



# 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 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

## 2.5 Outcome Matrix

Result	What Happens
Successes DV, 0 CP	<b>Clean Success:</b> Intent achieved crisply
Successes DV, 1+ CP	<b>Success &amp; Cost:</b> Intent + GM spends CP
0 ; Successes ; DV	<b>Partial:</b> Progress with fork
Successes = 0	<b>Miss:</b> 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 Character Creation

### 4.1 Starting Points

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

## 4.2 XP Costs

- **Attributes:** New rating  $\times$  3 XP
- **Skills:** New level  $\times$  2 XP
- **Followers:**  $\text{Cap}^2$  XP (Cap 3 follower = 9 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

## 5 Followers & Assets

### 5.1 Followers (On-Screen)

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

### 5.2 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

## 6 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 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)

## 8 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

## 9 Campaign Structure

### 9.1 Campaign Clocks

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

### 9.2 Finale Trigger

- Player-called: Mandate6, Crisis3
- Forced: Crisis6

## 10 Playing the Game

### 10.1 At the Table

1. Player describes action and approach
2. GM sets Difficulty Value (DV 1-4+)
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 Action

Kael wants to charm a guard (DV 2).

- Presence 3 + Diplomacy 2 = 5d10
- Detailed action: "I compliment his sword and mention I'm new in town"
- Rolls: 7, 6, 4, 1, 1 = 2 successes, 2 CP
- Success & Cost: Guard lets them pass, but GM spends 1 CP for "he expects a favor later"

## 10.2 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

## 11 GM Quick Reference

- Set DV 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

## 12 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.**