

Fate's Edge GM Guide

Game Master's Companion

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Introduction: The GM's Role in Fate's Edge

In **Fate's Edge**, the Game Master (GM) is not a referee or adversary, but a **collaborative storyteller** and **weaver of consequences**. You are the guardian of the world's texture, the keeper of tension, and the guide who ensures that every action—no matter how small—ripples outward in meaningful ways.

You are not just running a game. You are stewarding a world where **the past is never truly gone**, where **choices echo**, and where **power always demands a price**. From the fog-shrouded bell-lines of the Mistlands to the sun-scorched marches of Acasia, the world of Fate's Edge is alive with history, ambition, and the quiet weight of forgotten oaths.

Narrative Primacy

At the heart of Fate's Edge lies a single truth: **mechanics serve the story**. Dice do not merely determine success or failure—they shape the unfolding narrative by introducing new problems, twists, or opportunities. Every roll should change the story, not just resolve an action.

As the GM, your role is to keep the fiction alive. When a player rolls dice, the outcome should never be mechanical alone—it should always feed back into the world, altering the path ahead. Whether it's a moment of triumph or a twist of fate, the story is the ledger. Let the dice guide you, not constrain you.

In the courts of Vhasia, a noble's smile may conceal betrayal. In the under-vaults of Aeler, a misplaced seal can mean the difference between breath and doom. In the Valewood, even the trees remember your name. Your job is to make sure that every roll—every choice—carries that same weight.

Risk as Drama

Fate's Edge is built on the idea that **risk drives drama**. Every roll carries the potential for both triumph and complication. This is not a game where players accumulate power in a vacuum—every gain comes with a cost, and every victory shifts the balance of the world.

Complication Points (CP) are your primary tool for introducing tension. They are not penalties—they are narrative fuel. Use them to escalate stakes, introduce new threats, or deepen the emotional weight of a scene. The dice are not your enemy; they are your collaborator in crafting a living, breathing story.

A player may win a duel, but if they rolled a 1, perhaps the crowd begins to murmur that their blade was guided by luck—or something darker. Maybe the duel was witnessed by a rival faction. Maybe the blade itself now hums with a whisper it shouldn't carry. These are the threads you pull.

Meaningful Growth

Characters in Fate's Edge do not level up in the traditional sense. Instead, they grow through **Experience Points (XP)**—a currency that represents meaningful choices and narrative

investment. Players spend XP to enhance themselves, acquire assets, or unlock cultural talents. As the GM, you are the witness to this growth. You reward choices that shape the world, and you challenge players to live with the consequences of their decisions.

One PC may become a master duelist of Viterra, known for her silver tongue and her blade. Another might build a spy network across the Astroegro Straits, commanding influence from the shadows. A third may become a spirit-shielded dwarf, bearing the weight of ancestral voices. All are valid. All come at a cost. All change the world.

Your Tools as GM

To guide the story, you have a set of tools designed to keep the narrative alive and evolving:

- **Deck of Consequences:** A 52-card deck that provides thematic complications when players roll 1s. It externalizes risk and ensures that setbacks feel consistent and fair. Draw from it when the dice say the world pushes back.
- **Campaign Clocks:** Mandate and Crisis clocks that track the rise and fall of player influence, culminating in a finale shaped by their choices. These clocks are the heartbeat of long-term play.
- **Complication Points:** Earned from dice rolls, spent to add tension, introduce threats, or reshape the narrative. These are your levers of drama.
- **Crown Spread:** A Session 0 ritual that seeds the campaign's themes, rivals, and finale conditions. It is here that the fate of nations—or the silence of forgotten gods—may be written.

1 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.

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.

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.

Adjudicating Rolls: The Outcome Matrix

When a player rolls, they are not simply trying to "beat" a number. They are engaging with the world. The **Outcome Matrix** is your guide to interpreting the result in context.

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.

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 or offer Devil's Bargain.

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.

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.

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.

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.

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.

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**.

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.

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**.

Setting Stakes Fast (Cheat Prompts)

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

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 Managing Resources

In **Fate's Edge**, resources are not just numbers on a sheet—they are **living elements of the fiction**. From the last sip of water in the desert sands of Akilan to the loyalty of a Ykrul war-band, every resource has a story, and every story has a cost. As the GM, you are the keeper of these threads. This chapter outlines how to manage and narrate the systems that fuel both the characters and the campaign.

Supply Clock: The Pulse of Survival

The **Supply Clock** is a shared condition for the entire party. It tracks access to food, water, basic gear, and logistical support. It is not a strict inventory system—it is a **narrative lever** that adds tension when the party is isolated, pressed, or cut off.

Supply Clock States

Segments Filled	Effect
0 (Full)	The party is well-equipped.
2 (Low)	Minor narrative complications (bland food, damaged arrows, thinning waterskins).
3 (Dangerous)	Each character gains Fatigue.
4 (Empty)	Severe penalties.

Filling the Clock

The Supply Clock fills when:

- Extended travel without provisioning.
- GM spends 2+ CP on logistics failures.
- The party chooses to travel light for advantage.

Emptying the Clock

- Reaching civilization resets to Full.
- Group Survival check clears 1 segment.
- Downtime in safety removes 1 segment.

Example: A week-long sea passage across the Dolmis with uncertain winds. A failed Navigation roll causes the GM to spend 2 CP—filling two segments. The party is now at Low Supply. A second failed roll fills another segment—Dangerously Low. Fatigue sets in. The sea, once a path, now gnaws at their endurance.

Fatigue: The Weight of the World

Fatigue represents **exhaustion, hunger, and strain**. It is cumulative and persistent. Each level of Fatigue forces the character to **re-roll one success** on their next action.

Fatigue Effects

- **1 Fatigue:** Re-roll one success.
- **2 Fatigue:** Re-roll one success (cumulative).
- **3 Fatigue:** Re-roll two successes.
- **4 Fatigue:** Collapse, KO, or spiritual break. Out of the scene until treated.

Clearing Fatigue

- A night's rest with adequate Supply removes 1 Fatigue.
- Fatigue cannot be removed while the party is Dangerously Low or Out of Supply.

Narrative Note: Fatigue is not just physical—it can reflect mental strain, grief, or spiritual exhaustion. A failed ritual might leave a caster **Fatigue 2** from the backlash alone.

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.

Followers: On-Scene Allies

Followers are **on-screen allies** who can assist in their specialty. They are bought with XP and tracked by a **Cap** (their maximum assist bonus).

Cost: A follower with Specialty Cap C costs C² XP.

Assisting in Scenes

Followers assist by adding dice to your rolls:

- Assist dice come from the helper, not the leader.
- Total Assist on any roll (from any sources) remains hard-capped at +3. Exception: The "Exceptional Coordination" Talent allows one follower to provide +4 assist dice.
- 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.

Follower Upkeep

- Each Downtime, pay Coin equal to C or spend a Scene tending the relationship.
- Risk: If the GM spends 2+ Complication Points on an action you take with assistance, they may endanger, injure, or separate the follower instead of you if fictionally appropriate.

- **Off-Screen Capability:** Once per downtime, a Cap 5 follower can solve one significant problem but generates 1 CP for crew. The GM must describe how the follower's action creates story consequences for the CP generated.

Follower Condition

Followers track **Exposure** and **Harm**:

Exposure — Heat, attention, or narrative stress.

Harm — Injury or trauma.

States:

- **Maintained** — Reliable and ready.
- **Neglected** — Needs downtime or care.
- **Compromised** — Captured, defected, or lost.

Assets: Off-Screen Influence

Assets are **off-screen resources**—titles, safehouses, spy rings, charters. They do not act in scenes directly, but they change the fiction and provide leverage when you return to the table.

Minor (4 XP) — Safehouse, small shop, petty title.

Standard (8 XP) — Noble title, guild section, spy ring.

Major (12 XP) — City license, regional network, fortress lease.

Using Assets

Assets provide off-screen benefits:

- Use each Asset's listed Off-Screen effect once per session for free.
- To reshape the current scene, spend 1 Boon.
- The Asset must have scope and reach.

Asset Condition

All Assets have a **Condition Track**:

Maintained — Full capability.

Neglected — -1 die when used; requires attention.

Compromised — Unavailable until repaired or recovered.

Boons: The Currency of Resilience

Boons are **narrative tokens** earned by embracing risk and moving the story forward. They reward **failure with texture**, not failure with nothing.

Earning Boons

- On a failed roll with meaningful Complications.
- Through clever or risky roleplay.
- Via backstory ties with other players.

Boon Economy

- **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.**

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

XP Awards: Growth Through Choice

XP in Fate's Edge is **meaningful currency**. It is not handed out for showing up—it is earned through **engagement, risk, and narrative impact**.

Session Awards

- **Table Attendance:** +2 XP
- **Major Objective Reached:** +2–4 XP
- **Discovery or Lore Unlocked:** +1–2 XP
- **Hard Choice Embraced:** +1–2 XP
- **Complication Spotlight:** +1–3 XP
- **Bond/Flag Driven Play:** +1–2 XP
- **GM Curveball Award:** +0–3 XP

Milestones

- +8–12 XP to all players at the conclusion of a major story arc.
- +2 XP bonus to one player for a signature moment of the arc.

Complication Dividend

- **Face Card:** +1 XP
- **Ace:** +2 XP

Narrative First: The Fiction Is the Ledger

In Fate's Edge, arrows, rations, and waterskins are tracked only in the fiction. Mechanics engage only when those resources become scarce. The focus is always on **narrative tension**, not bookkeeping.

Let the world breathe. Let the fiction lead. And when the dice say the world pushes back—**listen**.

3 Magic and Backlash

In **Fate's Edge**, magic is not a clean or safe art. It is a **dangerous negotiation with forces beyond mortal comprehension**. Every spell is a gamble—power on one side of the scale, consequence on the other. As the GM, your role is to make magic **feel weighty, thematic, and alive with risk**.

Philosophy of Magic

Magic in Fate's Edge is not about optimization or damage output. It is about **shaping the world through will, risk, and resonance**. The dice never merely ask, "Does it work?"—they whisper, "**What is the cost?**"

- **Volatile by Design:** Magic is not fully understood.
- **Risk Embodied:** Each spell generates Complication Points.
- **Narrative Weight:** Casting is always a story moment.
- **Thematic Consequence:** Backlash is not arbitrary; it aligns with the opposing or uncontrolled element of the Art invoked.

The Caster's Burden

Magicians are defined not by what they can do, but by what they are willing to risk.

The Casting Loop

All spellcasting in Fate's Edge follows a structured sequence called the **Casting Loop**. It unfolds across two phases of play: gathering strength, then weaving it into form.

1. Channel

The caster focuses, rolling **Wits + Arcana** to gather **Potential**. Each success becomes fuel for shaping the spell. Each **1 rolled adds Complication Points immediately**.

Example: Kestra the Arcanist rolls to **Channel** a firebolt. She gets 4 successes and 2 CP. The GM spends 1 CP: a spark leaps from her fingers, scorching her sleeve.

2. Weave

On the following turn, the caster rolls **Wits + (Art)** to shape Potential into a defined effect. The **Description Ladder** applies:

- **Basic Action:** Roll as-is. All 1s remain as CP.
- **Detailed Action:** A clear, descriptive flourish allows the player to re-roll one die showing 1.

- **Intricate Action:** A richly described, multi-sensory action allows the player to re-roll all dice showing 1, and add one positive narrative flourish to the scene if they succeed.

Example: Kestra Weaves the firebolt with an Intricate description—she calls the flame in the shape of a hawk. The GM allows the reroll and grants a small flourish: the fire-hawk circles once before striking, distracting an enemy.

3. Backlash

Complication Points spent by the GM manifest as **uncontrolled consequences**. These are **thematic** to the Art and scale with the number of points spent.

Mitigation: Boons do not reduce CP unless a Talent/Asset explicitly says "Mitigate CP."

Backlash Severity Table

CP Spent	Typical Consequence
1–2	Minor nuisance or tell (noise, fatigue, brief distraction)
3–4	Noticeable setback (hazard clock, condition, new pressure)
5+	Major turn (scene shift, new foe, severe condition)

Example: Kestra Weaves her firebolt but rolls two 1s. The GM spends 3 CP for Backlash: the flames flare too wide, catching a tapestry and starting a small Hazard clock.

Common Magical Arts

Each Art has its own flavor and risk. Below are examples:

Pyromancy — Fire and heat. Backlash: Flames leap to unattended surfaces, smoke blinds allies, or the heat weakens structures.

Umbramancy — Shadow and silence. Backlash: Illusions persist too long, unseen things whisper truths best left hidden, morale crumbles.

Stormcraft — Wind and lightning. Backlash: Winds scatter allies' plans, lightning arcs toward unintended targets, storms linger beyond the caster's will.

Geomancy — Stone and structure. Backlash: rigidity, slow movement, guardians awaken.

Hydromancy — Water and flow. Backlash: stagnation, flooding, pests drawn.

Vitalism — Life and healing. Backlash: overgrowth, exhaustion, sympathetic drain.

Thaumaturgy — Divine or holy magic. Backlash: flickering sanctity, beacon effects, spiritual fatigue.

Ritual Casting (Optional Rule)

Some workings are too great for a single will. A **ritual** allows multiple characters to join forces, pooling their dice and narrative effort—but the risk of Backlash rises with every participant.

Ritual Helper Cap

You may draw on **ceil(Arcana/2)** helpers (max 3).

Ritual Procedure

1. **Declare the Ritual.**
2. **Channel Together.**
3. **Weave.**
4. **Backlash.**

Ritual Mechanics

- Helpers may use different relevant skills if their procedure is fictionally distinct.
- CP from Channel resolves on that roller. CP from Weave is assigned to the primary caster.

Why Use Rituals?

- **Higher Ceiling:** Achieve effects impossible through normal spellcasting.
- **Shared Spotlight:** Every participant has narrative agency in the casting.
- **Bigger Risk:** More dice mean more 1s. Consequences can spread across the entire party.

Prestige Magical Abilities

- **Echo-Walker's Step** (High Elf, Cost: 20 XP; Req: Wits 5, Arcana 4): 1/arc, *observe* a perfect echo of a past event at your location (no retconning). GM immediately banks +2 CP; scenes touching that memory carry an omen. Grants DV 1 on one action that uses the revealed truth.
- **Warglord** (Ykrul, Cost: 18 XP; Req: Body 5, Command 3): Once per campaign, unify scattered warbands into a single host for a season. Start a *Logistics* clock and a *Grudge* clock; either one filling fractures the host.
- **Spirit-Shield** (Aeler, Cost: 15 XP; Req: Spirit 4, Insight 3): 1/session, erase up to 3 CP from an ally's *current* roll; you immediately mark Fatigue +1 and the GM banks +1 CP as backlash.

Design Intent

Magic should **feel dangerous, thematic, and alive**. It should never be a shortcut. Every magical act alters not just the world, but the flow of the narrative itself. The dice are not your enemy—they are your collaborator in crafting a world where **power always demands a price**.

GM Tip: When a player channels magic, describe the air shifting, the runes flaring, the tension in the weave. Make the world **react** to their casting. Let magic feel **alive**.

4 Campaign Design and Long-Term Play

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. 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 how to scale play for mixed-tier parties.

Campaign Clocks: Tracking Influence and Pressure

The **Campaign Clocks** are two 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.

Mandate (0–6)

Mandate represents the table’s **public legitimacy and buy-in**. It tracks how much the world accepts the PCs’ authority, influence, or mission.

- High Mandate: The PCs are recognized, respected, or feared. Doors open. Allies rally.
- Low Mandate: The PCs are ignored, questioned, or hunted. Every step is harder.

Crisis (0–6)

Crisis tracks the **opposition engine**—rivals, pressure rails, attrition. It shows how much the world pushes back.

- High Crisis: Enemies rise. Clocks tick. The world tightens around the PCs.
- Low Crisis: The PCs have breathing room. Opportunities bloom.

Advancing the Clocks

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

- **Clean loss**: Rival codifies or escapes with leverage.
- **Public cost paid**: Feast, free day, penance.
- **Asset neglect**: Flagged Major degrades.
- **Evidence shifts**: Immaculate → Scorched.

Calling or Forcing the Crown

The campaign reaches its crescendo when one of two thresholds is met:

- **Player-Called Finale**: When **Mandate 6** and **Crisis 3**, the table may schedule the Finale at the next opportune site.

- **Forced Finale:** When **Crisis 6** (regardless of Mandate), the Rival forces a decision next arc.

A **Balanced Finale** occurs when both dials sit in the mid-band (4–5). Start both rails at +1; CP budget as normal.

The Crown Spread: Seeding the Campaign

At **Session 0**, draw the **Crown Spread**—a five-card ritual that seeds the campaign’s themes, rivals, and finale conditions.

Drawing the Spread

Draw one card each of:

- **Spade:** Crown Site (where the monument is decided).
- **Heart:** Crown Rival (who can still stop it).
- **Club:** Crown Pressure (the rail that will bite if the table turtles).
- **Diamond:** Crown Leverage (the payoff that can be codified).
- **Wild:** Reveal last—Face = hidden patron steps out; Ace = the site becomes a 10-clock.

Interpreting the Spread

- **Spade (Site):** A fortress? A shrine? A battlefield? The setting of the finale.
- **Heart (Rival):** A noble? A cult? A spirit? Generate full motives for them (, , ,).
- **Club (Pressure):** Crowd, Hazard, Escape Net—pick one and name it now.
- **Diamond (Leverage):** Seasonal endorsement, city license, doctrinal clause—never rolls, only changes position.
- **Wild (Hidden Force):** A wildcard element—ally, enemy, or omen.

Example: Spade = High-Mist Pass (Aeler); Heart = Margrave of Acasia (Face); Club = Curfew; Diamond = Seasonal Endorsement; Wild = Hidden Patron (Face).

The Finale Procedure

When the Crown is called, run the three-beat finale:

1. **Reckoning:** Defend or sanctify the record. Draw the Rival’s motives. Place the Pressure rail.
2. **Crossing:** Stage the kinetic rail (Escape/Hunt/Hazard) that threatens to end the scene.
3. **Coronation:** Use the Diamond Leverage to sign, seal, or oath the monument.

Twist Collision (Finale Clause)

Exactly once, when the Rival’s Twist contradicts their Belief, the table chooses:

- GM +1 CP, or
- Players reduce two ticks total across the rails.

Legacy Conversion: Epilogue

After the Finale, each PC draws 2 cards and answers epilogue prompts by suit. Then convert:

- **Major Asset** → **Institution** (12 XP): Permanent setting change.
- **Seasonal Endorsement** → **Doctrine Rider** (4 XP): Fold into the base Accord.
- **Follower (Cap 3+)** → **Stationed NPC** (0 XP): Promote to Custodian/Deputy Chair.
- **Rival** → **Fixture**: If they survive, they auto-tick the relevant rail whenever your style shows.

Scaling for Mixed-Tier Parties

As characters grow, their investments may diverge. One may be a blade-master, another a network architect. Keep scenes tense with these tools:

- **Structural Advantages**: Active buff, venue pennant, Follower Initiative unused, etc.
- **Over-Stack Rule**: If the crew enters with 2+ advantages, start rails at +1 OR GM banks +1 CP.
- **CP Floor**: Set minimum CP based on Tier = Obstacle Highest PC Tier.

GM Tip: Let lanes matter. Enforce one assistant max, +3 dice cap. Target consequences fairly—endangering a follower should escalate stakes, not punish creativity.

Narrative First: Let the World React

Campaign design in Fate's Edge is not about railroading—it's about **responding to player choices** with escalating consequences. Let the world shift. Let factions rise. Let the dice sing.

And when the Crown is crowned—let the echo be heard across the Amaranthine.

5 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**.

Using 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 and fair.

Two Deck Systems (Compatibility)

Fate’s Edge uses two distinct card tools:

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

Deck of Consequences (scene drama). *Hearts*=social fallout, *Swords*=harm/escalation, *Pentacles*=material cost, *Wands*=magical/spiritual disturbance.

Guidance: Never mix suit meanings across decks. When a rule references “Spade/Club/Diamond,” it means *Travel*. When it says “Hearts/Swords/Pentacles/Wands,” it means *Consequences*.

When to Draw

After a roll generates Complication Points, the GM 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 a drawn card contradicts established fiction, reinterpret or redraw to fit the suit and tone.

Structure of the Deck

- **Suits** = Domains of Complications
 - Hearts: Emotional, social, or relational fallout.
 - Swords: Harm, danger, or escalation of conflict.
 - Pentacles: Resource strain, economic or material cost.
 - Wands: Magical, spiritual, or cosmic disturbances.
- **Ranks** = Severity of Complications

- Ace-3: Minor inconvenience or flavor complication.
- 4-6: Moderate setback with some narrative teeth.
- 7-9: Significant consequence altering the course of action.
- 10-King: Major fallout, introducing new problems or lasting scars.

Travel and Exploration

Travel in Fate's Edge is not a downtime skip—it is a **narrative layer** filled with tension, discovery, and risk. Use the card-based travel system to seed each leg with place, people, pressure, and leverage.

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).
- Heart from the destination deck: introduces the local actor or faction.
- Club from the Wilds (general hazards) or destination (if strongly policed): brings pressure.
- Diamond from the authority that gates the route: papers, escorts, rights, or exceptions.

Set a travel clock by the highest rank:

- **2–5** → 4 segments
- **6–10** → 6 segments
- **J/Q/K** → 8 segments
- **Ace** → 10 segments

Example: Traveling the **Aelerian Passes**, the PCs draw: Spade (Avalanche gallery), Heart (Geometer), Club (Engineer requisition), Diamond (Underway Pass). Clock: 8. On failure, the GM spends CP to trigger a rockslide—Hazard +2.

Faction Dynamics

Factions are **living entities** with goals, rivals, and shifting loyalties. They are not static backdrops—they are **players in the story**.

Creating Factions

Each faction should have:

- **Core Motive:** What do they want?
- **Key Figures:** Who leads or represents them?
- **Resources:** What can they bring to bear?
- **Weaknesses:** What makes them vulnerable?

Faction Clocks

Track factional pressure with clocks:

- **Rising Influence** (6): Gaining power, allies, or territory.
- **Internal Strife** (6): Leadership challenged, morale low.
- **Public Scandal** (4): Reputation damaged, support wanes.

Example: The **Viterra Dawn Knights** gain Rising Influence as they rally to the new Queen—but suffer Internal Strife as old commanders resist her reforms.

Creating Custom Content

Fate's Edge thrives on **player agency** and **world customization**. When designing new Talents, Assets, or Prestige Abilities, follow these principles:

- **Narrative First:** Does it reinforce a theme or culture?
- **Mechanical Balance:** Does it fit within the XP economy?
- **Fictional Integration:** Can it be explained in-world?

Designing Talents

- **General Talents:**
 - Battle Instincts (Cost: 6 XP): Once per scene, re-roll a failed defense roll.
 - Silver Tongue (Cost: 4 XP): Gain +1 die when persuading or deceiving through speech.
 - Iron Stomach (Cost: 3 XP): Immune to mundane poisons and spoiled food; halve Complications from toxic sources.
 - Exceptional Coordination (Cost: 8 XP): One follower can provide +4 assist dice.
- **Racial or Cultural Talents:**
 - Stone-Sense (Dwarves, Cost: 5 XP): Detect flaws in stone or earth; gain +1 die on Engineering or Craft rolls underground.
 - Backlash Soothing (Wood Elves, Cost: 6 XP): Once per session, reduce a magical Backlash Complication by 2 points when in natural terrain.
 - Blood Memory (Ykrul, Cost: 5 XP): After a battle, meditate to gain one temporary Skill die reflecting a foe's tactics for the next scene.
- **Prestige Abilities:**
 - Echo-Walker's Step (High Elf, Cost: 20 XP; Req: Wits 5, Arcana 4): 1/arc, *observe* a perfect echo of a past event at your location (no retconning). GM immediately banks +2 CP; scenes touching that memory carry an omen. Grants DV 1 on one action that uses the revealed truth.
 - Warglord (Ykrul, Cost: 18 XP; Req: Body 5, Command 3): Once per campaign, unify scattered warbands into a single host for a season. Start a *Logistics* clock and a *Grudge* clock; either one filling fractures the host.
 - Spirit-Shield (Aeler, Cost: 15 XP; Req: Spirit 4, Insight 3): 1/session, erase up to 3 CP from an ally's *current* roll; you immediately mark Fatigue +1 and the GM banks +1 CP as backlash.

Designing Assets

- **Minor (4 XP):** Safehouse, Petty Title.
- **Standard (8 XP):** Spy Ring, Charter.
- **Major (12 XP):** Fortress Lease, Mercantile Network.

Each Asset should have:

- **Activation Cost:** 1 Boon.
- **Scope:** What can it plausibly do?
- **Fictional Hook:** Why does it exist in the world?

Running Complex Scenarios

Heists and Infiltration

- **Positioning:** Controlled entries, distractions, asset use.
- **Social Rails:** Curfew, Crowd, Sanctity.
- **Physical Rails:** Hazard, Hunt, Escape.

GM Tip: Let the PCs plan—but make the world react. A guard changes shift. A noble arrives early. The lock is newer than expected.

Battles and Skirmishes

- **Group Actions:** Use the Lead system to coordinate.
- **Follower Risk:** Helpers can be endangered on 2+ CP spends.
- **Clocks:** Hazard (terrain), Hunt (enemy approach), Escape (retreat).

Political Intrigue

- **Leverage:** Diamonds and social rails determine influence.
- **Allies and Rivals:** Represented by Assets and Followers.
- **Public Image:** Tied to Mandate and Crisis clocks.

Narrative First: The World Reacts

In Fate's Edge, the world is not a puzzle to be solved—it is a **living system** that responds to player choices. Let factions shift. Let consequences ripple. And above all—let the story unfold.

Because in the end, it is not the GM who writes the legend.

It is the players.

You simply hold the quill.

6 Enhanced GM Play

The Crown system becomes truly collaborative when the GM manages resources just like players, creating shared stakes and mutual investment in the narrative outcome.

6.1 Resource Management

Track these key resources to enhance your GM experience and create more balanced gameplay.

6.1.1 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 stakes in interactions.

Starting GM Relationships

Begin each campaign with 1-2 relationship dice per major faction:

- Political factions (nobility, merchants, clergy)
- Criminal organizations (guilds, syndicates, pirates)
- Military/civic authorities (guard, military, bureaucracy)
- Supernatural entities (fae, undead, spirits)

Relationship Shifts

GM relationship dice change based on player actions:

- Successful player interaction with faction: GM may gain/lose relationship dice
- Player betrayal of faction: GM gains relationship dice with antagonistic factions
- Player aid to faction: GM may lose relationship dice with enemy factions

Bidirectional Rolls

When players interact with NPCs, both sides roll:

- Player rolls their relationship dice with the NPC
- GM rolls their relationship dice with that faction
- Results determine the **quality** of interaction, not just success/failure

6.1.2 Shared Leverage Pool

Create a collaborative economy where helping each other becomes strategic.

Pool Management

- Players contribute 1 leverage each to shared pool at session start
- GM can spend from pool to enhance player successes or create interesting complications
- Players can spend to bypass GM complications or enhance their own actions
- Pool refreshes each session

Spending Options

GM Spending:

- 1 leverage: Add interesting detail to player success
- 2 leverage: Create beneficial coincidence
- 3+ leverage: Introduce major plot hook

Player Spending:

- 1 leverage: Avoid minor complication
- 2 leverage: Gain advantage on next roll
- 3+ leverage: Rewrite recent unfavorable outcome

6.2 Campaign Tracking Systems

Simple tracking mechanisms that enhance long-term play without complex bookkeeping.

6.2.1 Faction Loyalty Tracker

Track persistent world state through faction relationships.

Loyalty Scale

Use a simple -3 to +3 scale for each major faction:

-3 Enemy: Actively working against player interests

-2 Hostile: Will cause trouble when possible

-1 Unfriendly: Suspicious, unhelpful

0 Neutral: Indifferent to player actions

+1 Friendly: Helpful when convenient

+2 Supportive: Actively assist player goals

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Player actions shift faction loyalty:

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- Minor help: +1 loyalty
- Neutral actions: No change
- Minor harm: -1 loyalty

- Major harm: -1 to -2 loyalty
- Betrayal: -2 to -3 loyalty

6.2.2 Revelation Economy

Control information flow through mechanical budgeting.

Budget Management

- Each clock segment = 1 revelation point
- Major discoveries cost 1-3 revelation points
- Players can "bank" unused revelation for future sessions
- GM can "save" revelation for climax moments

Revelation Costs

1 Point: Basic facts, surface details

2 Points: Strategic insights, tactical advantages

3 Points: Major revelations, plot-critical information

6.2.3 Escalation Economy

Make tension management a player choice rather than imposed obstacle.

Point System

- Start with 3 escalation points per conflict
- Each escalation costs 1 point:
 - Add +1 dice to opposition
 - Introduce new threat
 - Complicate existing situation
- Players can spend to de-escalate or redirect
- Points refresh per new conflict

6.3 Collaborative Mechanics

Mechanics that make players active participants in narrative creation.

6.3.1 Complication Trading

Allow players to request specific challenge types, making them active participants in narrative creation.

Player Challenge Requests

Players can request specific complication types:

- Social complications (feuds, negotiations, diplomacy)
- Physical challenges (combat, exploration, survival)
- Mystery elements (investigation, puzzles, hidden information)
- Moral dilemmas (ethical conflicts, difficult choices)

Bargaining Process

1. Player declares desired complication type and spends leverage (1-2)
2. GM draws from appropriate deck but allows player modification
3. GM can spend relationship dice to enhance complications
4. Both sides benefit from engaging, invested complications

6.3.2 Cross-Deck Synergy

Encourage creative cross-cultural storytelling through mechanical rewards.

Synergy Bonuses

- Using elements from 2+ decks in same scene = +1 to relevant rolls
- "Perfect match" (e.g., maritime + criminal) = bonus leverage or relationship die
- Track "deck diversity" for session bonus

6.3.3 Momentum Banking

Reward efficient play and strategic pacing through saved resources.

Banking Rules

- Each segment under "standard" resolution = 1 momentum point
- Banked momentum can be spent for:
 - +1 to any relationship roll
 - 1 free leverage
 - Reroll one diamond draw
- Momentum decays if not used within 3 sessions

6.4 Session Management

Procedures for managing enhanced gameplay elements during sessions.

6.4.1 Pre-Session Setup

1. Review active decks for session
2. Check familiarity points for each deck
3. Set GM relationship dice for major factions
4. Note any momentum carryover from previous sessions
5. Refresh shared leverage pool

6.4.2 During Session Management

- Track relationship shifts through player actions
- Monitor shared leverage pool spending
- Facilitate information trading through leveraged negotiation
- Manage familiarity points for deck optimization
- Track faction loyalty changes
- Monitor revelation economy spending

6.4.3 Post-Session Wrap-up

1. Adjust momentum based on clock resolution
2. Update familiarity points for used decks
3. Note relationship changes for next session
4. Bank unused revelation points
5. Track session investment ratings
6. Plan any carryover elements

6.5 Implementation Timeline

Gradual implementation to avoid overwhelming players or yourself.

6.5.1 Quick Start (Sessions 1-3)

- Introduce Shared Leverage Pool (1 leverage each)
- Start Faction Loyalty Tracker (simple -3 to +3 scale)
- Use Complication Trading ("Want to make this more interesting?")
- Track basic relationship shifts

6.5.2 Intermediate (Sessions 4-6)

- Add Momentum Banking (track under/over segments)
- Implement Revelation Economy (clock segments = discovery budget)
- Introduce Cross-Deck Synergy tracking
- Begin Escalation Economy for conflicts

6.5.3 Advanced (Sessions 7+)

- Full Cultural Familiarity system
- Complete Session Investment tracking
- Cultural Immersion Bonus system
- Player-GM Relationship Mirror

These enhancements transform the Crown system from a tool for scenario generation into a complete collaborative storytelling framework where everyone at the table has meaningful stakes and resources to manage.

7 Enhanced GM Play

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8 Setting Lore and Worldbuilding

The world of **Fate's Edge** is vast, ancient, and **alive with stories**. From the mist-shrouded fens of the Mistlands to the sun-scorched marches of Acasia, every region carries the weight of history, ambition, and forgotten oaths. As the GM, 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: Heart of Civilization

At the center of the known world lies the **Amaranthine Sea**—a vast inland sea ringed by successor states, nomad confederacies, and forgotten ruins. Once the heart of the **Utar Empire**, it now pulses with the legacy of that fallen power, its roads still traveled, its laws still whispered, its ghosts still watching.

Major Regions

- **Ecktoria**: The marble heart of imperial memory. Gladiators, coin-houses, and the Everflame faith still hold sway.
- **Vhasia**: A fractured sun—petty crowns, noble houses, and the ghost of kings who never quite died.
- **Vittera**: The last kingdom—lawful, proud, and wary of ambition. Knights of the Dawn patrol the highways.
- **Acasia**: Broken marches and the cosmopolitan port of **Silkstrand**—where coin speaks louder than crowns.
- **Ubral**: Highland clans and dwarven allies. A land of oaths, axes, and the quiet strength of the hill-folk.
- **The Mistlands**: Fog-drenched fens under dwarven protectorate. Bells, salt, and breath keep the old things at bay.
- **Thepyrgos**: City of stairs and scholars. High-elves, synods, and the last lanterns of old knowledge.
- **Kahfagia**: Maritime oligarchy of storms and krakens. Pilots, privateers, and the Tempest rites that bless them.

Cultures and Peoples

In Fate's Edge, culture is not just background—it is **identity**. Each people carries its own **Affinity**, shaping how they interact with magic, society, and the world itself.

Humans

- **Versatility:** Humans adapt. They learn fast, spread wide, and leave marks.
- **Subcultures:** Ecktorians (imperial), Vhasians (noble), Viterrans (lawful), Acasians (mercantile), Ubral (clannish), Tulkani (nomadic).

Dwarves (Aeler)

- **Affinity:** Stone-Sense. They read stone like scripture.
- **Types:** Mountain Dwarves (deep kings), Hill Dwarves (surface allies), Spirit Shields (ancestral warriors).

Elves (Lethai)

- **Wood Elves (Lethai-al):** Mist people. Druidic, fey-touched, cycle-bound.
- **High Elves (Lethai-thora):** Memory-keepers. Sequestered, scholarly, haunted by exile.

Ykrul

- **Affinity:** Blood Memory. After battle, they recall the foe's tactics.
- **Types:** Steppe Riders, Mountain Clans, River Raiders.

Other Cultures

- **Tulkani:** Shadowbinders and wanderers. Whisper-cant and hidden networks.
- **Linn:** Skerry raiders. Storm-oaths, mist-pilots, and whale-road kings.
- **Aelinnel:** Stone and bough. Gnomes who count the world in numbers and names.
- **Aelaerem:** Hearth-folk. Halflings who remember the old ways.

Magic and the Arcane

Magic in Fate's Edge is not a science—it is a **pact**, a **rite**, a **risk**. Each school of magic is tied to a cultural or elemental philosophy.

Schools of Magic (Arts)

- **Pyromancy:** Fire, light, transformation.
- **Hydromancy:** Water, flow, restoration.
- **Geomancy:** Earth, structure, resonance.
- **Umbramancy:** Shadow, silence, misdirection.
- **Vitalism:** Life, healing, growth.
- **Thaumaturgy:** Holy force, sanctity, divine law.

Cultural Traditions

- **Dwarves:** Geomancy, ritual forging, ancestral communion.
- **Wood Elves:** Umbramancy, nature rites, Backlash Soothing.
- **High Elves:** Memory-weaving, arcane theory, Echo-Walking.
- **Ykrul Shamans:** Vitalism, blood-rites, spirit-talking.
- **Tulkani:** Shadowbinding, forbidden pacts, taboo magic.

Religion and Power Structures

Faith in Fate's Edge is not abstract—it is **active**, **political**, and often **dangerous**.

The Everflame

The dominant faith of Ecktoria and the western shores. Fire is holy—Adar, Odur, Akilesh as facets of one flame. Zealots, inquisitors, and gladiators all serve the same god.

The Light

A reformation of the Everflame, rooted in Viterra. Emphasizes mercy, literacy, and lawful order. Less fire, more parchment.

Dwarven Ancestor Worship

The Stone remembers. Dwarves commune with the dead through ritual, runes, and the deep silence of the mountain.

Ykrul Shamanism

Spirits walk among the living. Shamans read omens, call the hunt, and speak for the Sky-Spirit with voice and blade.

Local Cults and Heresies

- **Ikasha, She Who Sleeps:** Whispered matron of the Tulkani.
- **The Pale Shepherd:** A figure from Aelaerem folklore—comes when lambs are born, and when people go missing.
- **The Cursed Child of Silkstrand:** A rumor more than a person—whose laughter ends sieges.

Echoes of Empire

The **Utar Empire** is gone—but its shadow lingers. Roads still bear its mile-stones. Laws still echo in courts. And in the ruins, something waits.

- **Imperial Relics:** Functional, dangerous, often cursed.
- **Broken Laws:** Old edicts still enforced by zealots or spirits.
- **Lost Provinces:** Places where the map ends, and the world begins to breathe.

Building Your World

Fate's Edge is a **collaborative world**. You don't need to build everything—just enough to **spark wonder** and **invite choice**.

- **Start Local:** A village, a keep, a shrine. Let it breathe.
- **Tie to Culture:** Every place should reflect the people who built it.
- **Add a Secret:** Every place should hide something—lore, danger, or opportunity.

Example: The **Salt Gate** in Silkstrand is a customs quay—but beneath it lies a sealed vault where the old Utar mages once stored forbidden salts. A whisper, a tide, and the vault may breathe again.

Let the World Breathe

In Fate's Edge, the world is not a backdrop—it is a **character**. It watches. It remembers. And it **responds**.

Let the bells ring. Let the mist rise. And let the players write their names in the ledger of fate.

9 Running Specific Scenarios

In **Fate's Edge**, no two scenes play out the same way. The dice shift. The world reacts. And the players shape the story through bold choices and desperate gambits. This chapter offers guidance for running the most common—and most crucial—types of scenes in the game: **heists**, **battles**, **political intrigue**, **exploration**, and **mysteries**. Each is a lens into the world's tension, and each rewards the GM who leans into narrative and consequence.

Heists and Infiltration

A heist is not about perfect plans—it's about **controlled chaos**. The PCs are not ghosts—they are **agents of disruption**, and the world will respond.

Scene Setup

- **Entry Position:** Controlled, Risky, or Desperate?
- **Social Rails:** Curfew, Crowd, Sanctity.
- **Physical Rails:** Hazard, Hunt, Escape.
- **Assets and Followers:** Can they create distractions or bypass security?

Example Scene: Infiltrating the Vhasian Château

The PCs seek to steal a sealed charter from a noble's vault. The GM frames the scene:

- **Position:** Risky (guards patrol, windows shuttered).
- **Social Rail:** Curfew (the lord has ordered all gates barred by dusk).
- **Physical Rail:** Hunt (bloodhounds circle the grounds).

The PCs split up: one charms a servant for key access (Presence + Sway), another distracts the guards with a fake alarm (Wits + Skullduggery), and a third scales the wall (Body + Athletics). Each roll adds tension—successes advance the plan, but Complication Points trigger new dangers.

GM Tips

- **Let the world respond:** A guard changes shift. A noble returns early.
- **Use clocks to escalate:** Hunt +1 when an alarm sounds. Curfew tightens as bells ring.
- **Offer forks:** Partial success means progress—but at a cost. Let players choose.

Battles and Skirmishes

Combat in **Fate's Edge** is not about hit points—it's about **momentum**, **position**, and **risk**. Battles are **narrative spaces**, not stat-check marathons.

Scene Setup

- **Tactical Position:** Controlled (ambush), Risky (even fight), Desperate (outnumbered).
- **Group Actions:** Use the Lead system to coordinate.
- **Follower Risk:** Helpers can be endangered on 2+ CP spends.
- **Clocks:** Hazard (terrain), Hunt (enemy approach), Escape (retreat).

Example Scene: Clash in the Mistlands

A reaver band ambushes the PCs on a foggy causeway. The GM sets:

- **Position:** Desperate (fog limits vision, reavers surround).
- **Hazard Clock:** 6 segments (rising mist, unstable footing).
- **Hunt Clock:** 6 segments (more reavers incoming).

The PCs fight, rally, and retreat—but not without cost. A follower takes Harm 1. The mist hides them—for now.

GM Tips

- **Focus on stakes:** What happens if the PCs lose? What if they win ugly?

• Political Intrigue

Intrigue is a **dance of leverage, lies, and legacy**. It rewards patience, perception, and the courage to **burn bridges** for greater gains.

Scene Setup

- **Social Rails:** Crowd (public opinion), Curfew (timing), Sanctity (reputation).
- **Example Scene: Council of the Three Greens**

The PCs seek to sway the moot in their favor. The GM sets:

- * **Crowd Rail:** 6 segments (tempers flare, factions shout).
- * **Sanctity Rail:** 4 segments (accusations of heresy fly).
- * The PCs must navigate shifting loyalties, whispered betrayals, and the ever-present threat of exile.

GM Tips

• Exploration and Mysteries

Exploration is not just about maps—it's about **discovery, danger**, and the **unknown**. Mysteries reward curiosity, caution, and the willingness to **dig deeper**.

Scene Setup

- **Example Scene: The Root Gallery Beneath the Oak Hill**

The PCs descend into a fae-haunted ruin. The GM sets:

- **Hazard Clock:** 6 segments (roots shift, light fails).
- Each roll reveals a new danger—or a hidden truth. A failed roll might trigger a fae encounter. A success might uncover a lost relic.

GM Tips

- **Let the Dice Guide You**

In Fate's Edge, every scene is a chance to **push the story forward**. Let the dice sing. Let the world respond. And above all—let the players **own the consequences**.

Because in the end, it is not the GM who writes the legend.

It is the players.

You simply hold the quill.

10 Appendix: Tools and Tables

This appendix provides quick-reference tools, sample content, and interpretive guides 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 complication.
$0 < S < DV$	Partial	Progress with a fork.
$S = 0$	Miss	No progress. Cash/bank CP or offer Devil's Bargain.

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.
- **Risky:** You act under pressure.
- **Desperate:** The odds are stacked against you.

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.

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, *Swords*=harm/escalation, *Pentacles*=material cost, *Wands*=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.

Swords (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.

Pentacles (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.

Wands (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 crew-wide.
- **OVER-STACK:** 2+ structural advantages = start rails +1 OR GM banks +1 CP.
- **POSITION:** Controlled | Risky | Desperate (affects success/failure texture).

Let the World Sing

These tools 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.

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