

FATE'S EDGE SHOP DEMO

"The Broken Bridge" - 45-Minute Quickstart

OVERVIEW

Duration: 45 minutes

Players: 1-6 (3 pre-gen characters)

Theme: Consequences, moral choices, world reactivity

1 SETUP (5 minutes)

Premise

The PCs are traveling merchants who've reached a broken bridge in Acasia. They need to cross to reach the market town of Silkstrand, but the bridge is damaged and a local "tax collector" demands payment.

Pre-Generated Characters

1. **Renn the Scout** - Body 3, Wits 2, Melee 2, Stealth 2
2. **Mira the Trader** - Presence 3, Wits 2, Diplomacy 3, Deception 2
3. **Thane the Guard** - Body 3, Spirit 2, Melee 3, Command 2

GM Preparation

- Standard deck of playing cards
- Tokens for Supply/Fatigue tracking
- Simple map of bridge area
- Character sheets (handout)

2 SCENE 1: THE BROKEN BRIDGE (10 minutes)

Setup

Bridge partially collapsed, rough-looking bandits collect "tolls"

GM Framing

"The ancient stone bridge spans a deep gorge ahead, but the center span has collapsed. Makeshift planks provide a treacherous crossing. Three rough-looking figures in leather armor stand at the near end, crossbows ready."

Key NPCs

- **Garrick "Tax Collector"** - Thug leader (Body 2, Wits 2, Melee 2)
- **Two Bandit Guards** - Basic threats (Body 2, Melee 1)

Player Options

1. **Negotiate/Pay** - Mira tries diplomacy/deception
2. **Sneak Across** - Renn attempts stealth crossing
3. **Fight** - Thane leads direct assault
4. **Find Another Way** - Wits + Survival to locate alternate path

Sample Resolution

- **Diplomacy:** Presence + Diplomacy vs **DV 2** (Garrick wants easy coin)
- **Stealth:** Wits + Stealth vs **DV 3** (dangerous bridge + guards watching)
- **Fight:** Body + Melee vs **DV 2** (bandits are poorly trained)
- **Survival:** Wits + Survival vs **DV 2** (old roadbed still visible)

Complications to Introduce

- Bridge is unstable (**CP: Hazard risk**)
- More bandits hidden (**CP: reinforcements**)
- Local villagers watching (**CP: reputation consequences**)

3 SCENE 2: THE HIDDEN THREAT (10 minutes)

Reveal

The bandits are actually protecting refugees from a recent curse incident in Silkstrand. The "toll" money feeds displaced families.

GM Framing

"As you approach the bridge, you notice makeshift camps in the gorge below - dozens of frightened families. One desperate mother whispers that something terrible happened in Silkstrand - people disappearing, strange echoes..."

New Challenges

- **Moral Dilemma:** Take money from refugees or find another way?
- **Investigation:** Wits + Insight to learn about the curse
- **Social:** Presence + Diplomacy with refugee leader

Quick Curse Element

- Anyone who crosses without acknowledging the refugees experiences "echoes" (minor haunting)
- Players can investigate or ignore

Sample Hooks

- "My son walked the same path yesterday... now he only speaks in riddles"
- "The bridge stones weep at night - we think they remember the old wars"

4 SCENE 3: THE CHOICE (10 minutes)

Climax Options

Players must choose between:

1. **Force Crossing** - Fight bandits, gain supplies but create enemies
2. **Pay Fair Toll** - Support refugees, gain local allies
3. **Investigate Curse** - Risk danger for greater reward/revelation
4. **Find Alternate Route** - Safe but time-consuming

Resolution Matrix

Choice	Outcome	Consequence	
Force	Quick success, Supply +1	Refugee Relations -2	
Pay	Moderate success, Supply -1	Refugee Relations +2	
Investigate	Risky (DV 3), +1 Boon	Curse knowledge	
Alternate	Slow success, Fatigue +1	Safe passage	

Combat Quick-Reference

- Bandits: Harm =, generate 1 CP per hit
- Bridge hazard: Falling = Harm 1
- Position matters: Flanking = +1 die, high ground = start Controlled

5 WRAP-UP & PITCH (5 minutes)

Quick Resolution

Whatever choice, players face consequences. Curse element hints at larger world. Refugees remember kindness/betrayal.

Sample Endings

- **Force:** "The refugees curse your name as you leave their suffering behind"
- **Pay:** "The grateful mother presses a small charm into your hand - 'For your mercy'"
- **Investigate:** "You realize this curse is just one of many... someone needs to stop them all"
- **Alternate:** "You cross safely, but wonder about the families left behind"

The Pitch

"What you just experienced was Fate's Edge - a game where every choice matters. That curse? It's part of a region-wide mystery. Those refugees? They're connected to Silkstrand's dark history. And your character's choice? It just changed the fate of everyone in this broken land."

Key Selling Points

- **Fast Resolution:** Actions take seconds, not minutes
- **Meaningful Choices:** Every decision has consequences
- **Living World:** NPCs react to player actions
- **Risk/Reward:** Success always costs something
- **Growth:** Characters become legends through choices

Quick Character Sheet Handout

ATTRIBUTES (1-5)	SKILLS (0-5)
Body - Physical	Melee - Weapons
Wits - Mental	Ranged - Missiles
Spirit - Will	Athletics - Movement
Presence - Social	Survival - Wilderness
	Stealth - Hiding
	Diplomacy - Talking
	Deception - Lying
	Insight - Perception
	Command - Leadership

XP Investment Preview

- Next session: Investigate Silkstrand curse deeper
- Future: Gain magical abilities, command armies, reshape nations
- Always: Your choices echo through the world

6 SHOP OWNER TIPS

Why This Works for Demos

1. **Self-Contained:** Complete story in 45 minutes
2. **Scalable:** Works with 1-6 players
3. **Flexible:** Can emphasize combat, social, or mystery elements
4. **Hooked:** Curse element teases larger setting
5. **Memorable:** Moral choice creates emotional investment

What to Highlight

- "Every roll changes the story - not just success/failure"
- "Power always demands a price in Fate's Edge"
- "You're not just playing a character - you're shaping a legend"

Common Questions Answered

- **Complexity?** "Simpler than DD, more meaningful than FATE"
- **Session Length?** "2-3 hours for full sessions, this is the quick version"
- **Setting?** "Medieval fantasy with consequences and mystery"
- **Magic?** "Dangerous, thematic, always risky"

This demo showcases Fate's Edge's core strengths while fitting any shop's time constraints!