Fate's Edge Quickstart Guide

A World of Consequences

1 Welcome to Fate's Edge

Fate's Edge is a narrative-first tabletop RPG where every action carries weight, every choice has consequence, and every spell risks backlash. This quickstart guide will get you playing quickly with the core rules.

2 Core Resolution

2.1 The Dice Pool

To attempt anything significant:

1. Roll dice equal to **Attribute + Skill**

2. Each die that shows **6 or higher** = 1 Success

3. Each die that shows **1** = 1 Complication Point (CP)

2.2 Attributes (1-5)

- **Body**: Strength, endurance, physical action

- **Wits**: Perception, cleverness, reaction speed

- **Spirit**: Willpower, intuition, resilience

- **Presence**: Charm, command, social force

2.3 Skills (0-5)

- **Melee**, **Ranged**, **Athletics**

- **Diplomacy**, **Deception**, **Insight**

- **Stealth**, **Survival**, **Command**

- **Arcana**, **Lore**, **Craft**

2.4 Position States

- **Controlled**: Advantageous position, minor consequences

- **Risky**: Even odds, moderate consequences

- **Desperate**: Disadvantaged, severe consequences

2.5 Difficulty Values

DV	Situation
1	Routine: Clear intent, modest stakes
2	Pressured: Time pressure, mild resistance
3	Hard: Hostile conditions, active opposition
4+	Extreme: Multiple constraints, high precision

2.6 Outcome Matrix

Result	What Happens
Successes DV, 0 CP	**Clean Success**: Intent achieved crisply
Successes DV, 1+ CP	**Success & Cost**: Intent + GM spends CP
0 ¡ Successes ¡ DV	**Partial**: Progress with fork
Successes = 0	**Miss**: No progress, GM spends CP or offers Devil's Bargain

> ### Complication Points (CP)
>
> CP are narrative fuel the GM spends to add twists:
>
> - **1 CP**: Noise, trace, +1 Supply segment
>
> - **2 CP**: Alarm, lose position, lesser foe
>
> - **3 CP**: Reinforcements, gear breaks, rail tick
>
> - **4+ CP**: Trap springs, authority arrives, scene shifts

3 Description Ladder

How you describe your action affects the roll:

- **Basic**: Roll as-is

- **Detailed**: Re-roll one 1

- **Intricate**: Re-roll all 1s + add one small positive flourish on success

4 Integrated Combat System

4.1 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

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

4.2 Combat Consequence Types

- **Hearts**: Morale, fear, command/control breakdown

- **Spades**: Physical harm, positioning changes, weapon status

- **Clubs**: Resource depletion, gear damage, fatigue

- **Diamonds**: Environmental hazards, reinforcements, tactical setbacks

4.3 Harm Integration

Harm tracks directly tie to CP economy:

- **Minor (-)**: Generate 1 CP on next 2 rolls

- **Moderate (=)**: Generate 1 CP on next roll, -1 die to relevant actions

- **Severe ()**: Generate 2 CP on next roll, -2 dice to relevant actions

- **Critical (†)**: Generate 3 CP on next roll, out of action until treated

4.4 Tactical Clocks

Persistent combat conditions tracked through clocks:

- **Mob Overwhelm** (6): Enemy numbers become advantage

- **Fatigue Spiral** (4): Exhaustion affects performance

- **Morale Collapse** (6): Fear undermines effectiveness

- **Environmental Collapse** (8): Terrain/fire/building failure

4.5 Position Dynamics

Position can shift during combat based on CP spending:

- **1 CP**: Shift position one step (GM choice)

- **Player Spending**: 1 CP to improve position one step

- **Narrative Triggers**: Flanking, reinforcement arrival, environmental changes

5 Character Creation

5.1 Starting Points

- **30 XP** to spend
- Start with Attributes 1-3 and Skills 0-2

5.2 XP Costs

- **Attributes**: New rating $\times$ 3 XP
- **Skills**: New level $\times$ 2 XP
- **Followers**: Cap^2 XP
- **Assets**: Minor (4 XP), Standard (8 XP), Major (12 XP)

Sample Starting Character

Rin the Scout (30 XP)

- Body 2 (6 XP), Wits 3 (9 XP) = 15 XP
- Athletics 2 (2+4=6 XP), Stealth 2 (2+4=6 XP) = 12 XP
- Remaining: 3 XP (could add Survival 1 = 2 XP)

Pool: Body 2 + Athletics 2 = 4d10 for physical actions

---

6 Followers & Assets

6.1 Followers (On-Screen)

- Allies who assist in scenes
- Cost: Cap^2 XP
- Assist: Up to +Cap dice (max +3 total)
- Example: Cap 3 Scout adds up to +3 dice to Survival rolls

6.2 Assets (Off-Screen)

- Holdings that solve problems between sessions
- Minor (4 XP): Safehouse, small shop
- Standard (8 XP): Noble title, spy ring
- Major (12 XP): City license, fortress lease

7 Magic

Magic uses the **Casting Loop**:

1. **Channel**: Roll Wits + Arcana to gather Potential (successes) + CP immediately

2. **Weave**: Roll Wits + Art to shape spell with Description benefits

3. **Backlash**: GM spends CP from steps 1+2 for thematic consequences

7.1 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

8 Boons

- Earned from embracing complications, partial successes

- Spend to: Re-roll die, activate Asset (1 Boon), convert 2→1 XP

- Max 5 Boons, overflow converts to XP (2→1, max 2/session)

9 Travel Framework

Draw cards until all suits appear:

- **Spade**: Place/scene

- **Heart**: Actor/faction

- **Club**: Pressure/complication

- **Diamond**: Reward/leverage (no roll needed)

Set travel clock by highest rank:

- 2-5: 4 segments

- 6-10: 6 segments

- J/Q/K: 8 segments

- A: 10 segments

10 Campaign Structure

10.1 Campaign Clocks

- **Mandate (0-6)**: Table's legitimacy/buy-in

- **Crisis (0-6)**: Opposition pressure

10.2 Finale Trigger

- Player-called: Mandate6, Crisis3

- Forced: Crisis6

11 Playing the Game

11.1 At the Table

1. Player describes action and approach

2. GM sets Difficulty Value (DV 1-4+) and Position (Controlled/Risky/Desperate for combat)

3. Player builds dice pool (Attribute + Skill)

4. Player chooses description level

5. Roll dice, count successes and 1s (CP)

6. GM resolves outcome and spends CP

Example Combat Action

Kael engages an enemy swordsman.

- GM sets position: Risky (evenly matched)

- Body 3 + Melee 3 = 6d10

- Intricate action: "I feint high then strike at their exposed flank"

- Rolls: 8, 7, 6, 4, 1, 1 = 3 successes, 2 CP

- Success & Cost: Hits opponent, but GM spends 1 CP for "you lose footing (-1 die next defense)"

11.2 Key Principles

- **Narrative Primacy**: Mechanics serve the story

- **Risk as Drama**: Every roll has potential cost

- **Meaningful Growth**: XP investment creates lasting change

- **Consequence Weight**: Choices ripple outward

12 GM Quick Reference

- Set DV and Position before the roll based on situation

- Count successes vs DV, count 1s as CP

- Resolve outcome from matrix

- Spend CP for complications (use the menu)

- Draw from Deck of Consequences for CP (optional)

- Award XP: 6-10 per session standard pace

- Trigger finale when Mandate/Crisis thresholds met

> **CP Spend Menu**
>
> **1 CP**: Noise, trace, +1 Supply **2 CP**: Alarm, lose position, lesser foe **3 CP**: Reinforcements, gear breaks, rail tick **4+ CP**: Trap, authority, scene shift

13   Getting Started

1. Each player creates a character with 30 XP

2. GM prepares a starting situation (use travel framework or Deck of Consequences)

3. Play through scenes, award XP

4. Characters grow through Enhance Self, Acquire Assets, Learn Talents

5. Let consequences drive the story forward

Remember: In Fate's Edge, nothing is free. Every victory has a price, and every choice shapes the world.