Assets, Allies, and Adversaries

A Fate's Edge Module for Holdings, Companions, and Organizations

Design Goals

- **Make Holdings Matter:** Assets have tags, strings, upkeep, and project clocks that change scenes. Patronage brings Position, seals, and coin—and obligations, audits, and scandals.
- **Companions with Teeth:** Followers act on-screen and off-screen with clear risks, clocks, and costs. Social fabric (Loyalty, Morale, Bonds) generates scenes and consequences.
- **Organizations as Levers:** Cohorts and institutions move through clocks, strings, and orders without excessive bookkeeping.
- **Use the Core:** Leverages core Fate's Edge mechanics: Position/**DV**, **SB**, Clocks, Favor/Leverage/Heat, Reputation, Strings. No new dice math.
- **Campaign Continuity:** Assets and relationships persist and evolve across story arcs.

Quickstart (5 minutes)

1. **Pick an Asset:** Choose a type (safehouse, workshop, etc.). Mark Integrity [**6**] and Resources [**6**]. Attach 1-2 Strings (permits, seals). Choose 1-2 Project Clocks [**4**]-[**8**].
2. **Name a Patron(optional):** Set Patron **Tier**and Obligations.
3. **Create 1-2 :** Name them, pick a Playbook (Combat Ally, Specialist, etc.). Mark Loyalty [**6**] and Morale [**6**]. Attach Strings they control.
4. **Pick an Organization(if any):** Mark Cohesion [**6**]-[**8**], Heat [**6**], and Bandwidth (1-3 orders/cycle).
5. **Each Session:** Issue **Asset**Orders, run **Follower**roles on-scene, confront Events & Audits, and tick Upkeep.

1   Assets and Worldly Patrons

1.1   Core Concepts

Exposure Clock: A unified [**8**] track measures growing attention from rivals, authorities, and the public. High Exposure increases DV for social actions and triggers audits or attacks.

Resource Status: Assets have a simple status instead of a Resources track:

- **Solvent:** Normal operations (default)
- **Strained:** +1 DV to Cycle rolls; clear with strong hit or capital injection
- **Broke:** Cannot generate yield; must resolve financial crisis

1.2   Asset Sheet (Template)

[**Asset**NAME]
Type: safehouse / barge company / workshop / archive / shrine / etc.
Locale: district & city
Strings (1–3): permits, seals, routes, rites, keys
Tags (2–4): (See Tag List below)
Tracks:

- **Integrity [6]:** condition/standing; fill → shutdown or seizure
- **Exposure [8]:** attention/risk; fill → audit/attack/crisis
- **Resource Status:** Solvent / Strained / Broke

Projects (0–2): named [**4**]-[**6**] clocks for upgrades.
Legacy Notes: campaign events, reputation effects.
Notes: staff names, neighbors, rivals.

1.2.1   Asset Tags (pick 2–4)

- **Fortified**: Shield/Petition here starts Dominant
- **Sanctified**: Breaking rites here ticks Exposure +1
- **Licensed**: Broker/Petition **DV**-1 in license scope
- **Secret**: First expose against you starts Desperate
- **Crowd-Facing**: Audience tags persist +1 scene
- **Hazardous**: On 1s, GM may start Accident [**4**]
- **Mobile**: Can act in adjacent districts
- **Prestige**: Petition **DV**-1 with elites; scandal risks +1 Exposure
- **Ward-Woven**: Infiltrate starts Desperate without key

1.3   Asset Play

Cycle Roll (Each Downtime): For each asset, roll **Wits + Resource** or **Presence + Command**:

- **Strong Hit:** Asset thrives. Upkeep paid + generate Yield (coin/favor/clue)
- **Partial:** Choose: pay upkeep (no yield) OR generate yield (status → Strained)
- **Miss:** Crisis. Status → Strained/Broke + trigger Event + tick Exposure +1

AssetOrders (Between Sessions): Choose 2 orders per solvent asset:

- **Operate:** Generate Yield + risk Exposure
- **Improve:** Advance Project Clock
- **Secure:** Reduce Exposure -1
- **Expand:** Add new String or Tag

1.4   Worldly Patrons

1.4.1   Patron Sheet (Template)

[PatronNAME]
Type: noble / guild / office / temple / factor
Stance: Allied / Wary / Hostile
Strings (2-3): writs, permits, routes, rites
Obligations: tithes, appearances, tasks
Tracks:

- **Favor Ledger:** favors owed/granted
- **Sanction [4]:** warning → censure → revocation → hunt

Patron Tier: 0 Contact / 1 Sponsor / 2 Patron / 3 Protector

1.4.2   Patron Tiers & Benefits

- **Tier1 — Sponsor:** +1 Position in venues; 1 stipend/session
- **Tier2 — Patron:** Cancel 1 Social **SB**/session; Petition **DV**-1
- **Tier3 — Protector:** Start public scenes Dominant

2   Allies and Adversaries

2.1   Follower Sheets & Templates

2.1.1   Follower Sheet (Template)

[NAME & ROLE]
Tier: Green / Trained / Veteran / Elite

Playbook: Combat / Specialist / Support
Edges (1-2): Special capabilities (e.g., ledger-eye, silent step)
Liabilities (1): Plot hooks (e.g., grudge holder, debt)
Costs: wages / shares / favor
Tracks:

- **Spirit [6]:** loyalty/morale (4-6: Controlled; 2-3: Risky; 0-1: Desperate/quit)
- **Harm [3]:** minor / serious / broken

2.2   Followers On-Scene

Declare role for each present **Follower**:

- **Assist:** Improve PC's Position +1 or **DV**-1 (once/scene)
- **Cover:** Reduce GM **SB**spend by 1 or cancel tag
- **Delegate:** Independent action (PC coordinates roll)

On partial/miss: tick Spirit or Harm +1

2.3   Organizations

2.3.1   Organization Sheet (Template)

[OrganizationNAME]
Tier: street / guild / city / crown
Aim: current seasonal goal
Cohorts (2-3): specialized teams
Tracks:

- **Integrity [8]:** health (5+: Bandwidth 3; 2-4: Bandwidth 2, +1 DV; 0-1: Bandwidth 1, +2 DV)
- **Exposure [6]:** visibility/risk

2.3.2   Organization Orders

- Allocate Bandwidth (based on Integrity)
- Resolve orders with PC roll + **Tier**bonus
- On 1s: tick Exposure or Integrity +1

3   Integrated Procedures

3.1   Events & Complications

Trigger 1-2 between sessions when Exposure 4 or on missed Cycle roll:

- **Inspection [4]:** Official scrutiny
- **Accident [4]:** Mishap with consequences
- **Rival Move:** Theft, poaching, sabotage
- **Obligation Called:** Patron demands immediate service

3.2   Example of Play

Setup: Tollhouse (**Asset**: Licensed, Prestige), Spirit 4, Solvent. Bridge-Lords (**PatronTier**2).
Cycle Roll: Partial → Choose yield (clue) → Status → Strained.
Delegate: Specialist to archives → Partial → gets info but ticks Spirit -1.
Event: Tax Assessor arrives (Inspection [**4**]) due to Strained status.
Orders: Secure (reduce Exposure) + Improve (project progress).

GM Reference

- Track: Integrity, Exposure, Spirit, Sanction
- Status: Solvent/Strained/Broke
- Tier benefits modify Position/**DV**
- High Exposure/Sanction triggers crises

4 Assets & Worldly Patrons

Quickstart (2 minutes)

1. Pick/design an **Asset**; mark **Integrity** [**6**] and **Resources** [**6**].
2. Name a **Patron** (optional); set **Patron Tier** and **Obligations**.
3. Attach 1–2 **Strings** (permits, seals, routes, rites).
4. Choose 1–2 **Project Clocks** [**4–8**] to improve or expand the asset.
5. Each session: issue **Asset Orders**, confront **Events & Audits**, and tick **Upkeep**.

5   Asset   Sheet   (Template   &   Tags)

5.1   Asset   Sheet   (Template)

> **[ASSET NAME]**
> **Type:** safehouse / barge company / workshop / archive / shrine / foundry line / office / permit /
> theatre / farm / mine / caravan yard / canal lock lease
> **Locale:** district & city (matters for Position & dials)
> **Strings (1–3):** permits, seals, routes, rites, keys
> **Tags (2–4):** see tag lists below
> **Tracks:**
> - Integrity [6]: condition/standing; fill → shutdown, collapse, or seizure
> - Resources [6]: cashflow, inventory, staff slack; empty → shortages/concessions
> - Heat [6] (optional): locals' attention; fill → protest, inquiry, rough visit
> **Projects (0–3):** named [4–8] clocks to upgrade, expand, or pivot
> **Upkeep:** coin/favor/rites required each cycle (choose 1–2)
> **Legacy Notes:** campaign events, reputation effects, historical significance
> **Notes:** staff names, neighbors, rivals, liens

5.2   Asset   Tags   (pick   2–4)

- **Fortified** (doors, shutters, hidden room) — *Shield/Petition* here starts **Dominant**.
- **Sanctified** (rites, hospitality) — breaking rites here ticks **Heat +1** (offender).
- **Licensed** (writ, seal) — *Broker/Petition* **DV −1** in scope of license.
- **Secret** (concealed use) — first *Expose* against you here starts **Desperate** for the attacker.
- **Crowd-Facing** (shop, theater) — *Audience tags* created here persist an extra scene.
- **Hazardous** (kilns, reagents) — on 1s, GM may start **Accident [4]** instead of other SB spend.
- **Mobile** (barge/caravan) — can act in adjacent districts without penalty.
- **Prestige** (old name, art) — *Petition* here **DV −1** with patricians; *Blackmail* **+1 SB** against you if scandal hits.
- **Ward-Woven** (sigils, bells) — *Infiltrate* here starts **Desperate** unless key is held.
- **Unionized** — *Strike* is a valid Event; *Broker* with unions here starts **Dominant**.
- **Shadowed** (underworld ties) — *Smuggle* **DV −1**; *Expose* **Position −1** against you.
- **Water-Right** — acts as a **String** for bridges/canals toll negotiation.
- **Archive** — *Research/Expose* **DV −1** with proof assembled here.

5.3   Integrity   &   Resources

- **Integrity [6]** ticks from sabotage, audits, disasters, or neglect. At fill: choose **Shutdown**, **Seizure**, or a **Catastrophe** scene.
- **Resources [6]** drop from upkeep, shocks, strikes; refill via Orders, scenes, or Projects. If Resources = 0, future Upkeep requires **Favor** or a concession clock.

6   Asset   Play

6.1   Acting   Through   an   Asset   (On-Scene)

Stage a scene at or with an asset; apply its Tags and Strings to Position/DV like any venue. A named staffer may act as a *Follower* or as a cohort (tick **Integrity** instead of Harm on failures).

6.2   Upkeep   &   Yield   (Each   Cycle)

- **Upkeep:** Pay 1–2 of coin/favor/rite. If skipped: tick **Resources −1** and start **Creditor [4]** or **Inspection [4]**.

- **Yield:** If **Resources** $\geq$ **3** and no active **Accident/Inspection**, gain one: coin, **Favor (narrow)**, **Clue**, or **Leverage (1)** themed to the asset.

6.3   Asset   Orders   (Between   Sessions)

Choose up to **2 orders** per session per asset (1 if Resources $\leq$ 2):

- **Operate:** generate Yield with risk (on 1s, tick **Heat +1** or **Integrity +1**).
- **Improve:** advance a **Project** [4–8].
- **Secure:** reduce **Heat −1** or add a **Security** tag for one scene.
- **Expand:** start a new Project to add a String (route, permit, office).
- **Audit:** convert one unspent Favor at this venue into **Standing (Tag)** after proof.
- **Exploit:** trade 1 **Integrity** for immediate coin + Favor; mark **Heat +1** to someone.

Resolution   The directing PC rolls once per order (appropriate action). Tier/Tags adjust Position/DV. On hits, apply the order effect; on 1s, GM banks SB and hits Heat/Integrity/Heat.

7   Campaign   Continuity

7.1   Asset   Legacy   System

Assets evolve and leave marks across campaigns through their **Legacy Notes**:

- **Reputation Effects:** Notorious (feared), Respected (trusted), Infamous (recognized), Legendary (historical significance)
- **Historical Events:** Siege Survived, Scandal Weathered, Expansion Completed, Crisis Averted
- **Relationship Changes:** Patron Gained/Lost, Rival Created/Resolved, Community Bond/Feud
- **Physical Evolution:** Renovated, Damaged, Expanded, Relocated

Legacy Benefits: Assets with positive legacy gain +1 Resources or +1 Integrity at start of new campaigns.
Legacy Burdens: Assets with negative legacy start with Heat +2 or Sanction +1 with relevant patrons.

7.2   Patron   Relationship   Continuity

Worldly Patron relationships persist with modified standing:

- **Active Patrons:** Reduce Tier by 1 but retain 1 Standing tag
- **Dormant Patrons:** Convert Tier to Favor Ledger entries; can be reactivated
- **Former Patrons:** Become Rivals [4] or Contacts [4] based on ending relationship
- **Legacy Patrons:** Historical figures whose mandates still influence current politics

7.3   Campaign   Transition   Events

At campaign end/beginning, roll for transition events:

- **Economic Shift (d6):** 1-2 Resources +1, 3-4 No change, 5-6 Resources -1
- **Political Change (d6):** 1-2 Gain new patron opportunity, 3-4 Status quo, 5-6 Lose a patron string
- **Physical Event (d6):** 1-2 Asset improves, 3-4 No change, 5-6 Asset takes Integrity -1

8   Worldly   Patrons

8.1   Patron   Sheet   (Template)

[PATRON NAME]
Type: noble / guild / office / temple / factor / satrap / councilor
Stance toward PCs: Allied / Wary / Hostile
Strings (3): writs, permits, routes, rites, audiences
Boons: what they can grant (seals, escorts, stipends, protection)
Obligations: tithes, appearances, tasks, ideological lines
Tracks:
- Favor Ledger (narrow favors owed or granted)
- Sanction [4]: warning → censure → seizure/revocation → hunt/prosecution
- Patron Heat [6]: public risk to them from association with you
Patron Tier: 0 Contact / 1 Sponsor / 2 Patron / 3 Protector
Mandate/Crisis Effects: how their public wins/losses alter your Position/Heat in their venues
Legacy Status: Historical role, ongoing influence, campaign connections

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8.2   Patron   Tiers   &   Benefits

- **Tier 0 — Contact:** 1 **Audience**/session; one minor seal once.
- **Tier 1 — Sponsor:** +1 **Position** once/scene in their venues; 1 **Stipend**/session (coin or permit access).
- **Tier 2 — Patron:** cancel **one Social SB** per session in public; **DV −1** on *Petition* to their offices; claim **Escort** once.
- **Tier 3 — Protector:** start public scenes **Dominant** in their venues; **Endorsement** creates a 4-clock *Bandwagon* on targets.

Advance a Tier Hold **Standing** with them or convert **3 favors** into Standing and complete a **Patron Task [4–6]** on-screen.

8.3   Obligations   &   Sanctions

- **Obligations:** tithe; keep scandal quiet; show at rites; take contracts; avoid rivals; uphold a doctrine. Skipping two cycles: tick **Sanction +1**.
- **Sanction [4]:** *Admonish* (lose once/scene Position boost) → *Censure* (no stipends; add **Audience: Skeptical**) → *Seizure/Revocation* (lose a String or asset tag) → *Hunt/Prosecution* (start **Warrant [6]**).
- **Patron Heat [6]:** Your public failures can tick this; at fill they *distance* (Tier −1) or *flip* to Hostile.

8.4   Bargaining   Procedure   (Negotiation   Scene)

Frame: what boon you want and what obligations you accept.
Set: venue tags; your Reputation/Standing apply; use *Petition/Broker/Expose*.
On hit: gain the boon; write the Obligation and tick Favor Ledger ± as appropriate.
On 1s: GM may add a secret clause, leak leverage, or start **Rival Patron [4]**.

8.5   Multiple   Patrons

You may keep two active patrons without penalty. A third creates **Split Loyalty [4]**; on fill, one patron issues an ultimatum: choose, public denunciation, or give up a String.

9   Events,   Audits,   &   Market   Shocks

Roll or draw 1–2 between sessions per active asset/patronage.

- **Inspection:** start **Inspection [4]**; on fill, tick **Integrity +1** or **Sanction +1**.

- **Accident: Accident [4]** threatens staff; on fill, Integrity +1 and **Audience: Fearful**.
- **Shortages: Resources −1** and start **Short Rations [4]**.
- **Tax/Lease Hike:** choose coin cost or **Sanction +1**.
- **Rival Claim:** assert prior right; start **Litigation [6]** or **Duel of Proof [4]**.
- **Rumor Run:** if *Crowd-Facing*, add **Skeptical**; if *Prestige*, add **Fascinated** (cuts both ways).
- **Favor Called:** a patron demands service; refuse → **Sanction +1**.

10   Blueprints   (Projects   &   Upgrades)

Pick a **Project [4–8]** to install a blueprint; on fill, add the effect and tag.

- **Safehouse (4):** add *Fortified + Secret*; gain **Leverage (1)** once/session from stashed goods.
- **Workshop (6):** add *Hazardous*; once/session, turn coin → **Clue/Prototype** tag.
- **Archive Annex (6):** add *Archive*; *Research/Expose* DV −1 here; bank **1 Clue** each cycle if Upkeep is paid.
- **Shrine-Nave (6):** add *Sanctified*; once/session *Host Rite* starts **Dominant**.
- **Barge Fleet (8):** add *Mobile + Water-Right*; once/session move a scene to adjacent district at same Position.
- **Guard Contract (6):** add *Licensed*; once/session *Call the Watch* auto-succeeds at minor level.
- **Union Hall (6):** add *Unionized*; once/session flip a **Strike** counter one step toward peace (if dues paid).
- **Playhouse Front (4):** add *Crowd-Facing*; create Audience tags more easily; once/session convert **Audience: Warm** to **Favor (narrow)**.

11   Regional   Kits   (Examples)

Mid   Ahkaz   —   Violet   Steppe/Meadows

Assets: Caravan Yard (Mobile, Licensed); Dye Vault (Hazardous, Secret).
Patrons: Coin-Weigh Tribunal (Sponsor→Patron), Oasis Clans (Protector with water rites).
Events: forged Water Share deeds; desert guides strike; curfew at Steppe Gate.

Ecktoria   —   Marble   &   Fire

Assets: Aqueduct Valve Lease (Licensed, Ward-Woven); Foundry Line (Hazardous, Unionized).
Patrons: Imperial Exarchate (audit stipends), Legions Remnant (escort writs).
Events: water theft panic; audit sweep; relic procession crowds disrupt supply.

Silkstrand   —   City   of   Bridges

Assets: Tollhouse on Archivolt (Licensed, Prestige); Playhouse (Crowd-Facing, Secret).
Patrons: Bridge-Lords (tolls), Playhouse Guild (licenses).
Events: fog bell failure; satire lawsuit; Night Keys leak.

Thepyrgos   —   Synod   &   Collegium

Assets: Harbor Pilot Office (Water-Right, Licensed); Scriptorium Desk (Archive, Prestige).
Patrons: Archons' Synod (writs), Collegium (oath registry).
Events: censure threat; procession scandal; tithe curse.

Zakov   —   Iron   River,   Ash   Lanterns

Assets: Ash-Lantern Line (Licensed, Hazardous); Smugglers' Cut Lease (Shadowed, Mobile).
Patrons: Ironmasters' Collegium (ore contracts), Lantern Wardens (curfews).
Events: ash curfew; lantern line failure; picket riots.

12   Example   of   Play   (short)

Setup: PCs lease a *Tollhouse* (Licensed, Prestige) in Silkstrand. Integrity 4/6, Resources 3/6. Patron: *Bridge-Lords* (Tier 1 Sponsor; Obligations: dues, public decorum).

Scene — Petition: They seek a *Tariff Exemption* for a festival barge. Position **Dominant** (Prestige + patron venue). DV 3. Strong hit: gain the boon; Favor Ledger +1; GM banks SB from a rolled 1 → **Rumor Run** starts.

Orders: *Operate* (yield coin; a 1 ticks Heat +1). *Improve* (Archive Annex [6] +1 segment).

Event: Inspection [4] begins. PCs *Secure* next cycle; on a hit reduce Heat –1. A satirical Playhouse offers help for a cut—risking **Patron Heat** if mocked.

Dilemma: A rival **Patron** (Playhouse Guild) offers Tier 2 if they host a scandalous masque; **Split Loyalty [4]** begins. On fill, Bridge-Lords demand: cancel the masque or surrender *Night Keys (String)*.

Campaign Transition: At arc's end, roll Economic Shift (d6: 3 = No change), Political Change (d6: 1 = Gain new patron opportunity), Physical Event (d6: 6 = Asset takes Integrity -1). Tollhouse becomes "Notorious" legacy with "Scandal Weathered" event.

GM   Reference   (one   page)

- **Asset Tracks:** Integrity [6] (fill = shutdown/seizure), Resources [6] (0 = shortages), Heat [6] (fill = rough visit/audit).
- **Orders:** Operate • Improve • Secure • Expand • Audit • Exploit.
- **Upkeep/Yield:** pay costs → choose coin/Favor/Clue/Leverage if safe.
- **Patron Tiers:** 0 Contact • 1 Sponsor (+Pos once/scene; 1 stipend) • 2 Patron (cancel 1 Social SB; DV –1 to Petition) • 3 Protector (start Dominant; Bandwagon clock).
- **Sanctions:** Admonish → Censure → Seizure/Revocation → Hunt/Prosecution.
- **Events:** Inspection • Accident • Shortages • Tax/Lease Hike • Rival Claim • Rumor Run • Favor Called.
- **Continuity:** Legacy effects modify starting conditions; patrons retain Standing; transition events reshape holdings.

Assets & Worldly Patrons
A Fate's Edge module for holdings, leases, and mortal patronage
Version 0.2 (Playtest Revised)

Design Goals

- **Make holdings matter:** Assets have tags, strings, upkeep, and project clocks that change scenes.
- **Patrons with teeth:** Patronage brings Position, seals, and coin—and obligations, audits, and scandals.
- **Use the core:** Position/DV, SB, clocks, Favor/Leverage/Heat, Reputation, Strings. No new dice math.
- **Low bookkeeping:** Track names, tags, and a few clocks; orders and events move the world.
- **Campaign continuity:** Assets and patrons persist and evolve across story arcs.

Quickstart (2 minutes)

1. Pick/design an **Asset**; mark **Integrity [6]** and **Resources [6]**.
2. Name a **Patron** (optional); set **Patron Tier** and **Obligations**.
3. Attach 1–2 **Strings** (permits, seals, routes, rites).
4. Choose 1–2 **Project Clocks [4–8]** to improve or expand the asset.
5. Each session: issue **Asset Orders**, confront **Events & Audits**, and tick **Upkeep**.

Contents

13 Asset Sheet (Template & Tags)

13.1 Asset Sheet (Template)

[ASSET NAME]
Type: safehouse / barge company / workshop / archive / shrine / foundry line / office / permit / theatre / farm / mine / caravan yard / canal lock lease
Locale: district & city (matters for Position & dials)
Strings (1–3): permits, seals, routes, rites, keys
Tags (2–4): see tag lists below
Tracks:
- Integrity [6]: condition/standing; fill → shutdown, collapse, or seizure
- Resources [6]: cashflow, inventory, staff slack; empty → shortages/concessions
- Heat [6] (optional): locals' attention; fill → protest, inquiry, rough visit
Projects (0–3): named [4–8] clocks to upgrade, expand, or pivot
Upkeep: coin/favor/rites required each cycle (choose 1–2)
Legacy Notes: campaign events, reputation effects, historical significance
Notes: staff names, neighbors, rivals, liens

13.2 Asset Tags (pick 2–4)

- **Fortified** (doors, shutters, hidden room) — *Shield/Petition* here starts **Dominant**.
- **Sanctified** (rites, hospitality) — breaking rites here ticks **Heat +1** (offender).
- **Licensed** (writ, seal) — *Broker/Petition* **DV −1** in scope of license.
- **Secret** (concealed use) — first *Expose* against you here starts **Desperate** for the attacker.
- **Crowd-Facing** (shop, theater) — *Audience tags* created here persist an extra scene.
- **Hazardous** (kilns, reagents) — on 1s, GM may start **Accident [4]** instead of other SB spend.
- **Mobile** (barge/caravan) — can act in adjacent districts without penalty.
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- **Unionized** — *Strike* is a valid Event; *Broker* with unions here starts **Dominant**.
- **Shadowed** (underworld ties) — *Smuggle* **DV −1**; *Expose* **Position −1** against you.
- **Water-Right** — acts as a **String** for bridges/canals toll negotiation.
- **Archive** — *Research/Expose* **DV −1** with proof assembled here.

13.3 Integrity & Resources

- **Integrity [6]** ticks from sabotage, audits, disasters, or neglect. At fill: choose **Shutdown**, **Seizure**, or a **Catastrophe** scene.
- **Resources [6]** drop from upkeep, shocks, strikes; refill via Orders, scenes, or Projects. If Resources = 0, future Upkeep requires **Favor** or a concession clock.

14 Asset Play

14.1 Acting Through an Asset (On-Scene)

Stage a scene at or with an asset; apply its Tags and Strings to Position/DV like any venue. A named staffer may act as a *Follower* or as a cohort (tick **Integrity** instead of Harm on failures).

14.2 Upkeep & Yield (Each Cycle)

- **Upkeep:** Pay 1–2 of coin/favor/rite. If skipped: tick **Resources −1** and start **Creditor [4]** or **Inspection [4]**.

- **Yield:** If **Resources $\geq$ 3** and no active **Accident/Inspection**, gain one: coin, **Favor (narrow)**, **Clue**, or **Leverage (1)** themed to the asset.

14.3   Asset Orders (Between Sessions)

Choose up to **2 orders** per session per asset (1 if Resources $\leq$ 2):

- **Operate:** generate Yield with risk (on 1s, tick **Heat +1** or **Integrity +1**).
- **Improve:** advance a **Project** [4–8].
- **Secure:** reduce **Heat −1** or add a **Security** tag for one scene.
- **Expand:** start a new Project to add a String (route, permit, office).
- **Audit:** convert one unspent Favor at this venue into **Standing (Tag)** after proof.
- **Exploit:** trade 1 **Integrity** for immediate coin + Favor; mark **Heat +1** to someone.

Resolution   The directing PC rolls once per order (appropriate action). Tier/Tags adjust Position/DV. On hits, apply the order effect; on 1s, GM banks SB and hits Heat/Integrity/Heat.

15   Campaign Continuity

15.1   Asset Legacy System

Assets evolve and leave marks across campaigns through their **Legacy Notes**:

- **Reputation Effects:** Notorious (feared), Respected (trusted), Infamous (recognized), Legendary (historical significance)
- **Historical Events:** Siege Survived, Scandal Weathered, Expansion Completed, Crisis Averted
- **Relationship Changes:** Patron Gained/Lost, Rival Created/Resolved, Community Bond/Feud
- **Physical Evolution:** Renovated, Damaged, Expanded, Relocated

Legacy Benefits: Assets with positive legacy gain +1 Resources or +1 Integrity at start of new campaigns.
Legacy Burdens: Assets with negative legacy start with Heat +2 or Sanction +1 with relevant patrons.

15.2   Patron Relationship Continuity

Worldly Patron relationships persist with modified standing:

- **Active Patrons:** Reduce Tier by 1 but retain 1 Standing tag
- **Dormant Patrons:** Convert Tier to Favor Ledger entries; can be reactivated
- **Former Patrons:** Become Rivals [4] or Contacts [4] based on ending relationship
- **Legacy Patrons:** Historical figures whose mandates still influence current politics

15.3   Campaign Transition Events

At campaign end/beginning, roll for transition events:

- **Economic Shift (d6):** 1-2 Resources +1, 3-4 No change, 5-6 Resources -1
- **Political Change (d6):** 1-2 Gain new patron opportunity, 3-4 Status quo, 5-6 Lose a patron string
- **Physical Event (d6):** 1-2 Asset improves, 3-4 No change, 5-6 Asset takes Integrity -1

16   Worldly Patrons

16.1   Patron Sheet (Template)

> **[PATRON NAME]**
> **Type:** noble / guild / office / temple / factor / satrap / councilor
> **Stance toward PCs:** Allied / Wary / Hostile
> **Strings (3):** writs, permits, routes, rites, audiences
> **Boons:** what they can grant (seals, escorts, stipends, protection)
> **Obligations:** tithes, appearances, tasks, ideological lines
> **Tracks:**
> - Favor Ledger (narrow favors owed or granted)
> - Sanction [4]: warning → censure → seizure/revocation → hunt/prosecution
> - Patron Heat [6]: public risk to them from association with you
> **Patron Tier:** 0 Contact / 1 Sponsor / 2 Patron / 3 Protector
> **Mandate/Crisis Effects:** how their public wins/losses alter your Position/Heat in their venues
> **Legacy Status:** Historical role, ongoing influence, campaign connections

16.2   Patron Tiers & Benefits

- **Tier 0 — Contact:** 1 **Audience**/session; one minor seal once.
- **Tier 1 — Sponsor:** +1 Position once/scene in their venues; 1 **Stipend**/session (coin or permit access).
- **Tier 2 — Patron:** cancel **one Social SB** per session in public; **DV −1** on *Petition* to their offices; claim **Escort** once.
- **Tier 3 — Protector:** start public scenes **Dominant** in their venues; **Endorsement** creates a 4-clock *Bandwagon* on targets.

Advance a Tier   Hold **Standing** with them or convert **3 favors** into Standing and complete a **Patron Task [4–6]** on-screen.

16.3   Obligations & Sanctions

- **Obligations:** tithe; keep scandal quiet; show at rites; take contracts; avoid rivals; uphold a doctrine. Skipping two cycles: tick **Sanction +1**.
- **Sanction [4]:** *Admonish* (lose once/scene Position boost) → *Censure* (no stipends; add **Audience: Skeptical**) → *Seizure/Revocation* (lose a String or asset tag) → *Hunt/Prosecution* (start **Warrant [6]**).
- **Patron Heat [6]:** Your public failures can tick this; at fill they *distance* (Tier −1) or *flip* to Hostile.

16.4   Bargaining Procedure (Negotiation Scene)

Frame: what boon you want and what obligations you accept.
Set: venue tags; your Reputation/Standing apply; use *Petition/Broker/Expose*.
On hit: gain the boon; write the Obligation and tick Favor Ledger ± as appropriate.
On 1s: GM may add a secret clause, leak leverage, or start **Rival Patron [4]**.

16.5   Multiple Patrons

You may keep two active patrons without penalty. A third creates **Split Loyalty [4]**; on fill, one patron issues an ultimatum: choose, public denunciation, or give up a String.

17   Events, Audits, & Market Shocks

Roll or draw 1–2 between sessions per active asset/patronage.

- **Inspection:** start **Inspection [4]**; on fill, tick **Integrity +1** or **Sanction +1**.
- **Accident: Accident [4]** threatens staff; on fill, Integrity +1 and **Audience: Fearful**.
- **Shortages: Resources −1** and start **Short Rations [4]**.
- **Tax/Lease Hike:** choose coin cost or **Sanction +1**.

- **Rival Claim:** assert prior right; start **Litigation [6]** or **Duel of Proof [4]**.
- **Rumor Run:** if *Crowd-Facing*, add **Skeptical**; if *Prestige*, add **Fascinated** (cuts both ways).
- **Favor Called:** a patron demands service; refuse → **Sanction +1**.

18   Blueprints (Projects & Upgrades)

Pick a **Project [4–8]** to install a blueprint; on fill, add the effect and tag.

- **Safehouse (4):** add *Fortified + Secret*; gain **Leverage (1)** once/session from stashed goods.
- **Workshop (6):** add *Hazardous*; once/session, turn coin → **Clue/Prototype** tag.
- **Archive Annex (6):** add *Archive*; *Research/Expose* DV –1 here; bank **1 Clue** each cycle if Upkeep is paid.
- **Shrine-Nave (6):** add *Sanctified*; once/session *Host Rite* starts **Dominant**.
- **Barge Fleet (8):** add *Mobile + Water-Right*; once/session move a scene to adjacent district at same Position.
- **Guard Contract (6):** add *Licensed*; once/session *Call the Watch* auto-succeeds at minor level.
- **Union Hall (6):** add *Unionized*; once/session flip a **Strike** counter one step toward peace (if dues paid).
- **Playhouse Front (4):** add *Crowd-Facing*; create Audience tags more easily; once/session convert **Audience: Warm** to **Favor (narrow)**.

19   Regional Kits (Examples)

Mid Ahkaz — Violet Steppe/Meadows

Assets: Caravan Yard (Mobile, Licensed); Dye Vault (Hazardous, Secret).
Patrons: Coin-Weigh Tribunal (Sponsor→Patron), Oasis Clans (Protector with water rites).
Events: forged Water Share deeds; desert guides strike; curfew at Steppe Gate.

Ecktoria — Marble & Fire

Assets: Aqueduct Valve Lease (Licensed, Ward-Woven); Foundry Line (Hazardous, Unionized).
Patrons: Imperial Exarchate (audit stipends), Legions Remnant (escort writs).
Events: water theft panic; audit sweep; relic procession crowds disrupt supply.

Silkstrand — City of Bridges

Assets: Tollhouse on Archivolt (Licensed, Prestige); Playhouse (Crowd-Facing, Secret).
Patrons: Bridge-Lords (tolls), Playhouse Guild (licenses).
Events: fog bell failure; satire lawsuit; Night Keys leak.

Thepyrgos — Synod & Collegium

Assets: Harbor Pilot Office (Water-Right, Licensed); Scriptorium Desk (Archive, Prestige).
Patrons: Archons' Synod (writs), Collegium (oath registry).
Events: censure threat; procession scandal; tithe curse.

Zakov — Iron River, Ash Lanterns

Assets: Ash-Lantern Line (Licensed, Hazardous); Smugglers' Cut Lease (Shadowed, Mobile).
Patrons: Ironmasters' Collegium (ore contracts), Lantern Wardens (curfews).
Events: ash curfew; lantern line failure; picket riots.

20   Example of Play (short)

Setup: PCs lease a *Tollhouse* (Licensed, Prestige) in Silkstrand. Integrity 4/6, Resources 3/6. Patron: *Bridge-Lords* (Tier 1 Sponsor; Obligations: dues, public decorum).
Scene — Petition: They seek a *Tariff Exemption* for a festival barge. Position **Dominant** (Prestige + patron venue). DV 3. Strong hit: gain the boon; Favor Ledger +1; GM banks SB from a rolled 1 → **Rumor Run** starts.
Orders: *Operate* (yield coin; a 1 ticks Heat +1). *Improve* (Archive Annex [6] +1 segment).
Event: Inspection [4] begins. PCs *Secure* next cycle; on a hit reduce Heat –1. A satirical Playhouse offers help for a cut—risking **Patron Heat** if mocked.
Dilemma: A rival **Patron** (Playhouse Guild) offers Tier 2 if they host a scandalous masque; **Split Loyalty** [4] begins. On fill, Bridge-Lords demand: cancel the masque or surrender *Night Keys (String)*.
Campaign Transition: At arc's end, roll Economic Shift (d6: 3 = No change), Political Change (d6: 1 = Gain new patron opportunity), Physical Event (d6: 6 = Asset takes Integrity -1). Tollhouse becomes "Notorious" legacy with "Scandal Weathered" event.

GM Reference (one page)

- **Asset Tracks:** Integrity [6] (fill = shutdown/seizure), Resources [6] (0 = shortages), Heat [6] (fill = rough visit/audit).
- **Orders:** Operate • Improve • Secure • Expand • Audit • Exploit.
- **Upkeep/Yield:** pay costs → choose coin/Favor/Clue/Leverage if safe.
- **Patron Tiers:** 0 Contact • 1 Sponsor (+Pos once/scene; 1 stipend) • 2 Patron (cancel 1 Social SB; DV –1 to Petition) • 3 Protector (start Dominant; Bandwagon clock).
- **Sanctions:** Admonish → Censure → Seizure/Revocation → Hunt/Prosecution.
- **Events:** Inspection • Accident • Shortages • Tax/Lease Hike • Rival Claim • Rumor Run • Favor Called.
- **Continuity:** Legacy effects modify starting conditions; patrons retain Standing; transition events reshape holdings.

Changelog

v0.2 — Added Campaign Continuity section with Legacy System, Patron Relationship Continuity, and Transition Events. Enhanced templates with Legacy Notes and Status fields.
v0.1 — First pass with Asset/Patron sheets, tags, orders & upkeep, patron tiers/obligations/sanctions, events & blueprints, regional examples, and a worked example of play.

This module adds procedures only; defer to the core SRD for roll math and adjudication.

21   Integration & Cross-System Play

21.1   The Web of Influence

Assets, Patrons, Followers, and Organizations don't exist in isolation—they form an interconnected web where each element supports and complicates the others. Understanding these connections is key to Tier III+ play.

21.2   Asset-Patron Synergies

- **Patron Venue Bonus:** When using an asset that aligns with your patron's domain (e.g., Bridge-Lords patron + Tollhouse asset), gain +1 Position for related actions at that location.
- **Strings as Leverage:** Patron-granted strings can be used to improve asset projects. Spending a patron string gives +2 segments on a relevant project clock.
- **Obligation Mitigation:** A well-maintained asset can absorb minor patron obligations. Mark asset Integrity -1 instead of ticking Sanction +1 for missed minor obligations.

21.3   Follower-Asset Operations

- **Staff Roles:** Assign followers to manage assets. A follower with relevant edges reduces Cycle Roll DV by 1 for that asset.
- **Delegated Security:** A follower assigned to **Cover** role at an asset can automatically counter one minor Event per cycle without requiring a player order.
- **Morale from Success:** Successful asset operations (strong hits on Cycle Rolls) give +1 Spirit to followers assigned to that asset.

21.4   Organization-Asset Scale

- **Cohort as Staff:** Organization cohorts can staff assets, providing the benefits of multiple followers without individual Spirit tracking.
- **Asset as Organization Base:** An asset with appropriate tags (Fortified, Archive, etc.) gives +1 Integrity to an organization using it as headquarters.
- **Cross-Contamination:** High Exposure on an asset spreads to organizations based there (tick Organization Exposure +1 when asset Exposure reaches 6+).

21.5   Cross-System Downtime Procedure

Use this unified procedure between sessions:

21.5.1   1. Resource Phase

1. Resolve **Cycle Rolls** for all assets
2. Pay **Upkeep** for assets and followers
3. Generate **Yield** from successful operations

21.5.2   2. Order Phase

1. Allocate **Asset Orders** (2 per solvent asset)
2. Issue **Organization Orders** (based on Bandwidth)
3. Assign **Follower Tasks** (Delegate, Assist, Cover)

21.5.3   3. Event Phase

1. Trigger 1-2 **Events** based on highest Exposure level
2. Resolve **Patron Obligations** or tick Sanction
3. Advance **Project Clocks** from successful orders

21.6   Crisis Chain Reactions

High pressure in one system spills into others:

- **Asset Crisis → Patron Problems:** Asset Integrity failure ticks Patron Sanction +1
- **Patron Scandal → Follower Doubts:** Patron Sanction at 3+ gives -2 Spirit to all followers
- **Follower Betrayal → Organization Schism:** Follower at 0 Spirit may trigger Organization Integrity -2
- **Organization Collapse → Asset Vulnerability:** Organization Integrity failure removes asset security tags

21.7   Cross-System Bonus Actions

Once per session, you can perform these combined actions:

21.7.1   Patron-Asset Gambit

Spend a patron favor to automatically succeed on one asset order, but tick both Exposure and Sanction +1.

21.7.2   Follower-Organization Maneuver

Delegate a follower to lead an organization cohort. Use the follower's edges and the cohort's scale for +1 Effect on organization orders.

21.7.3   Asset-Organization Project

Commit both asset resources and organization bandwidth to a project. Complete a [8] clock in one cycle but risk Exposure +2.

21.8   Integrated Threat Assessment

Use this matrix to gauge cross-system risk:

Low Risk	Medium Risk	High Risk
All Exposure 3	Any Exposure = 4-5	Any Exposure 6
All Integrity 4	Any Integrity = 2-3	Any Integrity 1
Spirit all 3	Any Spirit = 1-2	Any Spirit = 0
Sanction = 0	Sanction = 1-2	Sanction 3

GM Tip: When 2+ systems enter High Risk, trigger a compound crisis that requires addressing multiple problems simultaneously.

21.9   Progressive Unlock Pattern

As parties advance through tiers, systems unlock naturally:

- **Tier II:** First asset + Tier 1 patron
- **Tier III:** Second asset + Tier 2 patron + 1-2 followers
- **Tier IV:** Organization + Tier 3 patron + asset network
- **Tier V:** Multiple organizations + patron alliances + regional influence

21.10   Troubleshooting Integration

- **Too Many Clocks?** Combine related clocks (e.g., asset Exposure and patron Sanction can share a unified "Trouble" clock)
- **Overwhelmed Players?** Let them focus on one system per session—assets one session, organizations the next
- **Balance Issues?** Remember that scale brings vulnerability—more assets means more Exposure vectors
- **Narrative Drift?** Tie all systems to character goals—every asset should serve a character's ambition

21.11   Example: The Duskwardens' Web

The party's interconnected systems create emergent gameplay:

- **Tollhouse (Asset)** provides base for **Protective Association (Organization)**
- **Bridge-Lords (Patron)** grant legitimacy to both asset and organization
- **Jensen (Follower)** manages day-to-day operations, linking all systems
- **Crisis:** High Exposure from tollhouse operations threatens patron relationship, which could collapse organization funding, testing follower loyalty

This creates meaningful choices: sacrifice asset integrity to protect patron standing? Risk follower spirit to save organization cohesion?

The true power of these systems emerges in their interaction. A well-managed web provides compounding benefits, while neglect in one area can unravel everything.