be told. Your job is to provide the stage, set the stakes, and embrace the beautiful, chaotic ripple effects of player agency.

A World Alive with Consequences

In **Fate's Edge**, the fiction is the final authority. The rules in this book are not chains to bind your imagination, but **tools to give weight to your stories**. They provide a consistent framework for adjudicating risk, tracking progress, and ensuring that success and failure both drive the narrative forward in compelling ways.

Think of yourself as a conductor. The players provide the melody with their characters' actions and ambitions. You provide the harmony and rhythm with the world's response. The rules are your sheet music—a guide to creating a cohesive, dramatic piece, but one that allows for improvisation and adaptation.

Your judgment is the cornerstone of the game. If a rule doesn't serve the moment, change it. If a player's creative idea deserves to succeed, find a way to make it work. The ultimate goal is a collaborative, engaging story that everyone at the table helps to create.

The Core Philosophy: Narrative First

At the heart of **Fate's Edge** is a simple, powerful idea: **mechanics serve the story**. A dice roll is never just a binary pass/fail check. It is an event that changes the fictional landscape.

- A **Clean Success** means the plan works as intended—the guard is bribed, the lock clicks open, the argument sways the crowd.
- A **Success with Cost** means you get what you want, but the world pushes back—the guard takes the bribe but becomes a future liability, the lock opens but the mechanism is damaged, the crowd is swayed but a rival noble takes note.

- A **Partial** means you're faced with a difficult choice—you can open the lock but it will take time and risk discovery, or you can sway part of the crowd but alienate another faction.
- A **Complication** means the situation changes dramatically—a new threat appears, a hidden factor is revealed, the stakes are raised.

This approach ensures that every roll matters. The story never stalls; it evolves.

Risk is the Engine of Drama

Fate's Edge is built on the principle that **meaningful risk creates compelling drama**. Safety is boring. It is when characters have something to lose—their reputation, their allies, their ideals, their lives—that their actions become truly heroic or tragically memorable.

Your primary tool for managing this risk is the **Complication Point (CP)** economy. When the dice show a 1, it's not merely a failure; it's the world reacting. The GM gains CP to introduce complications, escalate existing threats, or reveal hidden dangers. CP are not punishments; they are the fuel for an unpredictable, responsive narrative.

A successful sword swing might defeat an opponent, but a Complication Point spent could mean the blade is notched and less effective next time, or that the defeat draws the attention of a more powerful foe. The drama continues.

Characters Who Change the World

Character growth in **Fate's Edge** is not about accumulating abstract power. It is about **meaningful growth** rooted in the story. Players earn **Experience Points (XP)** by engaging with the world's challenges and complexities. They spend XP to improve their capabilities, acquire assets like a ship or a spy network, or unlock unique cultural talents.

This means character advancement is directly tied to the narrative. A character becomes a legendary commander by leading armies, not by killing monsters in a vacuum. They become a master wizard by uncovering forbidden lore and surviving the backlash, not by memorizing spells from a textbook. As the GM, you are the curator of this growth, presenting challenges that allow characters to evolve in ways that feel earned and impactful.

Your Toolkit

To help you guide the story, **Fate's Edge** provides a set of elegant, interconnected tools:

- **The Dice Pool:** The core mechanic. Players roll a number of d6s equal to an Attribute + a Skill. The highest single die determines the degree of success, while any 1s generated provide Complication Points (CP) to the GM.
- **Position Effect:** Before a roll, you set the character's **Position** (Controlled, Risky, or Desperate), which defines the stakes of failure, and their **Effect**, which describes what a clean success will achieve.
- **Clocks:** Visual trackers for ongoing challenges. A 4-segment clock might represent picking a complex lock, while an 8-segment **Campaign Clock** could track the rise of a villainous faction.

- **The Deck of Consequences:** A standard 52-card deck used to generate inspired, thematic complications when CP are spent. The suit determines the nature of the complication (Social, Physical, etc.), adding a layer of fortune and flavor.

These tools are designed to be learned quickly and used intuitively, getting out of the way so you and your players can focus on the story.

How to Use This Book

This book is your guide to running the game.

- **Chapters 1-3** cover the core principles and basic procedures.
- **Chapters 4-6** delve into advanced systems for conflict, travel, and long-term play.
- **Chapters 7-9** provide guidance for high-tier campaigns, world-building, and the specific setting of the Amaranthine Sea region.
- **Chapters 10-11** offer practical advice for running scenarios and a comprehensive appendix of tools and tables.

You don't need to memorize everything. Use this book as a reference. Return to it when you need clarification or inspiration. The most important chapters to internalize are those on the core philosophy (this chapter) and the basic action resolution (Chapter 2).

Flavor is Free

Players and GMs: Remember that in **Fate's Edge**, **flavor is free!**

This means you can add descriptive details, cultural elements, and atmospheric touches to your actions without spending resources or requiring a dice roll. Want your Vhasian duelist to parry with a flourish taught in the royal fencing schools? Go ahead! Want to describe the eerie silence of a Valewood ruin when searching for clues? Perfect!

Flavor enriches the narrative and makes the world feel real and lived-in. It doesn't change the mechanical outcome, but it defines the **how** and the **why**. The GM should encourage this and reciprocate by painting vivid pictures of the world.

Mechanics determine success or failure, but flavor determines the story we tell about it.

A Guide for Veterans: Fate's Edge in a Nutshell

If you're experienced with other RPGs, here's a quick translation guide for how **Fate's Edge** handles common concepts:

Traditional RPG Concept	Fate's Edge Approach
Ability Scores & Skills	Attributes (Body, Wits, etc.) + Skills (Melee, Lore, etc.) form a dice pool.
Skill Checks	Roll Attribute+Skill dice pool. Highest die vs. Difficulty Value (DV). Any 1s give the GM Complication Points (CP).
Hit Points / Health	Harm Track for injuries. Fatigue for exhaustion. Consequences are narrative and mechanical.
Combat Rounds	Fiction-first. Actions are resolved based on narrative timing, not rigid initiative.
Spell Slots / Mana	Magic uses the same core system. Powerful spells may require extra time, resources, or risk generating more CP.
Saving Throws	Roll an appropriate Attribute+Skill combo to resist a effect (e.g., Body+Resolve to resist poison).
Experience & Leveling Up	Gain XP through play. Spend XP to increase Attributes/Skills, acquire Talents, or buy Assets. Growth is player-directed.

The key difference is a consistent, unified mechanic applied across all types of challenges, focused on narrative outcomes.

Begin the Journey

Your role is a privilege and a creative challenge. You are a facilitator, a fan of the player characters, and the keeper of a world that will challenge and surprise them. Trust the rules to handle the tension, trust your players to drive the story, and trust yourself to weave it all together.

Now, take a deep breath. Shuffle the deck. Let the dice fall where they may.

It's time to guide the edge of fate.

Chapter 2

Running the Game: Core Procedures

In **Fate's Edge**, the game flows through a series of **actions, consequences, and escalating stakes**. As the GM, your role is to guide this flow—not by dictating outcomes, but by **framing scenes, interpreting rolls, and spending Complication Points** to keep tension alive. This chapter walks you through the core procedures that define play, from the moment a player declares an action to the fallout that follows.

2.1 Scene Framing: Start with Stakes

Every scene begins with a question: **What's at risk?** Not just for the characters, but for the world, the mission, or the fragile alliances they've built. As the GM, you frame the scene by establishing:

- **Position:** Is the action *Controlled*, *Risky*, or *Desperate*?
- **Effect:** What happens on a success? What changes?
- **Stakes:** What is gained—or lost—if things go wrong?

A scene in the **Mistlands** might begin with the PCs crossing a flooded causeway at dusk. The bell-line hums with tension. The GM sets the position as *Risky*—slippery stones, rising mist, and the distant echo of a wraith-call. A failure here could mean separation, exposure, or worse.

2.1.1 Position Descriptions

- **Controlled:** You act on your terms. Complications are minor, setbacks are rare.
- **Risky:** You act under pressure. Success is possible, but failure brings a cost.
- **Desperate:** The odds are stacked against you. Success is hard-won, and failure is dramatic.

Use position to guide the fiction. A controlled entry into a noble salon in **Vhasia** might allow the PCs to charm or intimidate without resistance. A desperate one—perhaps after triggering an alarm—means blades are drawn before words.

2.2 Adjudicating Rolls: The Core Resolution Cycle

When a player rolls, they are not simply trying to "beat" a number. They are engaging with the world. This section guides you through the complete resolution process.

2.2.1 Step-by-Step Roll Resolution

1. **Player declares action and approach** (Attribute + Skill).
2. **GM sets Difficulty Value (DV)** based on stakes and fiction.
3. **Player rolls pool of d10s.**
4. **Count successes (6+)** and **Complication Points (1s)**.
5. **Compare successes to DV** and apply Outcome Matrix.
6. **GM spends CP** or draws from the Deck of Consequences.

[Difficulty Ladder (Set Before the Roll)] IX

DV When to Use

-
- 2 Routine: Clear intent, modest stakes, controlled environment
 - 3 Pressured: Time pressure, mild resistance, partial information
 - 4 Hard: Hostile conditions, active opposition, precise timing required
 - 5+ Extreme: Multiple constraints, high precision, dramatic failure possible

A DV should reflect not just mechanical difficulty, but narrative weight. Climbing a wall? That's routine. Climbing it while pursued by Aeler vault-wardens? That's pressured—or worse.

[Outcome Matrix] IX

Result GM Guidance

-
- $S \geq DV$ and $C = 0$ Clean Success: Deliver the intent crisply
 - $S \geq DV$ and $C > 0$ Success & Cost: Grant the intent; spend/bank CP for complications
 - $0 < S < DV$ Partial: Progress with a fork or complication
 - $S = 0$ Miss: No progress. Cash/bank CP, award one Boon to player
-

2.3 Fail Forward: Every Roll Matters

When you **MISS** on a *significant action*, you gain 1 **Boon**. A significant action is one that:

1. follows the standard procedure (declared intent and approach, DV set, then roll),
2. has **stated stakes** before the roll (what changes on success; what bites on failure), and
3. lands a **real consequence** now (the GM spends or banks CP, applies a condition, or advances a thread).

2.3.1 Important Notes

- Rolling a 1 always creates **CP** for the GM. Re-rolling 1s does not remove CP already generated.
- **No Boon** for rehearsal, null-risk probes, or repeated identical attempts without a new approach, position, or stakes.
- **Controlled** tests with trivial fallout do not award Boons; they're for information or positioning, not currency.

2.3.2 Optional Rule: Partial-with-Cost Safety Valve

By default, **Partial** does not grant a Boon. If your table wants a little more flow, you may award **1 Boon** on a *Success & Cost* when the GM spends **3+ CP** on that outcome (*max once per scene per character*).

2.3.3 Anti-Fishing Measures

If Boons are spiking, use one or more:

- **Once/Scene Cap:** At most **2 Boons from failures** per character per scene (further misses still create CP).
- **Repetition Rule:** Same approach + same stakes in the same scene cannot award another Boon.

2.3.4 Example

Picking a lock under watch (*Risky*, DV 3). Stakes are set: success opens the door; a miss trips the alarm. The roll **MISSes**; the GM spends 2 CP to start the alarm and tick *Guards Incoming*. The player gains **1 Boon** from meaningful failure.

2.4 Complication Points: The Engine of Drama

Every time a player rolls a **1**, a Complication Point is generated. These are not mere penalties—they are narrative levers. Spend them to:

- Escalate a threat (drawing more enemies, raising the stakes).
- Drain resources (time, gear, positioning).
- Reveal hidden dangers or betrayals.
- Cause collateral damage or unintended consequences.

Complication Points should **push the story forward**, not grind it to a halt. Use them to add pressure, not to punish.

[CP Spend Menu] IX

CP Cost Example Complications

1 CP	Minor pressure: noise, trace, +1 Supply segment, brief distraction
2 CP	Moderate setback: alarm raised, lose position/cover, lesser foe appears
3 CP	Serious trouble: reinforcements arrive, key gear breaks, tactical disadvantage
4+ CP	Major turn: trap springs, authority intervenes, scene shifts dramatically

2.4.1 When to Draw from the Deck of Consequences

The Deck of Consequences is a powerful tool for **thematic consistency**. When a player generates CP, you may choose to:

- **Direct Spend:** Translate CP into consequences/rail ticks immediately.
- **Deck Draw:** Draw up to **min(CP, 3)** cards and **synthesize a single twist** guided by suit and highest rank.

Never do both for the same roll. If the drawn card contradicts established fiction, reinterpret or redraw to fit the suit and tone.

2.4.2 High-Tier CP Sinks

For 3–6+ CP spends that move the world (reputation cascades, faction instability, resonance, prophecy), see the stand-alone *High CP Sinks* handout. A good default: at end of leg, **3 CP** → **tick 1 Front**.

2.4.3 Banking & Cashing CP

- Banked CP should pay off within the same scene or arc.
- Avoid nickel-and-diming. Prefer one memorable complication over many petty penalties.

2.5 Scene Management Tools

2.5.1 Scene Starters and Hooks

To keep the game moving, always open a scene with a strong hook:

- "The alarm bells ring as you step into the courtyard."
- "A courier collapses at your feet, clutching a sealed scroll."
- "The tide is turning—the ghost-ferry won't wait."

Let the players react. Let the world respond. And always—**follow the consequences**.

2.5.2 Setting Stakes Fast (Cheat Prompts)

- If this goes right, what changes?
- If this goes wrong, what bites back?

2.6 Bond-Driven Resource Generation

Players may earn boons by taking significant actions to aid bonded allies while providing intricate descriptions of how their bonds motivate their actions.

2.6.1 Adjudication Guidelines

- **Mutual Bond:** Verify the player and ally share a defined bond
- **Intricate Description:** The description must meaningfully reference the bond's nature
- **Significant Aid:** The assistance must be substantial, not routine help
- **Fiction First:** The bond must genuinely explain the character's motivation

2.6.2 GM Discretion

- Deny the boon if the action is trivial or the bond reference is superficial
- Encourage creative bond references that deepen character relationships
- Consider allowing this even when the aiding action fails, if the bond motivation was genuine

This mechanic reinforces collaborative play and character relationship development while providing meaningful mechanical rewards for roleplaying.

2.7 Integrated Combat Procedures

Combat in **Fate's Edge** follows the same core procedures as all other actions, but with specific applications for violent conflict. Every combat action generates potential for both triumph and complication, with consequences that cascade through the same economy as all other challenges.

2.7.1 Combat Resolution Procedure

1. **Declare Action:** Player states intent and approach (Attribute + Skill)
2. **Set Position:** GM sets Controlled, Risky, or Desperate based on tactical situation
3. **Roll Dice:** Roll pool = Attribute + Skill (takes 1 Player Turn)
4. **Count Results:** 6+ = Success, 1 = Complication Point (CP)
5. **Apply Outcome:** Use standard Outcome Matrix
6. **Manage Consequences:** GM spends CP or draws from Consequences Deck

2.7.2 Combat-Specific Position Applications

- **Controlled:** Advantageous position, minor consequences (flanking, higher ground, surprised foe)
- **Risky:** Even odds, moderate consequences (evenly matched, contested terrain)
- **Desperate:** Disadvantaged, severe consequences (outnumbered, wounded, poor positioning)

[Combat Consequence Types by Suit] IX

Suit Complication Themes

Hearts Morale, fear, command breakdown, psychological pressure, loyalty tests
 Spades Physical harm, positioning changes, weapon status, tactical wounds, cover loss
 Clubs Resource depletion, gear damage, fatigue, ammunition issues, supply problems
 Diamonds Environmental hazards, reinforcements, terrain changes, unexpected events

[Harm Integration with CP Economy] IX

Harm Level Effects & CP Generation

Minor (-) -1 die to related actions; generate 1 CP on next 2 rolls
 Moderate (=) -1 die to most actions; generate 1 CP on next roll until treated
 Severe () -2 dice to relevant actions; generate 2 CP on next roll; incapacitation risk
 Critical (†) Character incapacitated/dying; generate 3 CP on next roll if conscious

[Tactical Clocks] IX

Clock Type Purpose & Triggers

Mob Overwhelm [6] Enemy numbers become advantage; tick when outflanked or surrounded
 Fatigue Spiral [4] Exhaustion affects performance; tick after strenuous actions or wounds
 Morale Collapse [6] Fear undermines effectiveness; tick after leader falls or shocking events
 Environmental [8] Terrain/fire/building failure; tick after destructive actions or time pressure

2.7.3 Position Dynamics in Combat

Position can shift during combat based on CP spending and narrative triggers:

- **GM Spend (1 CP):** Shift position one step worse for current action
- **Player Spend (1 Boon):** Shift position one step better or cancel GM shift
- **Narrative Triggers:** Flanking, reinforcement arrival, environmental changes, superior leverage

2.7.4 Magic Combat Integration

Spellcasting in combat feeds the same consequence economy:

- Channel/Weave Backlash CP applies to tactical situation
- Spells can shift position, create tactical clocks, or generate combat consequences
- Magic consequences cascade through existing combat systems

2.7.5 Asset/Follower Combat Integration

- **Follower Risk:** 2+ CP spent in combat can endanger assisting followers
- **Asset Compromise:** Combat in certain locations can damage relevant assets

- **Offensive Activation:** 1 Boon activates asset for combat advantage
- **Initiative Actions:** Followers can take combat-relevant independent actions

2.7.6 Combat Outcome Matrix Application

Same as standard resolution, but consequences are combat-specific:

- **Clean Success:** Intent achieved with no tactical complications
- **Success & Cost:** Intent achieved, but GM spends CP for combat consequences
- **Partial:** Progress with tactical fork (accept cost OR concede ground)
- **Miss:** No progress; GM spends CP for combat consequences. Award one Boon.

2.8 30-Second Adjudication Loop

Use this fast procedure to keep the game flowing:

1. **Clarify:** "What do you want, and how?"
2. **Set Stakes:** "If it works, what changes? If it fails, what bites?" Start Risky/Standard unless fiction says otherwise.
3. **Roll & Read:** Count successes (6+) and CP (1s). Compare to DV.
4. **Spend One Beat Well:** Cash CP on one memorable twist or tick a relevant Clock.
5. **Push Forward:** Describe how the fiction changes; ask "Who moves next?"

2.9 Position + Effect in Action

A player declares a **Risky** action to **pick a lock** while guards patrol above. They roll **Wits + Skullduggery**, get 3 successes and 1 Complication Point.

The GM consults the Outcome Matrix: **Success & Cost**. The lock clicks—but a guard's bootstep halts above. The GM spends 1 CP to add tension: the patrol changes direction, heading toward the PCs' position.

2.10 Common Pitfalls and Solutions

[Troubleshooting Common Issues] IX

Issue	Solution
Over-cranking CP	Halve CP spends temporarily or convert to visible Clocks
Clock Sprawl	Merge redundant Clocks; scenes need only 2-3 active Clocks
Tag Paralysis	Paraphrase: "Sounds like [TAG]. DV 3. Want to roll?"
Rules Drift	Pick ruling that keeps flow, note TODO for post-session reconciliation
Boon Inflation	Enforce 2 Boon/scene cap from failures; use Repetition Rule

Chapter 3

Managing Resources

In **Fate's Edge**, resources are not mere numbers etched on parchment—they are **living, breathing elements of the fiction** that pulse with the same vitality as the characters who wield them. From the last precious sip of water in the sun-scorched sands of Akilan to the fragile loyalty of a Ykrul war-band chanting beneath blood-red banners, every resource tells a story, and every story demands its price. As the GM, you are the keeper of these vital threads, the weaver of scarcity and abundance. This chapter illuminates how to manage and narrate the systems that fuel both mortal ambitions and epic campaigns.

Supply Clock: The Pulse of Survival

The **Supply Clock** beats as a shared heartbeat for the entire party, tracking their access to life's essentials—food that sustains, water that quenches, gear that endures, and the logistical support that separates civilization from chaos. This is no sterile inventory system; it is a **narrative lever** that tightens tension when the party finds themselves isolated in whispering forests, pressed by pursuing foes, or cut off from the comforting glow of hearth fires.

Supply Clock States

[Supply Clock Conditions] IX

Segments Filled	Narrative Effects
-----------------	-------------------

0 (Full)	The party moves with confidence, well-equipped and prepared for the journey ahead
2 (Low)	Minor complications emerge: bland rations, damaged arrows, thinning waterskins, fraying ropes
3 (Dangerous)	Each character gains Fatigue as exhaustion and scarcity take their toll
4 (Empty)	Severe penalties manifest—starvation, dehydration, equipment failure become imminent threats

Filling the Clock

The Supply Clock fills when the world turns against the party's preparations:

- Extended travel through hostile lands without proper provisioning
- The GM spends 2+ CP on logistics failures or environmental hardships

- The party chooses to travel light for speed or stealth advantage
- Failed Survival or Craft rolls related to hunting, foraging, or repair

Emptying the Clock

Hope returns when the party finds respite:

- Reaching civilization resets the clock to Full—the comfort of inns and markets
- Group Survival check (Wits + Survival, DV 2) under favorable conditions clears 1 segment
- Downtime spent in relative safety removes 1 segment through rest and recovery
- Successful provisioning actions—a good hunt, discovered cache—can reduce segments

Example: A week-long sea passage across the Dolmis Straits with uncertain winds that whisper of storms. A failed Navigation roll causes the GM to spend 2 CP—filling two segments as supplies spoil in the damp hold. The party is now at Low Supply, tasting the bitterness of hardtack and warm water. A second failed roll against contrary winds fills another segment—Dangerously Low. Fatigue sets in like a creeping frost. The sea, once a path to glory, now gnaws at their endurance with salt-crusts lips.

Fatigue: The Weight of the World

Fatigue represents the cumulative toll of journeying through a world that rarely offers comfort—the **exhaustion that seeps into bones, the hunger that hollows cheeks, the strain that clouds judgment**. Each level of Fatigue forces the character to **re-roll one success** on their next action, as weariness undermines their competence.

Fatigue Effects

[Fatigue Progression] IX

Fatigue Level		Physical and Narrative Manifestations
1 Fatigue	Re-roll one success:	Minor exhaustion, distractedness, slight impairment
2 Fatigue	Re-roll one success cumulative:	Noticeable weariness, slower reactions, aching muscles
3 Fatigue	Re-roll two successes:	Significant exhaustion, labored movement, mental fog settling in
4 Fatigue	Collapse, KO, or spiritual break:	Character falls unconscious or becomes incapacitated

Clearing Fatigue

Recovery requires genuine respite:

- A night's rest with adequate Supply removes 1 Fatigue—the healing power of true rest
- Fatigue cannot be removed while the party is Dangerously Low or Out of Supply—exhaustion compounds scarcity
- Medical attention (Presence + Heal, DV 2) during downtime can remove 1 Fatigue through proper care

Narrative Note: Fatigue is not just physical—it can reflect the mental strain of constant vigilance, the grief of lost companions, or the spiritual exhaustion from battling unnatural forces. A failed ritual might leave a caster **Fatigue 2** from the metaphysical backlash alone, their soul bruised by unseen energies.

Followers and Assets: Power Beyond the Self

In Fate's Edge, players can invest XP into **Followers** and **Assets**—tools that extend their reach beyond personal skill. These are not mere stat blocks—they are **story agents** with their own motivations, risks, and narrative arcs that intertwine with the player's destiny.

Followers: On-Scene Allies

Followers are **on-screen allies** who stand beside you in danger—loyal swords, cunning scouts, faithful apprentices. They are bought with XP and tracked by a **Cap** (their maximum assist bonus), representing their competence and dedication.

Cost: A follower with Specialty Cap C costs C² XP. Downtime = 1–3 days to recruit, train, and build trust.

Assisting in Scenes

Followers assist by adding their expertise to your endeavors:

- Assist dice come from the helper's capabilities, not the leader's pool
- Total Assist on any roll (from any sources) remains hard-capped at +3, representing practical limits of coordination
- Exception: The "Exceptional Coordination" Talent allows one follower to provide +4 assist dice through preternatural synergy
- When applicable, the follower adds help dice equal to **min(C, the helper's relevant Skill)**, capped at +3 dice
- Slot Limit: Only one follower may assist a given action—too many cooks spoil the broth

Follower Initiative Actions

Once per scene (across the party), one on-screen follower may take a small independent action that demonstrates their initiative:

- Scout & Signal — Change an ally's next action position to Controlled through timely warning
- Distract & Draw — Reduce a kinetic rail (Hunt/Escape/Hazard) by –1 tick through clever diversion
- Fetch & Carry — Move a small object through danger when moments count

Cost: Mark Exposure +1 or Harm 1 on that follower—bravery risks consequences.

Follower Upkeep

Relationships require maintenance:

- Each Downtime, pay XP equal to Cap or spend a Scene tending the relationship—neglect erodes loyalty
- Risk: If the GM spends 2+ Complication Points on an action you take with assistance, they may mark Exposure or Harm on the follower instead of applying other consequences, if fictionally appropriate
- Off-Screen Capability: Once per downtime, a follower with Cap 3 or higher can solve one significant problem but generates 1 CP for party. The GM must describe how the follower's action creates story consequences for the CP generated

Follower Condition

Followers track their own trials through **Exposure** and **Harm**:

Exposure — Heat, attention, stress, or narrative pressure placed upon the follower—the cost of being noticed

Harm — Injury, trauma, fatigue, or direct damage to the follower—the price of involvement

States:

- **Maintained** — Reliable and ready, their loyalty reinforced by attention and care
- **Neglected** — Needs downtime or care. Impose a -1 die penalty to their assistance—distance grows
- **Compromised** — Captured, defected, lost, or incapacitated. Cannot assist until recovered—the bond frays or breaks

Assets: Off-Scene Influence

Assets are **off-screen resources**—titles that open doors, safehouses that offer sanctuary, spy rings that gather secrets, charters that grant authority. They do not act in scenes directly, but they change the fiction and provide leverage when you return to the table, like chess pieces moved between matches.

[Asset Tiers and Descriptions] IX

Asset Tier Narrative Examples and Scope

Minor (4 XP, 1 day) Safehouse in the docks, small shop in the market, petty title granting minor respect, local contact network with limited reach
 Standard (8 XP, 1 week) Noble title with actual influence, guild section with specialized resources, spy ring covering a district, workshop producing quality goods
 Major (12 XP, 1 month) City license for major operations, regional network spanning cities, fortress lease with strategic value, trading company with international reach

Using Assets

Assets provide subtle but powerful benefits:

- **Off-Screen Effect:** Use each Asset's listed Off-Screen effect once per session for free—the quiet work between adventures
- **On-Screen Activation:** To reshape the current scene dramatically, spend 1 Boon—calling in favors at crucial moments
- **Downtime Activation:** A player may activate an off-screen asset at the very start of a campaign or during Downtime. It costs 2 XP or 1 Boon to activate—investment paying dividends
- The Asset must have scope and reach for the intended effect—a local shop can't influence royal politics

Asset Condition

All Assets have a **Condition Track** reflecting their maintenance and standing:

Maintained — Full capability. Functions normally—the asset thrives under care

Neglected — Impaired. Impose a -1 die penalty when used; requires attention—dust gathers, contacts cool

Compromised — Unavailable. Cannot be used until repaired or recovered—sealed by authorities, burned by rivals, lost to misfortune

Boons: The Currency of Resilience

Boons are **narrative tokens** earned by embracing risk and moving the story forward against the tide of misfortune. They reward **failure with texture and opportunity**, not failure with emptiness—the silver lining in clouds of defeat.

Earning Boons

Boons flow to those who engage deeply with the world:

- On a failed roll with meaningful Complications (see Fail Forward, Chapter 2)
- Through clever or risky roleplay that drives the story into new territory
- Via bond-driven actions with intricate descriptions that deepen relationships
- Through GM discretion for exceptional collaborative play that enhances everyone's experience

Boon Economy

Boons follow natural rhythms:

- **Holding cap:** You can hold at most 5 Boons—fortune favors preparation but not hoarding
- **Carryover Limit:** At the end of each scene, reduce held Boons to a maximum of 2. Excess Boons are lost—opportunities fade if not seized
- **Conversion:** Once per session, in downtime, you may convert 2 Boons → 1 XP (max 2 XP via conversion per session)—lessons hard-learned become permanent growth

Using Boons

Boons empower moments of exceptional effort:

- **Re-roll one die** after seeing the pool—a second chance when it matters most
- **Activate an Asset** for on-screen effect—calling upon resources at critical junctures
- **Power Rites** that require Boon expenditure—channeling energy into mystical workings
- **Improve Position** by one step (1 Boon)—turning desperation into opportunity
- **Clear 1 tick** from a spirit's Leash (Pact-Whisperer, 1 Boon per round)—reinforcing supernatural bonds

Anti-Fishing Measures

To maintain healthy game flow and prevent exploitation:

- **Once/Scene Cap:** At most **2 Boons from failures** per character per scene—diminishing returns on repeated failure
- **Repetition Rule:** Same approach + same stakes in the same scene cannot award another Boon—innovation required for continued reward
- **Position Gate:** Controlled tests with trivial fallout do not award Boons—no reward without risk

Design Note: Boons are not a "get out of jail free" card. They are earned by **leaning into the fiction with courage and creativity**, not by fishing for failure. Reward players who take narrative risks, not those who roll badly on purpose.

XP Awards: Growth Through Choice

XP in Fate's Edge is **meaningful currency** that represents genuine growth through experience. It is not handed out for mere attendance—it is earned through **active engagement, meaningful risk, and tangible narrative impact**.

Session Awards

[XP Award Guidelines] IX

Award Type Description and Examples

Table Attendance	+2 XP for participating in the shared story
Major Objective	+2–4 XP for achieving significant story goals
Discovery/Lore	+1–2 XP for uncovering important information or secrets
Hard Choice	+1–2 XP for making difficult decisions with consequences
Complication Spotlight	+1–3 XP for engaging meaningfully with complications
Bond/Flag Driven Play	+1–2 XP for roleplaying that emphasizes relationships
GM Curveball	+0–3 XP for adapting well to unexpected developments

Milestones

Major achievements bring significant growth:

- +8–12 XP to all players at the conclusion of a major story arc—the reward for epic endeavors
- +2 XP bonus to one player for a signature moment of the arc—recognition for exceptional contribution

Campaign Resources: Mandate and Crisis

At the campaign level, two great clocks track the party's rising influence and the world's gathering resistance—the tide of fortune that lifts or drowns ambitions.

Mandate Clock (0–6)

Tracks the party's public legitimacy and the world's willingness to support their cause:

- High Mandate: Allies seek them out, resources flow freely, doors open without force
- Low Mandate: Suspicion dogs their steps, bureaucratic obstacles multiply, support withers

Crisis Clock (0–6)

Tracks the opposition's growing strength and the world's mounting troubles:

- Rising Crisis: Complications escalate relentlessly, enemies grow bolder, disasters loom
- Managed Crisis: Breathing room emerges, opportunities to strike back appear, pressure relents

Combat Resource Management

In combat, resource management takes on desperate urgency. The same systems that govern exploration and downtime now operate under the sword's edge, with consequences that echo immediately through the clash of steel.

Supply in Combat

Extended combat encounters drain resources with alarming speed:

- **Intense Combat:** GM may spend 1 CP to fill 1 Supply segment as arrows break and waterskins puncture
- **Prolonged Engagement:** Each hour of sustained combat adds 1 Supply segment—the slow drain of endurance
- **Ammunition Depletion:** Ranged weapons may run low, requiring scavenging actions amidst danger

Fatigue in Combat

Combat fatigue compounds existing strain with brutal efficiency:

- **Each Round:** Characters with existing Fatigue re-roll additional successes equal to their Fatigue level—exhaustion undermines skill
- **Critical Exhaustion:** Reaching 4 Fatigue during combat causes immediate collapse—the body’s final surrender
- **Recovery:** Cannot clear Fatigue during active combat—no rest while blades flash

Follower Combat Integration

Followers in combat face unique risks and opportunities that test their loyalty and competence:

- **Combat Assistance:** Followers can assist in combat rolls using their Cap—standing together against danger
- **Follower Risk:** 2+ CP spent in combat can endanger assisting followers (mark Exposure or Harm)—bravery has its price
- **Initiative Actions:** Followers can take combat-relevant independent actions (cost: Exposure +1 or Harm 1)—moments of individual valor
- **Combat Exposure:** Each time a follower acts on-screen in high-risk combat, mark Exposure +1 after the second such beat this scene—the attention they attract

Tactical Clocks as Resources

Tactical clocks represent persistent combat conditions that drain party resources like sieges drain garrisons:

[Tactical Clock Effects] IX

Clock Type Resource Drain and Narrative Impact

Mob Overwhelm [6] Enemy numbers become advantage—forces Supply depletion and accelerates Fatigue through relentless pressure

Fatigue Spiral [4] Exhaustion affects performance—accelerates existing Fatigue, making each action more difficult than the last

Morale Collapse [6] Fear undermines effectiveness—generates CP and reduces effectiveness as confidence shatters

Environmental Collapse [8] Terrain/fire/building failure—creates new Supply and safety concerns as the battlefield turns against you

Narrative First: The Fiction Is the Ledger

In Fate's Edge, arrows, rations, and waterskins are tracked only in the fiction that surrounds them. Mechanics engage only when those resources become scarce enough to matter. The focus remains always on **narrative tension**—the gnawing hunger, the fading light, the last arrow—not sterile bookkeeping.

Let the world breathe with its own needs and abundances. Let the fiction lead through scarcity and surplus. And when the dice say the world pushes back against mortal plans—**listen to what they tell you about the price of ambition.**

Chapter 4

Magic and Backlash

In **Fate's Edge**, magic is not a clean or safe art practiced in sterile towers. It is a **dangerous negotiation with forces beyond mortal comprehension**—a dance on the razor's edge between power and damnation. Every spell is a gamble where power weighs on one side of the scale and consequence balances on the other. As the GM, your role is to make magic **feel weighty, thematic, and alive with risk**—a force that reshapes reality at a terrible price.

The Metaphysical Foundation: Eight Elements

Magic in Fate's Edge flows from eight fundamental forces that shape existence itself. These elements are not just energy sources—they are **philosophical principles** that define how reality functions and how magic interacts with it.

[The Eight Elements of Magic] IX

Element	Domain and Philosophical Nature
---------	---------------------------------

Earth	Stability, foundation, permanence, material reality, mountains, bones, cities
Fire	Transformation, passion, destruction, creation, will, forge, revolution
Air	Freedom, thought, communication, wind, breath, ideas, movement, change
Water	Flow, emotion, adaptation, tides, blood, intuition, reflection, cycles
Fate	Destiny, patterns, inevitability, threads, prophecy, order, consequence
Life	Growth, vitality, healing, nature, birth, connection, ecosystem, renewal
Luck	Chance, opportunity, randomness, fortune, accident, serendipity, risk
Death	Endings, transition, memory, ghosts, sacrifice, silence, completion

Each element has its opposite—Earth opposes Air's changeability, Fire counters Water's fluidity, Fate clashes with Luck's randomness, and Life battles Death's finality. This opposition shapes how backlash manifests when magic goes awry.

Three Paths of Magic

Characters access supernatural power through three distinct approaches, each with its own philosophy, risks, and rewards.

Casting: The Art of Freeform Magic

Casting represents the purest form of magical expression—direct manipulation of the Eight Elements through will and technique. This path requires the **Caster's Gift** talent (2 XP) and follows the structured **Casting Loop**.

[The Casting Loop] lp0.7

Phase Procedure and Narrative Description

Channel Roll Wits + Arcana to gather Potential. Each success becomes magical fuel. Each 1 generates immediate CP as raw energy escapes control.

Weave Roll Wits + (Art) to shape Potential into effect. Description Ladder applies—better description reduces risk. Takes effect on following turn.

Backlash GM spends accumulated CP for thematic consequences aligned with the element used or its opposite.

Example: Lyra attempts to create a light source using Air magic. She Channels with an intricate description of "catching moonlight in crystal prisms." She gets 3 successes but rolls two 1s. The GM spends the CP: "The light forms beautifully, but a sudden gust extinguishes every other light source in the room, plunging the rest into darkness."

Rites: Pact Magic with Patrons

Rites offer structured, reliable magic through bargains with powerful entities—Patrons who grant specific effects in exchange for service and obligation. This path requires a **Thiasos Bond** and a **Codex** (4 XP total).

[Rite Structure and Access] lX

Rite Tier Requirements and Costs

Low-Power Thiasos Bond OR relevant Codex; Invoke: 1 Boon; Obligation: 4-segment clock

Standard Thiasos Bond AND relevant Codex; Invoke: 1 Boon; Obligation: 5-6 segments

High-Power Bond + Codex + Tier III standing; Invoke: 2 Boons; Obligation: 7-8 segments

Rites follow a precise procedure:

1. **Invoke** (1 action): Speak the name, draw the sign, or employ the proper tool
2. **Mark Obligation:** +1 segment to that Patron's ledger (some Low rites may be free)
3. **Push It** (optional): Amplify effect; mark +1 additional Obligation
4. **Backlash:** On a 1 or Miss, GM inflicts consequence or marks +1 Obligation

Invoker: Symbol-Based Ritual Magic

Invokers access Patron magic without full commitment, using consecrated symbols as focal points. This path requires purchasing **Patron's Symbols** (4 XP each) and emphasizes ritual precision over spontaneous casting.

[Invoker Path Features] lX

Feature Description and Limitations

Symbol Access Each Patron's Symbol grants ritual access to that Patron's Rite list
 Ritual Casting Requires Significant Time (10-30 minutes); always marks +1 Obligation
 Crack the Seal Instant cast by setting Symbol to Compromised + marking +2/+3 Obligation
 No Push Benefit Invoker Rites cannot use Push It benefits
 Symbol Limits Carrying 4+ Symbols causes interference (+1 Obligation on first ritual)

Example: Brother Theron carries the Symbol of the Stone-Warden. Faced with a collapsing tunnel, he performs a full ritual to reinforce the stone (Significant Time, +1 Obligation). When ambushed moments later, he **Cracks the Seal** for instant protection—the Symbol grows hot and cracks, marking +2 Obligation as stone shields erupt around him.

Magical Arts and Specialization

A character's Art represents their personal approach to magic—the techniques, tools, and philosophies that define their craft. When a character gains magical capability, they define their Art with specific parameters.

[Defining Your Magical Art] IX

Component Description and Examples

Gesture & Medium Ink sigils, sung names, lantern-light, bone charms, legal contracts, salt-threads

Elemental Alignment Choose 2 primary Elements the Art typically engages with (Fire+Earth, Air+Water, etc.)

Thematic Focus Destruction, protection, revelation, transformation, communication, healing

Cultural Roots High Elf crystal-song, Ykrul blood-runes, Aeler spirit-whispers, Human alchemy

Art in Play

The fictional positioning of a character's Art matters significantly:

- **Spotlight Bump (1/scene):** If the Art is clearly honored in fiction (right tools, time, setting), gain +1 die on the Cast roll
- **Off-Style Strain:** If forced to work against the Art's nature (no tools, hostile environment), suffer worse Position or accept extra Backlash
- **Art-Based Backlash:** Consequences should reflect the Art's themes and elements

Tags: The Language of Magical Effects

Tags provide a common language for describing magical effects and their limitations. They only function when printed on a Talent, Ability, or Spell result.

[Common Magical Tags and Effects] IX

Tag Effect and Usage Guidelines

WARD

Creates barrier against specific entities; Outsiders test Cap to cross

BANISH

Drives visible Outsider toward departure; DV = target's Cap

DISPEL

Ends/suppresses ongoing magical effects; DV by fiction

VEIL

Obscures person/thing/zone; imposes disadvantage on perception

REVEAL

Exposes illusions, hidden truths, or concealed objects

MARK

Tags target for tracking; +1 die to actions against marked target

CURSE

Inflicts persistent hindrance with clear release condition

FORTIFY

Hardens against specific vector; improves Position vs that threat

Tags work within consistent parameters:

- **DV by Fiction:** Potency, preparation, and opposition set difficulty
- **Duration:** Typically "Scene" unless specified otherwise
- **Stacking:** No same-source stacking; identical tags use strongest instance

Backlash: The Price of Power

Backlash represents magic escaping control—the inevitable consequence of wielding forces beyond mortal comprehension. It's never arbitrary; backlash always reflects the elements involved and their philosophical oppositions.

Backlash Triggers and Severity

Backlash occurs when magic goes awry:

- **Primary Trigger:** Partial or Miss on either Channel or Weave roll
- **Secondary Trigger:** Hit showing two or more 1s (minor backlash rides success)
- **CP Integration:** Backlash doesn't generate extra CP—it's how GM spends CP from rolled 1s

[Backlash Severity and Elemental Expression] IX

CP Spent Typical Consequences and Elemental Coloring

1-2 CP Minor nuisance: Fire→sparks scorch clothing; Water→dampness ruins map; Fate→minor option closes

3-4 CP Noticeable setback: Earth→footing becomes treacherous; Air→voices carry to enemies; Life→local plants wither

5+ CP Major turn: Luck→ally suffers mishap; Death→ghostly manifestation; combined elements→complex disaster

Elemental Backlash Coloring

Backlash should always feel thematic to the magic employed:

- **Fire Magic:** Burns, flares, smoke, heat exhaustion, uncontrolled fires

- **Water Magic:** Flooding, slick surfaces, damp-related rot, emotional turbulence
- **Earth Magic:** Tremors, collapsing structures, immobilization, heavy burdens
- **Air Magic:** Unexpected winds, carried sounds, vertigo, scattered plans
- **Fate Magic:** Closed options, inevitable consequences, prophetic nightmares
- **Luck Magic:** Allied misfortunes, fragile successes, random complications
- **Life Magic:** Overgrowth, sympathetic pain, unnatural hunger, fertility curses
- **Death Magic:** Ghostly echoes, premature aging, silence, memory loss

Ritual Casting: Collective Magic

Some workings require multiple casters pooling their strength. Rituals allow for greater effects but multiply risks.

Ritual Procedure

1. **Declaration:** Primary caster states intent and gathers participants
2. **Channel Together:** All participants contribute (Scene-long action)
3. **Weave:** Primary caster shapes combined Potential (Scene-long action)
4. **Backlash:** Consequences affect all participants based on their contribution

Ritual Mechanics

- **Helper Cap:** Primary caster can draw on $\text{ceil}(\text{Arcana}/2)$ helpers (max 3)
- **Skill Flexibility:** Helpers may use different relevant skills if fictionally distinct
- **Risk Distribution:** CP from Channel affects individual rollers; CP from Weave affects primary caster

Magic in Combat

Spellcasting in combat follows the same principles but with heightened stakes and immediate consequences.

Combat Casting Considerations

[Magic in Combat: Position and Effect] IX

Position Effect on Magical Actions

Controlled	+1 die to Channel; reduced Backlash risk; can maintain subtle effects
Risky	Standard casting conditions; typical risk/reward balance
Desperate	-1 die to Channel; increased Backlash severity; may attract unwanted attention

Tactical Magic Applications

Magic can reshape combat dynamics:

- **Position Warfare:** Spells that create cover, elevate positions, or restrict movement
- **Morale Effects:** Magic that inspires allies or terrifies enemies
- **Environmental Control:** Creating hazards, altering terrain, manipulating weather
- **Resource Denial:** Destroying enemy equipment, exhausting their supplies

Prestige Magical Abilities

High-level magical talents represent profound mastery or unique cultural inheritances.

[Example Prestige Magical Abilities] IX

Ability Description and Requirements

Echo-Walker's Step Observe perfect echo of past event (1/arc); GM banks +2 CP; reveals hidden truths (Req: Wits 5, Arcana 4)

Warglord Unify scattered warbands into host for season; track Logistics and Grudge clocks (Req: Body 5, Command 3)

Spirit-Shield Erase up to 3 CP from ally's roll (1/session); caster takes Fatigue +1 and GM banks +1 CP (Req: Spirit 4, Insight 3)

Elemental Mastery Choose one Element; gain +2 dice when using it, but backlash from opposite element is doubled

Design Philosophy: Magic as Narrative Engine

Magic in Fate's Edge serves specific design goals:

- **Risk-Reward Balance:** Every magical act should feel consequential
- **Thematic Consistency:** Magic should reflect the world's metaphysics
- **Narrative Primacy:** Mechanics exist to serve interesting stories
- **Player Agency:** Magic should offer creative solutions, not bypass challenges
- **World Reactivity:** The setting should respond meaningfully to magical use

GM Guidance: Making Magic Feel Magical

- **Describe the Unseen:** When magic is cast, describe how the world reacts—air crackles, shadows deepen, spirits stir
- **Follow the Consequences:** Magical actions should have lasting effects on the narrative
- **Respect the Elements:** Backlash should feel philosophically appropriate
- **Highlight the Cost:** Make players feel the weight of their magical choices

- **Encourage Creativity:** Reward inventive uses of magic that enhance the story

Remember: In Fate's Edge, magic is never a shortcut. It's a pathway filled with wonders and dangers—a tool that changes both the world and the wielder. The dice are not your enemy; they're your collaborator in crafting a world where **true power always demands an equal price**.

Chapter 5

Campaigns, Clocks, and Consequences

In **Fate's Edge**, campaigns are not just a string of adventures—they are **living narratives** shaped by player choices, faction dynamics, and the slow accumulation of influence that echoes through the ages. As the GM, you are the architect of long-term tension, guiding the story from its first spark to its final reckoning. This chapter introduces the tools that help you build and sustain that tension: the **Campaign Clocks**, the **Crown Spread**, and the art of managing consequences that ripple across entire seasons.

Campaign Clocks: Tracking Influence and Pressure

The **Campaign Clocks** are two great dials that track the ebb and flow of player power and opposition over the course of a campaign. They are not mechanical scoreboards—they are **narrative thermometers**, showing how the world reacts to the PCs' actions and how the weight of their choices accumulates like stones in a riverbed.

Mandate (0–6)

Mandate represents the table's **public legitimacy and buy-in**—the measure of how much the world accepts the PCs' authority, influence, or sacred mission. It is the currency of reputation in a world that remembers both triumphs and failures.

[Mandate Conditions and Effects] IX

Mandate Level Narrative Manifestations

0-2 (Low)	Suspicion dogs every step, doors remain closed, allies hesitate, every favor comes with strings attached
3-4 (Medium)	Respect is earned but conditional, some doors open while others require persuasion, trust must be continually maintained
5-6 (High)	Recognition precedes arrival, gates swing open unbidden, allies rally without question, reputation becomes a tangible asset

Crisis (0–6)

Crisis tracks the **opposition engine**—the rising tide of rivals, mounting pressures, and accumulating attrition that defines a challenging campaign. It shows how much the world pushes back against ambition and change.

[Crisis Conditions and Effects] IX

Crisis Level Narrative Manifestations

0-2 (Low) Breathing room emerges, opportunities bloom like spring flowers, enemies regroup rather than attack

3-4 (Medium) Pressure builds like gathering storm clouds, rivals make cautious moves, consequences become more immediate

5-6 (High) Enemies strike with boldness born of desperation, clocks tick with alarming speed, the world tightens like a noose

Advancing the Clocks

At the end of each major scene, you may advance one or both clocks based on significant narrative developments:

- **Clean Loss:** A rival codifies their position or escapes with leverage that threatens the party's standing
- **Public Cost Paid:** Extravagant feasts, declared holidays, or public penance that shifts perception
- **Asset Neglect:** Major assets degrade from inattention, signaling unreliability to potential allies
- **Evidence Shifts:** Immaculate reputations become scorched by scandal or revelation

Calling or Forcing the Crown

The campaign reaches its crescendo when one of two thresholds is met—the moment when accumulated influence and mounting pressure collide in a final reckoning.

[Finale Triggers and Conditions] IX

Finale Type Conditions and Narrative Implications

Player-Called Mandate 6 and Crisis 3—the party has earned the right to choose their moment of triumph

Forced Finale Crisis 6 regardless of Mandate—the world forces a confrontation that can no longer be avoided

Balanced Finale Both dials at 4-5—a tense equilibrium where victory and defeat hang in perfect balance

The Crown Spread: Seeding the Campaign

At **Session 0**, draw the **Crown Spread**—a five-card ritual that seeds the campaign's deepest themes, most dangerous rivals, and the very conditions of its ultimate resolution. This is not random chance but **oracular guidance** for the story to come.

Drawing the Spread

Draw one card for each of the five fundamental aspects of your campaign:

- **Spade:** The Crown Site—where destiny will be decided
- **Heart:** The Crown Rival—who stands between the party and their goals
- **Club:** The Crown Pressure—the relentless force that prevents complacency
- **Diamond:** The Crown Leverage—the advantage that can turn the tide
- **Wild:** The Hidden Force—the unknown element that will emerge when least expected

Interpreting the Spread

[Crown Spread Interpretation Guide] IX

Card Position Interpretation Guidelines and Examples

Spade (Site) A fortress shrouded in mist? A shrine built on forgotten truths? A battlefield where history repeats?

Heart (Rival) A noble with hidden motives? A cult leader with apocalyptic visions? A spirit with ancient grievances?

Club (Pressure) An escalating curfew? A spreading plague? A resource shortage that turns allies into competitors?

Diamond (Leverage) Seasonal endorsement from powerful factions? A city license that grants unusual authority?

Wild (Hidden) Face card: hidden patron steps from shadows; Ace: the site itself becomes a 10-clock challenge

Example Spread: Spade = High-Mist Pass (Aeler territory); Heart = Margrave of Acasia (Face card—ambitious ruler); Club = Curfew (restricting movement); Diamond = Seasonal Endorsement (temporary authority); Wild = Hidden Patron (Face card—mysterious benefactor or foe).

The Finale Procedure

When the Crown is called, run the three-beat finale that brings the campaign to its narrative climax:

1. **Reckoning:** Defend or sanctify the record of accomplishments. Draw upon the Rival's established motives. Place the Pressure rail that will drive the scene forward.
2. **Crossing:** Stage the kinetic rail (Escape/Hunt/Hazard) that threatens to end the scene prematurely if not managed carefully.
3. **Coronation:** Use the Diamond Leverage to sign, seal, or swear the oath that cements the campaign's legacy.

Twist Collision (Finale Clause)

Exactly once, when the Rival's Spade Twist contradicts their Club Belief, the table chooses:

- GM gains +1 CP to complicate matters, or
- Players reduce two ticks total across the active rails, gaining breathing room.

Legacy Conversion: Epilogue

After the Finale, each PC draws 2 cards and answers epilogue prompts by suit. Then convert campaign elements into lasting legacy:

- **Major Asset** → **Institution** (12 XP): A safehouse becomes a school, a spy ring becomes an intelligence service
- **Seasonal Endorsement** → **Doctrine Rider** (4 XP): Temporary support becomes permanent policy
- **Follower (Cap 3+)** → **Stationed NPC** (0 XP): Loyal companions become custodians of the new order
- **Rival** → **Fixture**: Surviving adversaries become recurring elements of the setting's fabric

The Clockwork Engine: Tracking Tension

Clocks are the pulsating heart of tension in Fate's Edge. They represent ongoing conditions, threats, or progress toward objectives in a visible, tangible way that everyone can track and anticipate.

Types of Clocks

[Clock Types and Their Purposes] IX

Clock Type	Purpose and Typical Segment Count
Travel Clocks	Track progress through dangerous journey legs (4-10 segments)
Tactical Clocks	Represent ongoing combat conditions like morale or fatigue (4-8 segments)
Campaign Clocks	Track long-term pressure and influence (Mandate 0-6, Crisis 0-6)
Scene Clocks	Specific to immediate situations like chases or disasters (4-6 segments)
War Clocks	Large-scale conflict tracking like supply lines or morale (6-10 segments)

Clock Creation Guidelines

Creating effective clocks requires thoughtful design:

1. **Announce Clearly:** Always tell players what each clock represents and what fictional events cause it to advance.
2. **Logical Triggers:** Clock advancement should follow naturally from player actions and world events.
3. **Visible Progression:** Use physical tokens or visual aids so everyone can see tension building.
4. **Meaningful Consequences:** When clocks fill, the consequences should change the story in significant ways.

Clock Advancement Rules

Complication Points drive clock progression in measurable ways:

- **1 CP:** Minor advancement (1 segment)—a small but noticeable step forward
- **2-3 CP:** Moderate advancement (2 segments)—significant progress or escalation
- **4+ CP:** Major advancement (3+ segments) or filling smaller clocks entirely
- **Multiple Clocks:** Distribute CP across relevant clocks rather than overfilling one

Campaign Combat Integration

Extended conflicts and war-level events require special handling to maintain narrative tension while scaling the mechanical scope appropriately.

War Clocks

Large-scale conflicts are tracked through persistent war-level clocks that represent strategic realities:

[War Clock Examples] IX

War Clock Strategic Implications and Triggers

Supply Lines (8) Logistics and reinforcement flow; advances when routes are cut or resources dwindle

Morale (6) Troop effectiveness and desertion risk; advances after defeats or poor conditions

Political Support (6) Civilian and noble backing; advances when scandals emerge or costs mount

Strategic Position (8) Control of key locations and routes; advances when territory is lost or gained

Faction Combat

When player factions engage in large-scale conflict, the rules adapt to maintain both narrative coherence and mechanical consistency:

- **Follower Armies:** Cap 5 followers can represent military units with distinct capabilities
- **Asset Leverage:** Off-screen assets provide strategic advantages like intelligence or supply
- **Campaign Clock Impact:** Major battles significantly shift Mandate and Crisis dials

Between Sessions: The GM's Sacred Trust

Between game sessions, the Game Master undertakes crucial preparation that transforms good games into unforgettable campaigns. This quiet work is the foundation upon which epic stories are built.

Mandatory Preparation

[Between-Session Checklist] IX

Task Description and Guidelines

Campaign Clock Updates Advance Mandate/Crisis based on session outcomes. Track developments that affect long-term trajectory

Complication Debt Calculate starting CP: banked CP (max 2) + character complications + asset complications

Thread Management Review active complication threads. Ensure no more than (Tier + 1) active threads per scene

Resource Tracking Update NPC statuses, faction relationships, and world conditions based on player actions

Session Planning

Prepare the following elements with an eye toward pacing and player engagement:

- **Scene Preparation:** Design scenes with appropriate CP spending budgets (standard: 12 CP max, climactic: 16 CP max, session: 20 CP total)
- **Complication Hooks:** Develop 3-5 potential complications connecting to player backgrounds and campaign themes
- **Tactical Considerations:** Prepare combat, social, and exploration challenges with appropriate difficulties
- **Deck Preparation:** Ensure Consequences Deck is ready with cards appropriate for expected complication types

XP Award Calculation

Between sessions, calculate XP awards that reflect both accomplishment and engagement:

[XP Award Guidelines] IX

Award Type Description and Typical Value

Table Attendance +2 XP for participating in the shared story experience

Major Objectives +2-4 XP for achieving significant story goals that advance the campaign

Discoveries +1-2 XP for uncovering important information or hidden truths

Hard Choices +1-2 XP for making difficult decisions with meaningful consequences

Complication Spotlight +1-3 XP for engaging meaningfully with complications and setbacks

Bond/Flag Play +1-2 XP for roleplaying that emphasizes relationships and character depth

GM Curveball +0-3 XP for adapting well to unexpected developments and surprises

Narrative First: The World Remembers

Campaign design in Fate's Edge is not about railroading players along predetermined paths—it's about **responding to player choices** with consequences that accumulate like stones in a river,

gradually shaping the flow of the narrative itself. Let the world shift in response to their actions. Let factions rise and fall based on their allegiances. Let the dice sing the song of a universe that reacts.

And when the Crown is finally crowned—when the last card is played and the final clock ticks to completion—let the echo of that moment be heard across the entire Amaranthine, a testament to stories well-lived and consequences fully earned.

Remember: Your preparation between sessions is the quiet magic that transforms random encounters into meaningful episodes and mechanical challenges into memorable stories. The investment in this sacred trust pays dividends in player engagement, narrative coherence, and the creation of campaigns that will be remembered long after the final dice have been rolled.

Chapter 6

Advanced GM Techniques

In **Fate's Edge**, as the campaign deepens and the stakes rise, the GM must evolve from storyteller to **architect of tension**. This chapter explores advanced techniques for managing complex scenes, faction interplay, and custom content creation. These tools will help you keep the world dynamic, the choices meaningful, and the consequences **echoing through the ages**.

Complication Point Management

The GM should manage Complication Point (CP) spending to maintain dramatic tension while preserving player agency and game flow. CP spending scales with character tier but is subject to hard limits to ensure playability and prevent narrative overload.

Core Principles

- **Narrative Coherence:** All CP spends within a scene should connect thematically, creating a cohesive story rather than random setbacks
- **Player Agency:** Complications create interesting choices, not insurmountable obstacles—always provide resolution paths
- **Progressive Escalation:** Higher tier characters naturally attract greater consequences that match their growing influence
- **Resolution Paths:** Every complication thread should have potential resolution through player action and creativity

Spending Formula

Base CP = 4 + Character Tier

- **Tier I (Rookie 0-40 XP):** 5 CP base—local consequences, manageable threats
- **Tier II (Seasoned 41-90 XP):** 6 CP base—regional impact, organized opposition
- **Tier III (Veteran 91-150 XP):** 7 CP base—national consequences, strategic rivals
- **Tier IV (Paragon 151-220 XP):** 8 CP base—continental scale, legendary challenges
- **Tier V (Mythic 221+ XP):** 9 CP base—world-shaping events, mythic adversaries

Hard Limits

- **Standard Scenes:** Maximum 12 CP spending—maintains pace without overwhelming
- **Climactic Scenes:** Maximum 16 CP spending—allows for dramatic tension peaks
- **Active Threads:** Maximum (Tier + 1) concurrent threads—prevents narrative sprawl
- **Session Budget:** Maximum 20 CP total per session—ensures sustainable challenge

Banked CP Integration

Banked CP from character complications count toward scene spending limits rather than adding to available CP. This prevents exponential complication stacking while honoring narrative debt from previous choices and established character backgrounds.

Thread Management

Complication threads follow a natural escalation pattern that creates satisfying narrative arcs:

[Complication Thread Escalation Pattern] IX

Thread Level CP Escalation and Narrative Impact

First Exposure 1-2 CP (Minor inconvenience that introduces the complication)
 Second Occurrence 2-4 CP (Moderate setback that develops the thread)
 Third Strike 3-6 CP (Major consequence that brings the thread to climax)
 Resolution Thread concludes with narrative payoff and character growth

[Complication Point Management by Tier] IXXXXX

Tier Base CP Max Threads Scene Cap Climax Cap Session Budget

I (0-40 XP) 5 CP 2 threads 12 CP 16 CP 20 CP
 II (41-90 XP) 6 CP 3 threads 12 CP 16 CP 20 CP
 III (91-150 XP) 7 CP 4 threads 12 CP 16 CP 20 CP
 IV (151-220 XP) 8 CP 5 threads 12 CP 16 CP 20 CP
 V (221+ XP) 9 CP 6 threads 12 CP 16 CP 20 CP

[Complication Spending Safety Guidelines] IX

Scenario Guidance and Best Practices

Standard Scenes Spend 50-75% of available CP budget; preserve some for escalation and player adaptation
 Climactic Scenes May use full CP allocation; ensure resolution opportunities and meaningful choices remain
 Teaching Moments Explicit player consent required; time-limited complications; thorough debrief afterward
 New Players Reduce CP spending by 25-50%; focus on clear, actionable complications with obvious solutions
 Grimdark Mode Reserved for veteran groups; requires explicit session zero discussion; safety tools always active

Mastering the Deck of Consequences

The **Deck of Consequences** is more than a randomizer—it is a **thematic engine** that externalizes risk and ensures that setbacks feel consistent, fair, and deeply integrated with your campaign’s unique atmosphere.

Two Deck Systems (Compatibility)

Fate’s Edge uses two distinct card tools that serve different narrative purposes:

[Deck System Comparison] IX

Deck Type Purpose and Suit Meanings

Travel Decks (regional, 52-card) Spade=Place, Heart=Actor, Club=Pressure, Diamond=Leverage.
Powers journeys and geographic challenges
Deck of Consequences (scene drama) Hearts=social fallout, Spades=harm/escalation, Clubs=material cost, Diamonds=magical/spiritual disturbance

Critical Guidance: Never mix suit meanings across decks. When a rule references “Spade/Club/Diamond,” it means *Travel Deck*. When it says “Hearts/Spades/Clubs/Diamonds,” it means *Consequences Deck*.

When to Draw

After a roll generates Complication Points, the GM faces a strategic choice:

- **Direct Spend:** Translate CP into immediate consequences/rail ticks—fast, reliable, maintains pacing
- **Deck Draw:** Draw up to **min(CP, 3)** cards and **synthesize a single twist** guided by suit and highest rank—rich, thematic, introduces novelty

Never do both for the same roll. If a drawn card contradicts established fiction, reinterpret creatively or redraw to maintain thematic consistency.

Structure of the Deck

[Deck of Consequences Structure Guide] IX

Component Description and Application

Hearts Suit Emotional, social, or relational fallout—betrayals, misunderstandings, emotional wounds

Spades Suit Harm, danger, or escalation of conflict—injuries, reinforcements, tactical disadvantages

Clubs Suit Resource strain, economic or material cost—broken gear, lost supplies, financial setbacks

Diamonds Suit Magical, spiritual, or cosmic disturbances—backlash, omens, supernatural complications

Ace-3 (Minor) Inconvenience or flavor complication that adds texture without major impact

4-6 (Moderate) Setback with narrative teeth that requires player attention and response

7-9 (Significant) Consequence altering the course of action with lasting implications

10-King (Major) Major fallout introducing new problems or lasting scars that change the story

[Complication Application Methods: GM Decision Guide] IXXX			
Method	When to Use	Benefits	Typical Session Use
Direct Spend (70%)	Routine actions, combat, quick resolution	Fast resolution, consistent pacing, reliable complications	Investigation, travel, standard challenges
Deck Draw (30%)	Major revelations, character moments, climaxes	Thematic richness, unique complications, player surprise	Plot twists, discoveries, emotional scenes

[Session Phase Application Guidelines] IXXX			
Campaign Phase	Recommended Ratio	Resolution Time	Rationale
Early Game (Exploration)	80/20	3 seconds	Quick resolution maintains investigation flow and momentum
Mid Game (Development)	70/30	5 seconds	Balanced approach supports rising tension with meaningful pivots
Late Game (Climax)	50/50 to 40/60	8 seconds	Maximum impact complications for story resolution

Advanced Travel and Exploration

Travel in Fate's Edge is not a downtime skip—it is a **narrative layer** filled with tension, discovery, and risk that reveals the world's character through every mile crossed.

Core Travel Procedure

For each leg of a journey, draw 3–4 cards using the decks for your destination and controlling authority:

- **Spade** from the destination deck: sets the scene (place)—the physical and cultural landscape
- **Heart** from the destination deck: introduces the local actor or faction—who they meet and why it matters
- **Club** from the Wilds or destination: brings pressure—what challenges the journey itself
- **Diamond** from the authority that gates the route: papers, escorts, rights, or exceptions—the bureaucratic landscape

Set a travel clock by the highest rank:

- **2–5** → 4 segments (brief, intense journeys)
- **6–10** → 6 segments (standard expedition length)
- **J/Q/K** → 8 segments (extended, epic travels)
- **Ace** → 10 segments (campaign-defining voyages)

Example: Traveling the **Aelerian Passes** in deep winter, the PCs draw: Spade (Avalanche gallery—treacherous narrow path), Heart (Geometer—mapmaker with secret knowledge), Club (Engineer requisition—military demands), Diamond (Underway Pass—ancient right of passage). Clock: 8 segments. On a failed navigation roll, the GM spends CP to trigger a rockslide—Hazard +2 that threatens to bury the path entirely.

Faction Dynamics and Grand Strategy

Factions are **living entities** with goals, rivals, and shifting loyalties. They are not static backdrops—they are **active players in the story** whose movements shape the campaign’s grand narrative.

Creating Memorable Factions

Each faction should have distinct personality and concrete capabilities:

[Faction Creation Template] IX

Element Development Guidelines

Core Motive What they fundamentally want—territory, ideology, survival, power, knowledge
Key Figures Who leads or represents them—names, personalities, ambitions, vulnerabilities
Resources What they can bring to bear—military, economic, social, magical assets
Weaknesses What makes them vulnerable—internal divisions, external pressures, resource limitations
Relationship Map How they connect to other factions—allies, rivals, neutrals, complicated histories

Faction Clocks and Grand Strategy

Track factional pressure with clocks that represent their changing fortunes:

- **Rising Influence** (6): Gaining power, allies, or territory—momentum is building
- **Internal Strife** (6): Leadership challenged, morale low—fractures appear
- **Public Scandal** (4): Reputation damaged, support wanes—trust evaporates
- **Strategic Initiative** (8): Controlling the narrative and setting terms of engagement

Example: The **Viterrra Dawn Knights** gain Rising Influence as they rally to the new Queen’s banner—but suffer Internal Strife as old commanders resist her modernizing reforms, creating tension between tradition and progress.

Creating Custom Content and House Rules

Fate’s Edge thrives on **player agency** and **world customization**. When designing new Talents, Assets, or Prestige Abilities, follow these principles to maintain balance while encouraging creativity.

Designing Balanced Talents

[Talent Design Guidelines by Tier] IX

Tier Design Principles and XP Cost Guidelines

General Talents (2-4 XP) Simple benefits that enhance core capabilities without complexity
Cultural Talents (4-6 XP) Thematic abilities tied to specific backgrounds or training
Prestige Abilities (6+ XP) Campaign-defining powers requiring significant investment and narrative milestones

Example Talent Designs

- **Battle Instincts** (6 XP): Once per scene, re-roll a failed defense roll—honed reflexes saving from certain disaster
- **Silver Tongue** (4 XP): Gain +1 die when persuading or deceiving through speech—words that charm and manipulate
- **Stone-Sense** (Dwarves, 5 XP): Detect flaws in stone or earth; gain +1 die on Engineering or Craft rolls underground—ancestral connection to the deep places
- **Blood Memory** (Ykrul, 5 XP): After a battle, meditate to gain one temporary Skill die reflecting a foe’s tactics—learning through spilled blood

Designing Meaningful Assets

[Asset Design Framework] IX

Asset Tier Scope and Narrative Impact

Minor (4 XP) Local influence—safehouse, petty title, small shop with limited reach
 Standard (8 XP) Regional impact—spy ring, charter, workshop with measurable influence
 Major (12 XP) National scale—fortress lease, mercantile network, institution with lasting presence

Each Asset should include:

- **Activation Cost:** Typically 1 Boon for on-screen effect
- **Scope:** Clear boundaries on what it can plausibly accomplish
- **Fictional Hook:** Why it exists in the world and how it was obtained
- **Condition Track:** How it degrades or improves with use and attention

Running Complex Scenarios with Confidence

Heists and Infiltration

[Heist Scenario Framework] IX

Element Implementation Guidelines

Positioning Controlled entries through planning, distractions creating opportunities, asset use for specialized access
 Social Rails Curfew (time pressure), Crowd (witness management), Sanctity (cultural restrictions)
 Physical Rails Hazard (environmental dangers), Hunt (pursuit escalation), Escape (exit strategy)
 GM Philosophy Let players plan thoroughly but make the world react realistically—guards change, nobles arrive early, systems update

Mass Combat and Warfare

[Mass Combat Management System] IX

Component Handling Method

Follower Units Cap 5 followers represent military forces with distinct capabilities and morale
 War Clocks Supply Lines (8), Morale (6), Strategic Position (8)—track strategic realities
 Command Actions Leaders coordinate multiple units through decisive action and tactical insight
 Environmental Factors Weather, terrain, and time of day significantly impact large-scale engagements

Political Intrigue and Social Conflict

- **Leverage:** Diamonds and social rails determine influence in courtly settings
- **Allies and Rivals:** Represented by Assets and Followers with their own agendas
- **Public Image:** Tied directly to Mandate and Crisis clocks—reputation is currency
- **Information Economy:** Secrets become tangible assets with measurable value

Advanced Magic and Supernatural Challenges

Magic Duels and Arcane Confrontations

High-stakes magical combat requires special considerations that honor both the power and the peril of arcane arts:

[Magic Duel Framework] IX

Element Special Considerations

Counterspelling Interrupting opponent's Casting Loop requires precise timing and significant risk

Backlash Cascade Multiple casters generate CP that can create compound complications

Environmental Magic Terrain-altering spells change the battlefield with lasting consequences

Elemental Opposition Fire vs Water, Earth vs Air, Fate vs Luck—opposites create dramatic tension

Supernatural Investigations

When the party confronts mysteries beyond mortal understanding:

- **Clue-Based Progression:** Information becomes the primary resource
- **Sanity and Corruption:** Exposure to the unnatural has measurable effects
- **Ritual Timelines:** Some threats operate on schedules beyond human comprehension
- **Reality Bleed:** The supernatural leaks into the mundane world with subtle signs

Narrative First: The World Remembers

In Fate's Edge, the world is not a puzzle to be solved—it is a **living system** that responds to player choices with consequences that ripple across time and space. Let factions shift their allegiances based on player actions. Let consequences accumulate like stones in a riverbed, gradually shaping the flow of history itself. And above all—let the story unfold organically from the collision of player ambition and world reaction.

Because in the end, it is not the GM who writes the legend that will echo through the ages.

It is the players, through their choices, sacrifices, and triumphs.

You simply hold the quill that records their epic.

And what an honor that is.

Chapter 7

Enhanced GM Play

Having mastered the advanced techniques of complication management, faction dynamics, and custom content creation, you now stand at the threshold of truly collaborative storytelling. The Crown system becomes genuinely transformative when the GM manages resources just like players, creating shared stakes and mutual investment in the narrative outcome. These enhanced mechanics elevate you from storyteller to co-creator, with your own resources, relationships, and narrative economy that mirror and complement the players' journey.

Resource Management for the Collaborative GM

Track these key resources to enhance your GM experience and create more balanced, deeply engaging gameplay where everyone has skin in the game.

GM Relationship Management

Just as players track relationship dice with NPCs, you should track relationship dice with major factions and key NPCs. This creates bidirectional engagement where both sides have tangible stakes in interactions, making the world feel genuinely reactive.

Starting GM Relationships

Begin each campaign with 1-2 relationship dice per major faction, representing your narrative investment in these groups:

[Starting GM Relationship Framework] IX

Faction Type Relationship Dice Allocation Guidelines

Political Factions	Nobility, merchants, clergy—allocate dice based on campaign focus
Criminal Organizations	Guilds, syndicates, pirates—dice represent underworld connections
Military/Civic Authorities	Guard, military, bureaucracy—authority relationships matter
Supernatural Entities	Fae, undead, spirits—mystical connections with narrative weight
Economic Powers	Merchant houses, guilds, trade consortiums—economic influence dice

Relationship Shifts

GM relationship dice change dynamically based on player actions and world events:

- **Successful player interaction with faction:** GM may gain/lose relationship dice based on outcome
- **Player betrayal of faction:** GM gains relationship dice with antagonistic factions
- **Player aid to faction:** GM may lose relationship dice with enemy factions as balance shifts
- **Faction initiatives:** World events can shift relationships independently of player actions

Bidirectional Rolls

When players interact with NPCs, both sides roll, creating a richer interaction dynamic:

- Player rolls their relationship dice with the NPC
- GM rolls their relationship dice with that faction
- Results determine the **quality** of interaction, not just binary success/failure
- High relationship dice can lead to unexpected aid or complications that feel earned

Shared Leverage Pool

Create a collaborative economy where helping each other becomes strategic and rewarding for everyone at the table.

Pool Management

[Shared Leverage Pool Mechanics] IX

Pool Element Management Guidelines

Initial Contribution Players contribute 1 leverage each to shared pool at session start
 GM Spending GM can spend from pool to enhance player successes or create interesting complications
 Player Spending Players can spend to bypass GM complications or enhance their own actions
 Refresh Cycle Pool refreshes each session, encouraging regular use and collaboration

Spending Options

[Leverage Spending Options] IX

Cost Effects and Narrative Impact

1 Leverage (GM) Add interesting detail to player success—colorful descriptions, minor benefits
 2 Leverage (GM) Create beneficial coincidence—timely arrival, fortunate discovery
 3+ Leverage (GM) Introduce major plot hook—significant narrative development
 1 Leverage (Player) Avoid minor complication—graceful recovery from small setbacks
 2 Leverage (Player) Gain advantage on next roll—momentum boost when it matters
 3+ Leverage (Player) Rewrite recent unfavorable outcome—meaningful narrative influence

Campaign Tracking Systems

Simple yet powerful tracking mechanisms that enhance long-term play without burying you in complex bookkeeping.

Faction Loyalty Tracker

Track persistent world state through faction relationships that evolve organically with player choices.

Loyalty Scale

Use a simple -3 to +3 scale for each major faction that everyone can understand at a glance:

[Faction Loyalty Scale] IX

Loyalty Level Narrative Manifestations and Behavior

- 3 (Enemy) Actively working against player interests, seeking to undermine at every opportunity
 - 2 (Hostile) Will cause trouble when possible, though not dedicating full resources to opposition
 - 1 (Unfriendly) Suspicious and unhelpful, requiring significant effort to gain cooperation
 - 0 (Neutral) Indifferent to player actions, responding only to direct incentives or threats
 - +1 (Friendly) Helpful when convenient, offering assistance that doesn't require significant sacrifice
 - +2 (Supportive) Actively assist player goals, allocating resources to help achieve objectives
 - +3 (Ally) Will sacrifice for player interests, treating player success as faction success
-

Loyalty Shifts

Player actions shift faction loyalty in measurable, predictable ways:

- **Major help:** +1 to +2 loyalty (saving faction from existential threat)
- **Minor help:** +1 loyalty (completing favors, providing useful assistance)
- **Neutral actions:** No change (transactions without significant impact)
- **Minor harm:** -1 loyalty (inconveniences, minor thefts, small betrayals)
- **Major harm:** -1 to -2 loyalty (significant damage to faction interests)
- **Betrayal:** -2 to -3 loyalty (breaking major agreements, causing grave harm)

Revelation Economy

Control information flow through mechanical budgeting that makes discovery feel earned and strategic.

Budget Management

[Revelation Economy Framework] IX

Economy Element Management Rules

- Point Generation Each clock segment resolved = 1 revelation point earned
- Discovery Costs Major discoveries cost 1-3 revelation points based on significance

Player Banking Players can "bank" unused revelation for future sessions

GM Strategic Saving GM can "save" revelation for climax moments and big reveals

Revelation Costs

1 Point: Basic facts, surface details—what anyone could learn with minimal effort

2 Points: Strategic insights, tactical advantages—information that changes approaches

3 Points: Major revelations, plot-critical information—game-changing discoveries

Escalation Economy

Make tension management a player choice rather than imposed obstacle, giving them agency over challenge levels.

Point System

[Escalation Economy Mechanics] IX

Mechanic Implementation Guidelines

Starting Pool Begin with 3 escalation points per major conflict or challenge

Escalation Costs Each escalation costs 1 point: +1 dice to opposition, new threat, complication

Player Control Players can spend 1 leverage to de-escalate or redirect challenges

Refresh Cycle Points refresh per new conflict, preventing infinite escalation

Collaborative Mechanics

These mechanics transform players from participants to active co-creators in the narrative process.

Complication Trading

Allow players to request specific challenge types, making them active participants in narrative creation rather than passive recipients of adversity.

Player Challenge Requests

Players can request specific complication types that match their character strengths and player interests:

- **Social complications:** Feuds, negotiations, diplomacy—exploring relationship dynamics
- **Physical challenges:** Combat, exploration, survival—testing capabilities and endurance
- **Mystery elements:** Investigation, puzzles, hidden information—engaging intellect and perception
- **Moral dilemmas:** Ethical conflicts, difficult choices—exploring character values and growth

Bargaining Process

1. Player declares desired complication type and spends leverage (1-2 points)
2. GM draws from appropriate deck but allows player modification of specific elements
3. GM can spend relationship dice to enhance complications with faction connections
4. Both sides benefit from engaging, invested complications that everyone wants to explore

Cross-Cultural Synergy

Encourage creative cross-cultural storytelling through mechanical rewards that recognize meaningful connections.

Synergy Recognition

Look for natural connections between different cultural elements in your campaign:

[Cross-Cultural Synergy Examples] IX

Cultural Combination Potential Synergy and Narrative Opportunities

Maritime + Criminal Zakov seafaring traditions + Kahfagia underworld connections = smuggling networks

Rural + Supernatural Aelaerem agricultural wisdom + Aelinnel mystical knowledge = nature spirits

Urban + Bureaucratic Ecktoria city life + Aeler administrative systems = political intrigue

Military + Political Black Banners discipline + Acasia diplomacy = strategic alliances

Synergy Bonuses

- Recognize cross-deck connections = +1 to relevant rolls (acknowledging creative thinking)
- Create perfect matches = Bonus leverage or relationship die (rewarding deep engagement)
- Suggest cross-cultural solutions = GM investment bonus (encouraging innovative play)

Momentum Banking

Reward efficient play and strategic pacing through saved resources that acknowledge player skill and preparation.

Banking Rules

[Momentum Banking System] IX

Momentum Source Acquisition Guidelines

Efficient Resolution Resolve conflicts under standard time = Bank 1 momentum per segment under

Creative Problem-Solving Innovative solutions = Bonus momentum opportunities

Cooperative Play Helping allies = Shared momentum benefits for entire group

Strategic Retreat Knowing when to withdraw = Preserved momentum for future use

Spending Momentum

- +1 to any relationship roll (social advantage)
- 1 free leverage (resource flexibility)
- Reroll one diamond draw (fortune's favor)
- Minor narrative influence (story shaping)

Session Management for Enhanced Play

Structured procedures for managing these enhanced gameplay elements during actual play sessions.

Pre-Session Setup

[Pre-Session Preparation Checklist] IX

Preparation Task Specific Actions and Considerations

Deck Review Check active decks for session themes and anticipated challenges
 Relationship Audit Review relationship dice for factions likely to appear
 Leverage Pool Setup Initialize Shared Leverage Pool with player contributions
 Momentum Carryover Note any momentum saved from previous sessions
 Loyalty Updates Prepare faction loyalty tracker adjustments based on past actions

During Session Management

- Track relationship shifts through player actions in real-time
- Monitor Shared Leverage Pool spending and opportunities
- Facilitate Complication Trading when players seek specific challenges
- Track faction loyalty changes as alliances shift
- Monitor Revelation Economy spending for information pacing
- Note Momentum Banking opportunities as they arise naturally

Post-Session Wrap-up

1. Adjust momentum based on clock resolution and efficiency
2. Update relationship dice for factions that saw significant interaction
3. Note relationship changes that will affect next session planning
4. Bank unused revelation points for future discovery moments
5. Track session investment ratings to gauge engagement levels
6. Plan any carryover elements that bridge between sessions

Gradual Implementation Timeline

Introduce these enhanced mechanics gradually to avoid overwhelming players or yourself with too many new systems at once.

Quick Start (Sessions 1-3)

[Initial Implementation Phase] IX

System Introduction Method and Simplicity Level

Shared Leverage Pool Start with 1 leverage each; simple spending options only
 Faction Loyalty Tracker Use basic -3 to +3 scale; track only 2-3 major factions
 Complication Trading Simple offers: "Want to make this more interesting?" with limited options
 Basic Relationship Shifts Track obvious changes only; don't overcomplicate early sessions

Building Skills (Sessions 4-6)

- Add Momentum Banking with clear segment tracking
- Implement Revelation Economy using clock segments as discovery budget
- Introduce Cross-Cultural Synergy recognition with bonus examples
- Begin Escalation Economy for major conflicts only

Master Level (Sessions 7+)

- Full bidirectional relationship system with nuanced interactions
- Complete Session Investment tracking with detailed metrics
- Advanced Revelation Economy with banking and strategic saving
- Player-GM Relationship Mirror for deep character integration
- Strategic Cross-Deck Synergy creation for complex narrative weaving

Narrative First: Enhanced Tools Serve Story

These enhanced mechanics are tools to deepen collaborative storytelling, not replace it. Use them when they enhance the fiction and discard them when they hinder the narrative flow:

- Let relationships shift naturally through roleplay and character development, not just dice mechanics
- Allow momentum to build through creative problem-solving and smart play, not mechanical optimization
- Let cross-cultural connections emerge from player choices and world exploration, not forced combinations

- Use the Shared Leverage Pool to reward collaborative play and interesting choices, not just mechanical efficiency

Remember: You are still the **weaver of consequences** in a world that responds to every action. These tools simply give you and your players more ways to create meaningful, interconnected stories together—stories where everyone has investment, agency, and stake in the outcome.

The world of Fate’s Edge responds to every action—and now, with these enhanced techniques, it responds to every **collaborative choice** made around the table.

Make it legendary, together.

Chapter 8

Tier IV and V Play

As characters reach Tier IV and V levels, the scope of play expands dramatically. What once were local concerns become matters of regional, national, or even world-shaking importance. This chapter provides guidance for managing the unique challenges and opportunities that come with high-tier play.

8.1 The Nature of High-Tier Play

At Tier IV and V, characters are no longer operating on the margins—they are movers and shakers. Their actions have visible, lasting impacts on the world. This shift requires the Game Master to think bigger, plan longer, and embrace the cascading consequences of player choices.

Key Characteristics

- **Wider Scope:** Actions affect cities, regions, or nations
- **Longer Timelines:** Consequences unfold over weeks, months, or years
- **Greater Stakes:** Failure means more than personal loss
- **Complex Alliances:** Multiple factions with competing interests
- **Legacy Impact:** Choices create lasting changes to the world

8.2 Deck-Based Campaign Management

High-tier play benefits from structured campaign management using the Game Deck and other tools to track large-scale developments.

Campaign Clock Expansion

Expand beyond core campaign clocks to include:

- **Faction Influence** (6): Track major faction relationships
- **Public Opinion** (8): Regional perception of the group
- **Resource Network** (6): Economic and logistical reach
- **Legacy Projects** (10): Long-term initiatives with lasting impact

Using Cards for World Events

Draw cards periodically to introduce world events:

- **Suit 1 (Swords):** Geographic/political changes
- **Suit 2 (Crowns):** Social/cultural shifts
- **Suit 3 (Anchors):** Economic/resource developments
- **Suit 4 (Glyphs):** Opportunities/leverage points

8.3 Managing Multiple Holdings and Allies

Tier IV+ characters often command extensive networks. Use these techniques to keep management manageable:

Holding Clustering

Group related holdings into portfolios:

- **Economic:** Trade routes, businesses, investments
- **Political:** Titles, contacts, influence networks
- **Military:** Retainers, fortifications, strategic positions
- **Intelligence:** Informants, research facilities

Ally Hierarchies

Create chains of command:

- **Lieutenants** (Expertise 4-5): Direct reports who manage others
- **Commanders** (Expertise 3): Mid-level managers of specific portfolios
- **Agents** (Expertise 2): Field operatives and specialists

8.4 High-Stakes Consequences

Setback Points at high tiers should reflect the expanded scope of play:

High-Tier Setback Sinks

- **3-4 SP:** Regional setback, major holding compromised
- **5-6 SP:** Faction relationship damaged, public scandal
- **7-8 SP:** Strategic position lost, major ally turned
- **9+ SP:** Paradigm shift, fundamental world change

Deck-Driven Consequences

Use the Game Deck for major setbacks:

- **Court Cards:** Major faction leaders or institutions affected
- **Aces:** Foundational assumptions challenged
- **Multiple Cards:** Cascade effects across multiple domains

8.5 Running Epic Campaigns

High-tier play often involves extended campaigns with multiple acts and lasting consequences.

Act Structure

- **Act I - Establishment** (Sessions 1-3): Set the stage, establish stakes
- **Act II - Escalation** (Sessions 4-8): Complications multiply, alliances shift
- **Act III - Resolution** (Sessions 9-12): Climactic confrontations, lasting changes
- **Epilogue** (Session 13+): Legacy assessment, new beginnings

Campaign Seeds

Use the full 4-card draw for major campaign hooks:

- **Suit 1 (Swords):** Primary location/region of conflict
- **Suit 2 (Crowns):** Key faction/leader driving events
- **Suit 3 (Anchors):** Major complication/threat
- **Suit 4 (Glyphs):** Opportunity/resource to exploit

8.6 Mass Combat and Warfare

Tier IV+ characters often find themselves commanding armies or influencing wars.

Army Scale Combat

Simplify large-scale battles:

- Treat armies as powerful allies with specialized skills
- Use clocks to track morale, supply, and strategic position
- Focus rolls on leadership and tactical decisions, not individual combat

Advanced Subsystem: Mass Combat

For a more detailed warfare system, use the following framework:

****Army as an Entity**** Create a character sheet for the army with Approaches (e.g., Aggressive, Disciplined, Cunning) and a "Morale Supply" clock.

****The Battle Clock**** Each significant battle is a 4-6 segment clock. Characters can contribute by using their skills to create advantages or by leading from the front.

****Strategic Rolls**** Commanders make skill checks against a target number. Success fills segments on the Battle Clock; failure fills segments on the army's "Morale Supply" clock or introduces a complication via the Game Deck.

War Campaigns

Structure extended conflicts:

- **Strategic Phase:** Resource management, alliance building
- **Tactical Phase:** Key battles, covert operations
- **Political Phase:** Negotiations, aftermath management

8.7 Mythic Challenges

At Tier V, characters approach legendary status. Create challenges that match their stature:

Existential Threats

- Cosmic entities beyond normal understanding
- Reality-altering phenomena
- Threats to entire civilizations or ways of life

Legacy Missions

Missions that will be remembered for generations:

- Founding or destroying nations
- Ending or beginning ages
- Reshaping fundamental aspects of the world

Advanced Subsystem: Legacy Projects

A Legacy Project is a long-term goal that extends beyond a single adventure. To run one:

****Define the Project**** The players state their goal (e.g., "Build a Mage University," "Forge an Alliance of Kingdoms").

****Create the Project Clock**** This is a large clock, typically 8-12 segments.

****Determine Prerequisites**** The project may require specific resources, allies, or completed quests to even begin.

****Milestone Advances**** Instead of filling the clock with single rolls, each major story arc or significant achievement fills 2-3 segments. Setbacks from the Game Deck can remove segments.

8.8 Managing Player Agency

With great power comes the need for great Game Master flexibility:

Player-Driven Narratives

- Let player choices genuinely reshape the world
- Honor long-term commitments and consequences
- Provide meaningful opposition that matches their scale

World Reactivity

- Factions respond realistically to player actions
- Economic and political systems show cause-and-effect
- Non-player characters remember and react to past interactions

8.9 Rivals and Counterpoints

High-tier characters attract attention—both positive and negative:

Creating Worthy Opponents

- Mirror player capabilities and resources
- Give them their own networks and influence
- Create personal connections and history with the group

Dynamic Rivalry

- Rivals evolve based on player actions
- Competition across multiple domains (political, economic, social)
- Occasional cooperation against greater threats

8.10 Campaign Legacy

Help players see the lasting impact of their choices:

Legacy Tracking

- Document major world changes initiated by the group
- Track faction relationships and their evolution
- Record personal legacies and how they're remembered

Epilogue Framework

Use cards to determine long-term outcomes:

- Draw 2-3 cards from each suit
- Interpret results as 5-10 year outcomes
- Let players narrate their characters' final fates

8.11 Game Master Preparation Tips

Think in Campaign Arcs

- Plan 3-5 major story arcs per tier
- Each arc should have lasting world impact
- Connect arcs through recurring themes or non-player characters

Prepare Flexible Frameworks

- Create faction relationship matrices
- Develop economic and political systems that respond to actions
- Build modular locations that can evolve

Embrace Player Creativity

- Let player holdings genuinely solve problems
- Reward creative use of influence and resources
- Say "yes" to ambitious player plans, then make them interesting

8.12 Sample High-Tier Scenario

The Shattered Crown Crisis

A Tier IV campaign seed:

- **Suit 1 (The Royal Crypts):** Ancient tombs beneath the capital
- **Suit 2 (The Usurper):** A noble house claiming the vacant throne
- **Suit 3 (Fractured Loyalties):** Regional lords choosing sides
- **Suit 4 (The Crown's Secret):** Hidden royal treasures and alliances

Clocks: Succession Crisis (8), Noble Conspiracy (6), Public Unrest (6)

This scenario can evolve based on player choices—supporting the usurper, finding a true heir, or establishing a new form of government.

8.13 Tools of the Game Master

This section summarizes the key procedures for running epic-tier play.

Core Procedures

****Starting an Epic Arc**** Draw 4 cards (one per suit) to generate the core elements of a major story: Location, Faction, Threat, and Opportunity.

****Managing the World**** At the start of each session or after a major event, draw a card from the Game Deck to see how the world changes. Use the suit to determine the domain (Political, Social, Economic, Opportunistic).

****Handling Major Setbacks**** When players accumulate 3+ Setback Points, consider spending them for a high-tier consequence. Use the Game Deck to determine the nature of the setback, with Court Cards and Aces indicating severe, world-altering events.

****Tracking Progress**** Maintain the expanded set of Campaign Clocks (Faction Influence, Public Opinion, etc.) to mechanically represent the group's impact on the world.

Running Key Scenes

****Mass Combat**** Use the Battle Clock subsystem. Focus on the characters' leadership actions and their consequences for the army's morale.

****Legacy Projects**** Use the Legacy Project Clock. Advance it through milestone achievements, not individual rolls.

****Epilogue**** After the final session, use a multi-card draw from the Game Deck to inspire the narration of the world's and characters' long-term futures.

8.14 Conclusion

Tier IV and V play represents the pinnacle of storytelling in this system. Embrace the epic scope, honor player agency, and let the world truly respond to their legendary actions. Remember: these characters don't just participate in history—they make it.

The dice still matter, consequences still flow, and every choice still carries weight. But now, those choices echo across nations and generations.

Make it legendary.

Chapter 9

Setting Lore and Worldbuilding

The world of this game is a tapestry woven from ancient magic, fallen empires, and the vibrant, stubborn cultures that endure. It is vast, ancient, and **alive with stories**. Every region carries the weight of history, ambition, and forgotten oaths. As the Game Master, your role is not just to present this world—but to **breathe life into it**, letting it respond to the players' choices with texture, consequence, and mystery.

The Amaranthine Sea Region: A World of Echoes

The heart of the known world is the **Amaranthine Sea**, a vast inland sea whose shores are a patchwork of successor states, nomadic confederacies, and ruins that whisper of a grander age. Once the center of a great, unified empire, the region now pulses with the legacy of that fallen power. Its meticulously laid roads are still traveled, its codified laws still whispered in courts, and its spectral guardians still watch from crumbling arches. The air itself feels heavy with memory, and ambition is often just an attempt to recapture a lost echo of glory.

The Amaranthine Sea at a Glance

A quick reference for the major political and cultural forces vying for control.

****The Imperial Legacy**** The ghost of the fallen empire. Its laws, roads, and ruins are the foundation of modern life. Imperial relics are powerful but often cursed by the pride of their makers.

****The Everflame Faith**** The dominant religion of the western shores, centered in Eck-toria. A monotheistic faith worshipping a deity of holy fire, with aspects of judgment, war, and building. Zealous, political, and fond of spectacle.

****The Free Cities & Kingdoms**** Independent states like Viterra, Acasia, and Theypyrgos, each with their own laws, rulers, and methods of survival. They balance cooperation and conflict in a delicate dance.

****The Old Peoples**** The Dwarves (Aeler) and Elves (Lethai), whose cultures predate the empire. They possess deep, innate magics and perspectives measured in centuries, not years.

****The Nomadic Powers**** Confederations like the Ykrul and the Tulkani, who move

across and between the settled lands. They are masters of their domains and keepers of ancient, oral traditions.

Major Regions

- **Ecktoria:** The marble heart of imperial memory. Here, gladiators fight in sunken arenas, transactions in great coin-houses decide fates, and the priests of the Everflame hold sway. It is a land where the past is a living, breathing force, and ambition is draped in a toga.
- **Vhasia:** A land of fractured suns, where a dozen petty kings and noble houses vie for a crown that was shattered generations ago. Intrigue is the national sport, poetry is a weapon, and every alliance is written in sand.
- **Viterra:** The self-proclaimed "last kingdom," a bastion of lawful order and tradition. Its Knights of the Dawn patrol well-kept highways, projecting an image of stability that hides a deep-seated fear of the chaos beyond its borders.
- **Acasia:** A land of broken marches and hard-scrabble towns, save for the dazzling, cosmopolitan port of **Silkstrand**. Here, coin speaks louder than crowns, and mercantile ambition has built a city that rivals the old imperial capitals in wealth and intrigue.
- **Ubral:** The highland home to fierce, clannish humans and their steadfast dwarven allies. It is a land of deep oaths, ringing axes, and the quiet, unyielding strength of its people. Hospitality is a sacred duty, and blood feuds can last for centuries.
- **The Mistlands:** A fog-drenched realm of fens and quiet villages, under the protectorate of nearby dwarven holds. Life here is governed by the ringing of warning bells, the trade of ward-salt, and rituals to keep the old, nameless things in the mist at bay.
- **Thepyrgos:** The "City of Stairs," a towering elven enclave built on a mountainside. It is a place of serene scholars, quiet synods, and high-arcane theory, where the last lanterns of ancient knowledge are carefully tended.
- **Kahfagia:** A maritime oligarchy of independent island-states, where life is dictated by the storms and the krakens that haunt the deeps. Its pilots are legendary, its privateers are sanctioned, and its people pay homage to the tempest itself.

Cultures and Peoples

Identity is the cornerstone of this world. Each culture carries its own history, values, and innate talents, shaping how they interact with magic, society, and the world itself. These are not monolithic blocs but vibrant societies with internal diversity and conflict.

Humans

Humans are the great adapters and innovators. Their societies are dynamic, rising and falling with a speed that bewilders the longer-lived races. They are defined by their versatility and their relentless drive to leave a mark on the world, for good or ill.

Human Subcultures of the Amaranthine

Ecktorians Imperial, pragmatic, and fond of spectacle. They see themselves as the inheritors of a glorious past and are often obsessed with legal precedent and public honor.

Vhasians Proud, nuanced, and obsessed with bloodlines, poetry, and honor. They speak in layers of meaning and metaphor, and a well-turned insult can be as deadly as a blade.

Viterrans Lawful, devout, and community-minded. They value stability, literacy, and mercy above all, and deeply distrust the radical ambition of their neighbors.

Acasians Mercantile, ambitious, and fiercely independent. In places like Silkstrand, your origin matters less than the weight of your purse and the sharpness of your wit.

Ubral Clannish, loyal, and hardy. They value their word and their steel in equal measure. Their alliances with the dwarves are as strong as the mountain stone.

Dwarves (Aeler)

The Aeler possess a deep, innate connection to the stone they call home. This **Stone-Sense** is more than a skill—it is a form of perception. They can feel the age and integrity of rock, find hidden passages intuitively, and commune with the deep, silent memory of the earth. Their cultures are built on patience, peerless craftsmanship, and the profound weight of ancestral duty.

- **Mountain Dwarves:** The classic deep-dwellers, ruled by kings who speak for the mountain itself. Their halls are vast, their forges hot, and their histories long. They are the primary force in the Aelerian holds.
- **Hill Dwarves:** More integrated with the surface world, they often act as traders, diplomats, and staunch allies to human kingdoms like Ubral. They bridge the gap between the deep stone and the open sky.
- **Spirit Shields:** A martial and spiritual order dedicated to protecting sacred sites and guarding against the evils that stir in the deep, dark places of the world. They are the guardians of terrible secrets.

Elves (Lethai)

The Lethai are bound to the flows of magic and memory in ways other races can scarcely comprehend. Their long lives grant them perspectives that can seem alienly patient or tragically haunted. Their cultures are deeply specialized, reflecting different philosophical responses to a long and often sorrowful history.

- **Wood Elves (Lethai-al):** The "Mist People." They live in harmony with the untamed wilds, their lives bound to the cycles of nature. They are druidic, fey-touched, and possess a profound talent for soothing the violent Backlash of wild magic. They are secretive but not unkind.
- **High Elves (Lethai-thora):** The "Memory-Keeper." Sequestered in cities like Thepyrgos, they devote themselves to scholarship, arcane theory, and the preservation of knowledge. Some among them are rumored to practice Echo-Walking, a form of mental time-travel through ancestral memories. They are often aloof, burdened by the weight of what they remember.

Ykrul

The Ykrul are a fierce, hardy people from the steppes and mountains to the east. Their most defining trait is **Blood Memory**—after a battle, a Ykrul warrior can meditate on the blood of their foe and gain flashes of insight into their tactics, culture, and even fleeting memories. This makes them unparalleled adapters in warfare and feared negotiators.

- **Steppe Riders:** Nomadic horselords of the vast eastern plains, living in kinship-based clans and following the migrations of the great herd-beasts. Their identity is tied to their horses and the endless sky.
- **Mountain Clans:** Fierce and isolationist, dwelling in high valleys and known for their endurance and formidable raiding skills. They are often hired as mercenaries for their unwavering loyalty to their contract-holder.
- **River Raiders:** Those who have taken to longships, terrorizing the coastal settlements of the Amaranthine Sea but also serving as mercenaries for the highest bidder. They are masters of the sudden, brutal strike.

Tulkani: The People of the Road

The Tulkani are a dispersed people, often misunderstood and mistrusted by the settled populations. They are masters of the road, of horses, and of the spaces between places. Drawing inspiration from Romani and other travelling cultures, they are not a monolith but a diverse collection of families and bands united by a shared history of migration, a rich oral tradition, and a deep connection to the natural and spiritual world. They are known as storytellers, healers, metalworkers, and traders.

Life on the Road: Tulkani Culture

- **The Vitsa & the Kumpania**** The primary social structures. A **Vitsa** is an extended family group, led by a respected elder. A **Kumpania** is a larger band of several Vitsa traveling and working together.
- **Marhime & Purity**** A complex concept of spiritual purity and pollution (**Marhime**). Certain actions, objects, or contacts with outsiders can be considered marhime, requiring specific rituals for cleansing.
- **Bax & Luck**** The concept of luck (**Bax**) is central. It is a tangible force that can be earned, lost, or shared. A person with good bax is respected; bad bax is avoided.
- **The Djili & Storytelling**** Their rich oral tradition (**Djili**) preserves their history, laws, and wisdom. A good storyteller is a valued member of the community.

Other Peoples

The world is dotted with other distinct peoples, each with their own niche and secrets.

- **Linn:** Skerry raiders and fisher-folk from the northern isles. They swear by storm-oaths, are unmatched as mist-pilots, and their leaders are called "whale-road kings." They live by the harsh code of the sea.

- **Aelinnel:** Often called gnomes, these folk see the world in numbers, names, and intricate patterns. They are natural cartographers, linguists, and engineers, building communities where stone and bough meet. They have a fey-touched quality and a love for puzzles and contracts.
- **Aelaerem:** The halfling hearth-folk, who prioritize community, comfort, and the preservation of "the old ways"—a collection of simple, practical wisdom and folklore that often proves surprisingly insightful. They are the unseen anchors of many rural communities.

Magic and the Arcane

Magic here is not a safe, predictable science—it is a **pact**, a **rite**, a **risk**. It is drawn from the world itself and shaped by will and tradition. Each school, or "Art," is tied to a fundamental element or philosophical concept. Using magic is an act of persuasion or command over the fabric of reality, and failure can have tangible, dangerous consequences.

Schools of Magic (The Arts)

The Six Arts

Pyromancy The Art of Fire. Not just destruction, but also light, transformation, purification, and passion. Its users can forge unbreakable steel, spark a rebellion's heart, or purify a plague-ridden field.

Hydromancy The Art of Water. Governs flow, healing, restoration, divination, and subtle influence. A hydromancer can mend a wound, calm a storm, uncover a lie in a pool of water, or guide a ship through treacherous currents.

Geomancy The Art of Earth. Commands structure, stability, resonance, and strength. Geomancers can strengthen fortifications, communicate through stone, sense tremors from leagues away, or find the weakest point in a wall.

Umbramancy The Art of Shadow. Deals with silence, misdirection, secrets, and the spaces between things. It is the art of spies and assassins, but also of those who seek forgotten knowledge hidden in darkness.

Vitalism The Art of Life. Influences growth, healing, decay, and the spirit. Vitalists are healers and druids, but a deep understanding of life also grants power over its end, making them potent in ways that can be unsettling.

Thaumaturgy The Art of Holy Force. Channels sanctity, divine law, and pure willpower. It is the domain of devout priests and paladins, used to smite the wicked, protect the faithful, and consecrate ground against unnatural evils.

Cultural Traditions

How these Arts are practiced varies wildly by culture, creating unique and flavorful magical traditions.

- **Dwarven Magic:** Rooted in Geomancy and a deep respect for ritual. Their magic is one of ritual forging, rune-carving, and communion with ancestral spirits through the stone of their halls. It is slow, deliberate, and enduring.

- **Wood Elf Magic:** Deeply tied to Umbramancy and Vitalism. Their rites are subtle and nature-focused, working with the shadows of the forest and the pulse of life. They possess unique techniques for soothing the dangerous Backlash that can occur when magic runs wild.
- **High Elf Magic:** A scholarly pursuit of all Arts, but specializing in memory-weaving and high arcane theory. Their most secret discipline, Echo-Walking, is a form of psychometry on a grand scale, allowing them to experience echoes of past events.
- **Ykrul Shamanism:** A raw, spiritual form of Vitalism. Their magic involves blood-rites, spirit-talking, and drawing power from the bond between hunter and prey. It is pragmatic, powerful, and deeply connected to their environment.
- **Tulkani Magic:** A subtle and often misunderstood tradition. It leans on Hydromancy (for scrying and healing), Umbramancy (for misdirection and protection), and a unique form of Vitalism tied to fate and luck (**Bax**). Their magic is often woven into crafts like metalworking (**blacksmithing magic**) and storytelling, creating charms, wards, and curses that are deeply personal. It is less about flashy displays and more about influencing the flow of events and protecting the community.

Religion and Power Structures

Faith is not an abstract belief—it is an **active force**, a **political player**, and often a **dangerous path**. The gods, or the ideas of them, directly influence the lives of mortals through their institutions, their laws, and the fervor of their followers.

The Everflame

The dominant faith in Ecktoria and the western shores. It is a monotheistic religion that worships a single deity manifest as a sacred, eternal flame, with aspects like Adar (the Judge), Odur (the Warrior), and Akilesh (the Builder). Its priests are powerful, its inquisitors zealous, and its gladiatorial games are considered holy offerings. The Church of the Flame is a major political and economic force.

The Light

A reformation of the Everflame that took root in Viterra. It emphasizes mercy, literacy, and lawful order over fire and sacrifice. Its temples are libraries and hospices, and its knights are protectors, not conquerors. It is a more intellectual and compassionate faith, but no less determined in its influence.

Dwarven Ancestor Worship

For dwarves, the past is not gone. The Stone remembers. They commune with their ancestors through intricate rituals, runic inscriptions, and the deep silence of the mountain. A dwarf's greatest shame is to be forgotten by their descendants, and their greatest goal is to live a life worthy of being remembered. This is a deeply spiritual and cultural practice, not a religion with gods in the traditional sense.

Ykrul Shamanism

The Ykrul believe spirits inhabit all things—the sky, the stones, the animals. Shamans read omens in the flight of birds, call the hunt with ancient songs, and speak for the great Sky-Spirit with a voice that commands respect and a blade that ensures it. It is an animistic faith, deeply integrated with daily life and survival.

Tulkani Spirit Belief

Tulkani spirituality is animistic and deeply personal. They believe in a world alive with spirits (**mane**), both great and small—spirits of the road, the hearth, the forest, and the ancestors. Respect for these spirits is paramount. They also hold a belief in a cosmic force of fate and balance, often referred to as **O Del** (God). Their spiritual leaders are not priests in a formal hierarchy but elders and **drabarni** (wise women) who know the rituals to appease spirits, read signs, and practice healing magic. A central figure in their folklore is **Ikasha, She Who Sleeps**, a matron goddess who dreams the world.

Local Cults and Heresies

Beyond the major faiths, countless local cults and heresies thrive in the shadows, in the forgotten places, and in the hearts of those who seek answers outside the established orders.

Whispers of Faith

The Pale Shepherd A figure from Aelaerem folklore, a quiet entity associated with both birth and loss. It is said he comes when lambs are born, and also when people go missing in the mist. Offerings of milk and wool are left for him at crossroads.

The Cursed Child of Silkstrand More rumor than deity. Stories speak of a forgotten noble child whose laughter can end sieges and whose tears can cause ships to founder. Some desperate souls leave offerings in dank alleyways, hoping for its favor.

Cults of the Fallen Empire Secret societies that worship the emperors of old as god-kings, or seek to awaken the slumbering power within imperial ruins. They are often obsessed with relics and forbidden knowledge.

Echoes of Empire

The great empire that once unified the region is gone—but its shadow lingers. Its bones form the foundation of the modern world. Its meticulously laid roads still bear its mile-stones. Its codified laws still echo in courts. And in the silent ruins that dot the landscape, something waits—a ghost, a automaton, a curse, or a spark of forgotten power.

- **Imperial Relics:** Functional, dangerous, and often subtly cursed. A sword that never dulls might also thirst for the blood of its wielder's kin. A lamp that burns eternally might cast shadows that move on their own. These items are prizes, but they carry the pride and flaws of their makers.

- **Broken Laws:** Old imperial edicts, long unenforced by any mortal authority, are sometimes still upheld by lingering geases, clockwork automatons, or territorial spirits. To break such a law in the wrong place can have unexpected and dire consequences.
- **Lost Provinces:** Places where the empire's reach failed, and the map simply ends. These are wild, untamed lands where the world begins to breathe in ways forgotten by civilization. They are frontiers of danger and opportunity.

Building Your World

This setting is designed to be a **collaborative world**. You don't need to build everything beforehand—just enough to **spark wonder** and **invite choice**. The best worldbuilding is done at the table, in response to player actions and interests.

- **Start Local:** Begin with a single village, a lonely keep, or a roadside shrine. Give it a few vivid details, a handful of named NPCs with desires, and one hidden secret. Let the players explore this small area thoroughly before expanding the scope.
- **Tie to Culture:** Every place should reflect the people who built it or live there. A dwarven bridge will be functionally elegant and eternally sturdy. A Vhasian manor will be beautiful, defensible, and filled with political tension. A Tulkani campsite will be temporary but meticulously arranged, with signs of respect for the local spirits.
- **Add a Secret:** Every location should hide something—a piece of lore, a hidden danger, or an unexpected opportunity. This secret is a hook for you to develop based on what the players find interesting. The secret under the Salt Gate in Silkstrand isn't defined until the players decide to investigate it.

Example: The **Salt Gate** in Silkstrand is a bustling customs quay where tariffs are collected. But beneath its worn flagstones lies a sealed vault where the old imperial mages once stored forbidden salts from other planes. It's just a rumor... until a spring tide cracks the ancient seal, and the vault begins to breathe a strange, captivating mist into the city. Is the mist a curse? A resource? A gateway? The players' actions will decide.

Let the World Breathe

In this game, the world is not a static backdrop—it is a **character**. It watches. It remembers. And it **responds**.

Let the factions in your campaign have their own goals that progress regardless of the players. Let the weather and seasons matter. Let NPCs remember past interactions, for good or ill. If the players help a Tulkani kumpania, word travels along the road, and other Tulkani bands may offer them aid. If they insult a Vhasian duke, that slight will be remembered and repaid with poetic precision.

Let the bells of the Mistlands ring. Let the intrigues of Vhasia simmer. Let the players' choices ripple outwards, changing the world in ways both great and small. And let them write their names in the ledger of fate.

Chapter 10

Running the Game: A Practical Guide

Reading the rules is one thing; feeling the flow of the game is another. This chapter provides a practical, illustrative walkthrough of how **Fate's Edge** operates at the table. We will follow a hypothetical group through several common scenarios, showing how the core procedures—Position, Rails, Clocks, and the Deck of Consequences—create a dynamic, responsive narrative. The goal is to see the rules not as restrictions, but as natural tools for collaborative storytelling.

The Setup: Our Intrepid Band

To illustrate, we'll follow a specific group:

- **Valerius:** An Ecktorian ex-legionary (Body/Resolve), the group's protector.
- **Elara:** A Vhasian spy and infiltrator (Wits/Skulduggery), the group's face and trickster.
- **Kael:** A dwarven stonemason and lore-keeper (Lore/Geomancy), the group's scholar and planner.

They are in the city of **Silkstrand**, Acasia, and have learned that a rival merchant, **Lord Silas**, possesses a sealed charter that proves their patron's rightful claim to a lucrative trade route. Their goal: acquire the charter from Silas's heavily guarded manor.

Scenario 1: The Heist - Infiltrating Silas's Manor

A heist is a classic test of planning, improvisation, and dealing with cascading complications. Let's see how it unfolds.

Phase 1: The Approach - Gathering Information

The players decide to case the manor before attempting entry. Elara suggests scouting the perimeter and socializing with the household staff at a nearby tavern.

The Action: Elara will use **Wits + Skulduggery** to identify patrol patterns and a weak point in the security.

- **Position: Risky.** The streets are watched, but the evening crowd provides some cover.
- **Rails:** The GM sets a **Hunt Rail** (4 segments) representing the alertness of Silas's guards. A complication might fill this clock.

Elara rolls: **2d** (Wits 2 + Skulduggery 0). She gets a **5** and a **3** → a **Partial Success**.

The Outcome: She successfully identifies a side gate used by kitchen staff that is less frequently watched. **However**, the GM spends 1 Complication Point. A patrolling guard spots her loitering and becomes suspicious, advancing the **Hunt Rail** by 1 segment. The guard doesn't raise an alarm yet but will remember her face.

Phase 2: The Infiltration - A Desperate Climb

With the side gate identified but now under increased scrutiny, Valerius proposes a different approach: scaling the outer wall in a blind spot under cover of darkness.

The Action: Valerius will use **Body + Athletics** to scale the wall.

- **Position: Desperate.** The wall is high and slick with dew. A fall would be serious, and he's exposed.
- **Rails:** The **Hunt Rail** is now at 1/4. A complication here could be dire.

Valerius rolls: **3d** (Body 3 + Athletics 0). He gets a **6**, a **2**, and a **1** → a **Full Success!** He scrambles silently over the wall and drops into a deserted herb garden.

The Outcome: No complication. He's inside. He secures a rope for the others. The GM notes that the **Desperate** position was overcome by a great roll, avoiding what could have been a nasty fall or immediate discovery.

Phase 3: The Complication - An Unlocked Door

Inside, Kael uses his **Stone-Sense** to try and feel the layout of the manor's lower levels, hoping to locate the vault.

The Action: Kael uses **Lore + Geomancy** to attune to the stonework.

- **Position: Controlled.** He's in a quiet, stable area and can focus.

Kael rolls: **2d** (Lore 2 + Geomancy 0). He gets a **1** and a **3** → a **Complication**.

The Outcome: He gets a vague sense of a reinforced room to the east, but the GM now has 2 CP to spend. The GM decides to introduce a new element: the door to the kitchen swing opens, and a young, nervous apprentice carrying a tray of wine steps out, freezing when he sees the intruders. The scene immediately shifts to a social encounter.

Phase 4: Improvisation - Swaying the Apprentice

Elara quickly steps forward, putting herself between the apprentice and the armed Valerius.

The Action: Elara will use **Presence + Sway** to convince the apprentice he saw nothing, perhaps with a bribe.

- **Position: Risky.** He's scared and could easily scream.
- **Rails:** The GM invokes a **Curfew Rail** (6 segments)—how long until the master of the kitchen comes looking for the late wine?

Elara rolls: **3d** (Presence 2 + Sway 1). She gets a **4**, a **5**, and a **2** → a **Partial Success**.

The Outcome: The apprentice is swayed by the coin and doesn't scream, but he whispers, "The master's steward makes his rounds in five minutes! You must be gone!" The GM advances the **Curfew Rail** by 2 segments, creating immediate time pressure. The heist continues, but the clock is ticking loudly.

Heist Flow Summary

This sequence shows the core loop:

1. **Player declares goal and approach.**
2. **GM sets Position and relevant Rails/Clocks.**
3. **Roll determines outcome:** Success moves the plan forward; Partial Success does so with a cost (CP or Clock advance); Complication introduces a new problem (spending CP).
4. **The fiction changes**, and the loop repeats. The game naturally oscillates between controlled planning and chaotic improvisation.

Scenario 2: The Aftermath - Social Fallout

The group successfully retrieves the charter (though not without further close calls). However, Lord Silas knows he was robbed and suspects their patron. A few days later, Elara is invited to a high-society party at Silas's manor—a clear trap, but one she cannot refuse without admitting guilt.

The Scene: A Gilded Trap

The party is in full swing. Silas corners Elara, his tone friendly but his eyes cold.

The Action: Elara needs to navigate this conversation without giving anything away, using **Wits + Sway** to maintain her cover story.

- **Position: Desperate.** She's on his turf, surrounded by his allies.
- **Rails:** The GM sets a **Crowd Rail** (8 segments) representing the social pressure and potential for a public scandal that could ruin her patron.

Elara rolls: **3d** (Wits 2 + Sway 1). She gets a **1**, a **1**, and a **4** → a **Complication**.

The Outcome: Disaster. Her story has holes. Silas smiles thinly and says, loud enough for others to hear, "A curious tale. It seems the rats in this city are growing bold." The GM spends the CP for a major social setback: the **Crowd Rail** is filled instantly. Whispers spread, and her patron's reputation takes a significant hit. The GM also draws from the Deck of Consequences for a long-term effect: the **Queen of Spades**—a major political figure (perhaps the Matron of Silkstrand herself) takes note of the scandal, creating a new, powerful rival.

Scenario 3: The Journey - A Chase through the Mistlands

With heat increasing in Silkstrand, the group decides to flee north into the Mistlands to deliver the charter to a safe ally. Lord Silas has hired a band of mercenaries to pursue them.

This is a perfect opportunity to use the **Travel Deck** and abstract a chase sequence.

The Chase as a Series of Clocks

The GM sets up two opposing clocks:

- **PCs' Escape Clock** (6 segments): They need to lose their pursuers or reach the safety of the dwarven holds.
- **Pursuers' Hunt Clock** (6 segments): The mercenaries are closing in.

Each leg of the journey is resolved with a skill check, with the outcome affecting both clocks.

Leg 1: Navigating the Fog. Kael uses **Lore + Survival** to guide them.

- **Position: Risky.** The mist is thick and disorienting.

Kael rolls a **Partial Success**. The GM rules: The PCs advance their **Escape Clock** by 1 segment, but the pursuers also advance their **Hunt Clock** by 1 segment—the mercenaries are doggedly following their trail.

Leg 2: Crossing the Charnel Bog. Valerius uses **Body + Athletics** to find a safe path.

- **Position: Desperate.** The bog is treacherous and slow-going.

Valerius rolls a **Full Success!** The PCs find a swift, hidden path, advancing their **Escape Clock** by 2 segments. The pursuers are stymied, and their **Hunt Clock** does not advance.

Leg 3: The Ambush. The Hunt Clock is at 4/6. The mercenaries catch up! This triggers a **Skirmish** as a discrete scene (see below), which will decisively impact the chase clocks.

Scenario 4: The Skirmish - A Fight in the Fog

The mercenaries emerge from the mist, blades drawn. The GM frames the conflict not as a round-by-round tactical simulation, but as a high-stakes action scene with a clear objective: **break through the ambush and escape**.

Setting the Stakes

- **Objective:** The PCs need to create an opening to flee.
- **Position: Desperate.** They are ambushed and outnumbered.
- **Clocks:** The GM creates a **Mob Overwhelm Clock** (4 segments). If it fills, the PCs are surrounded and captured.

Valerius's Action: He decides to charge the leader, hoping to break the mercenaries' morale with a show of force. He uses **Body + Warfare**.

He rolls a **Partial Success**. He clashes with the leader, holding him off, but the GM spends a CP: a lesser mercenary gets a lucky strike. Valerius takes **Harm 1** (a gash on his arm). The **Mob Overwhelm Clock** advances by 1 segment.

Elara's Action: Seeing Valerius in trouble, she throws a smoke pellet (a temporary asset) and uses **Wits + Skulduggery** to create a diversion.

She rolls a **Full Success!** The smoke and her shouts confuse the mercenaries, creating the needed opening. The **Mob Overwhelm Clock** is reduced by 2 segments as the enemy formation breaks.

The Outcome: With the opening created, Kael shouts for a retreat. The group disengages. The skirmish is over. They have survived but are wounded. The **Hunt Clock** is reset—the mercenaries are temporarily scattered. The PCs can now continue their journey, with the consequences of Valerius's harm applying to his future actions.

Conclusion: The Rhythm of Play

As these examples show, **Fate's Edge** is not about rigidly following a script. It's about a conversation—a rhythm between the players' ambitions and the world's reactions.

The GM's Mantra

- **Fiction First:** Always start with the fictional situation. What is happening? What makes sense?
- **Set Position and Rails:** Use these tools to define the stakes and pressure of a scene.
- **Let the Dice Decide:** Embrace the results. A complication is not a failure; it's a twist.
- **Spend Complication Points:** Make the world feel alive and reactive. Consequences should flow naturally from the fiction.
- **Think in Arcs:** Connect scenes. The social fallout from the party leads to the chase, which leads to new opportunities or threats in the Mistlands.

Your role as the GM is to be a fan of the characters, a fair judge of the rules, and an enthusiastic architect of a world that responds. Let the players drive the story, and use the mechanics to make their choices feel meaningful and consequential. The dice will guide you to a story that neither you nor your players could have predicted, and that is the greatest strength of this game.

Chapter 11

Appendix: Tools, Tables, and Optional Rules

This appendix provides quick-reference tools, sample content, and optional rules to support your game. Whether you're running a quick session or a long campaign, these tables and tips will help you keep the world alive and the tension high.

Quick Reference Sheets

Outcome Matrix

Case	Name	Guidance
$S \geq DV$ and $C = 0$	Clean Success	Deliver the intent crisply.
$S \geq DV$ and $C > 0$	Success & Cost	Grant the intent; spend/bank CP for complications.
$0 < S < DV$	Partial	Progress with a fork.
$S = 0$	Miss	No progress. Cash/bank CP. Award a Boon.

Complication Point (CP) Spend Menu

- **1 CP:** Minor pressure: noise, trace, +1 Supply segment.
- **2 CP:** Moderate setback: alarm raised, lose position/cover, lesser foe or lock.
- **3 CP:** Serious trouble: reinforcements, key gear breaks, rail tick.
- **4+ CP:** Major turn: trap springs, authority arrives, scene shifts.

Position Descriptions

- **Controlled:** You act on your terms. Consequences of failure are manageable.
- **Risky:** You act under pressure. Failure carries a real cost.
- **Desperate:** The odds are stacked against you. Failure could be catastrophic.

Difficulty Ladder (Set Before the Roll)

DV	Name	When to Use
1	Routine	Clear intent, modest stakes, controlled environment.
2	Pressured	Time pressure, mild resistance, partial info.
3	Hard	Hostile conditions, active opposition, precise timing.
4+	Extreme	Multiple constraints, high precision, dramatic failure.

Optional Rule: Grid-Based Combat

While **Fate's Edge** is designed for theater-of-the-mind play, some groups prefer the tactical clarity of a grid. This optional rule provides a framework for using miniatures or tokens without adding excessive complexity.

Core Concepts

- **Zones of Control (ZoC):** Each character exerts control over the squares immediately adjacent to them (typically the 8 surrounding squares). An enemy cannot move *through* a square in another creature's ZoC without first engaging that creature or using a special ability. They can move *around* it.
- **Ranges:** The GM sets ranges based on the narrative and the battlemat size.
 - **Engaged:** In the same square or an adjacent square. For melee combat.
 - **Near:** Within a short move (e.g., 5-6 squares). For thrown weapons, short charges.
 - **Far:** Requires a full action to move into **Near** range. For bows, crossbows.
 - **Distant:** Beyond **Far** range, requiring multiple moves or special effort to engage.
- **Movement:** On their turn, a character can typically move a number of squares equal to 5 + their Body rating. Moving through difficult terrain (rubble, thick mud) may halve this distance or require an Athletics roll.

Actions on the Grid

The core action resolution remains the same. The grid simply provides spatial context.

- **Engage:** Move into an enemy's ZoC to enter melee.
- **Attack:** Make a combat roll as normal. Position is determined by the tactical situation (e.g., flanking an enemy might be **Risky** for you but **Desperate** for them).
- **Take Cover:** Move behind a terrain feature to improve position (e.g., from **Desperate** to **Risky**) against ranged attacks.
- **Flank:** By positioning on opposite sides of an enemy, allies may grant each other assistance dice on attacks.

Example Grid Combat

Valerius is battling two bandits in a ruined temple. The GM sets up a map.

- Valerius is **Engaged** with Bandit A. Bandit B is **Near** (4 squares away), behind a broken pillar.
- Valerius wants to charge Bandit B. He must first disengage from Bandit A's ZoC. The GM rules this is a **Risky Body + Athletics** roll. He succeeds, avoids an attack of opportunity, and moves into Bandit B's ZoC.
- Now engaged with Bandit B, Valerius attacks. The GM rules his position is **Risky** as Bandit A is now moving up behind him.

Optional Rule: Detailed Warfare

For campaigns where large-scale battles are a focus, this subsystem provides more granularity for mass combat.

The Army as a Character

Treat an army as a powerful Follower with its own attributes and clocks.

- **Scale:** The army's size and reach. Adds dice to strategic rolls (e.g., logistics, intimidation).
- **Discipline:** The army's training and morale. Used to resist routing and maintain formation.
- **Supply Clock** (6-8 segments): Tracks food, ammunition, and medical supplies. If filled, the army suffers penalties (e.g., -1 die to all rolls) and risks disintegration.
- **Morale Clock** (6-8 segments): Tracks the army's will to fight. Major defeats, poor conditions, or enemy terror tactics fill this clock. If filled, the army routs.

Battlefield Actions

Instead of individual attacks, characters leading armies make command rolls to achieve objectives. Each objective is represented by a clock.

- **Break Their Line** (6-segment clock): Use **Spirit + Command**. Success fills segments. Complications might fill the army's Morale Clock or allow an enemy counter-attack.
- **Flank the Enemy** (4-segment clock): Use **Wits + Skulduggery**. Requires a successful maneuver roll first.
- **Hold the Line** (Ongoing): Use **Body + Resolve** to withstand an enemy assault. Failure advances the enemy's objective clocks.

The Battle's Edge

Warfare uses a modified Complication Point system called **The Battle's Edge**. CP generated from command rolls can be spent by the GM to represent the fog of war and battlefield chaos:

- **1-2 CP:** A unit is out of position. A key piece of intelligence is wrong.
- **3-4 CP:** A trusted officer falls. A supply wagon is lost.
- **5+ CP:** The enemy unveils a secret weapon. The terrain turns against you (e.g., a dam breaks).

Sample NPCs

Encounters

- **Bandit Skirmisher:** Body 2, Wits 2. Melee 2, Stealth 1. Light armor, opportunistic.
- **Ykrul Rider:** Body 4, Wits 3. Riding 3, Melee 3. Mobile, brutal.
- **Street Bravo:** Presence 3, Body 2. Dueling 3. Quick to anger.

Foils & Rivals

- **Ambitious Scribe:** Wits 3, Presence 3. Intrigue 3, Lore 2. Always knows a rumor.
- **Mercenary Captain:** Body 4, Spirit 3. Command 3, Melee 4. Pragmatic, dangerous ally.
- **Flame Preacher:** Presence 4, Spirit 3. Oratory 4, Faith 3. Incites mobs.

Prestige NPCs

- **High Elf Loremaster:** Wits 5, Spirit 4. Lore 5, Arcana 4. Knows secrets older than nations.
- **Dwarven Forge-Patriarch:** Body 5, Spirit 4. Craft 5, Command 4. Commands stone and steel.
- **Ykrul Warglord:** Body 5, Presence 4. Command 4, Melee 5. Unites clans with blood and will.

Deck of Consequences Interpretation Guide

Two Deck Systems

Deck of Consequences (scene drama). *Hearts*=social fallout, *Spades*=harm/escalation, *Clubs*=material cost, *Diamonds*=magical/spiritual disturbance.

Travel Decks (regional, 52-card). *Spade*=Place, *Heart*=Actor, *Club*=Pressure, *Diamond*=Leverage.

Hearts (Emotional/Social)

- **Ace–3:** Minor offense, awkward moment.
- **4–6:** Relationship strain, public embarrassment.
- **7–9:** Betrayal, scandal, loss of trust.
- **10–King:** Heartbreak, exile, shattered alliance.

Spades (Harm/Escalation)

- **Ace–3:** Bruise, scrape, fatigue.
- **4–6:** Wound, gear damaged, position lost.
- **7–9:** Severe injury, ally down, structural collapse.
- **10–King:** Death, dismemberment, permanent loss.

Clubs (Material/Cost)

- **Ace–3:** Minor loss, delayed payment.
- **4–6:** Gear failure, debt incurred.
- **7–9:** Major asset lost, bankruptcy.
- **10–King:** Total ruin, legacy debt.

Diamonds (Magical/Spiritual)

- **Ace–3:** Omen, whisper, strange coincidence.
- **4–6:** Curse triggered, spirit appears, past returns.
- **7–9:** Arcane backlash, forbidden knowledge revealed.
- **10–King:** Reality bends, godlike force intervenes.

Campaign Clock Examples

Mandate Advancement Triggers

- Public victory in battle or debate.
- Successful resolution of a major crisis.
- Recognition by a powerful faction or ruler.

Crisis Advancement Triggers

- Rival faction gains influence or territory.
- Asset neglect or betrayal.
- Scandal or public loss of trust.

Travel Clock Sizes

- **2–5:** 4 segments (short leg, low risk).
- **6–10:** 6 segments (standard journey).
- **J/Q/K:** 8 segments (long or dangerous route).
- **Ace:** 10 segments (epic or supernatural travel).

Follower and Asset Condition States

- **Maintained:** Full capability.
- **Neglected:** -1 die penalty; narrative wear.
- **Compromised:** Unavailable until repaired or recovered.

Boon Economy Quick Guide

- **Holding cap:** You can hold at most 5 Boons.
- **Conversion:** Once per session, in downtime, you may convert 2 Boons → 1 XP (max 2 XP via conversion per session).
- **Using Boons:** Re-roll one die after seeing the pool; Activate an Off-Screen Asset.

Mechanical Constraints

- **ASSIST MAX:** +3 dice total per roll, regardless of helpers. Exception: The "Exceptional Coordination" Talent allows one follower to provide +4 assist dice.
- **BOON MAX:** 5 total, 2→1 XP conversion once/session (max 2 XP via conversion per session).
- **INITIATIVE:** 1 Follower Action per scene party-wide.
- **OVER-STACK:** 2+ structural advantages = start rails +1 OR GM banks +1 CP.
- **POSITION:** Controlled | Risky | Desperate (affects success/failure texture).

Optional Rule: Hex-Based Exploration

For a more structured exploration phase, the GM can map a region using a hex grid.

- **Hex Size:** Typically 6 miles (a half-day's travel in clear terrain).
- **Travel:** Moving into a new hex requires a **Wits + Survival** roll. The DV is set by the terrain (DV 1 for plains, DV 3 for dense forest or mountains).

- **Discovery:** On a Clean Success, the group discovers any points of interest in the hex automatically. On a Success with Cost or Partial, they might stumble upon a danger first or only get a hint of the interest. On a Miss, they become lost, wasting time and resources.
- **Points of Interest:** Each hex can have a pre-planned location or one generated on the fly using the Travel Deck (Spade=Location, Heart=Encounter, etc.).

Let the Tools Serve You

These tools and optional rules are not meant to constrain your game—they are meant to **support your vision**. Use them to keep tension high, consequences real, and the story moving forward. Choose the rules that fit your table's style, and don't be afraid to adapt them on the fly.

The ultimate goal is a collaborative, exciting story. These are just the brushes and paints.

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