

# Assets & Worldly Patrons

A Fate's Edge module for holdings, leases, and mortal patronage

*Version 0.2 (Playtest Revised)*

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## 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/Exposure, 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**.

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# Asset Sheet (Template & Tags)

## 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

## Asset Tags (pick 2–4)

- **Fortified** (doors, shutters, hidden room) — *Shield/Petition* here starts **Dominant**.
- **Sanctified** (rites, hospitality) — breaking rites here ticks **Exposure +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.

## 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.

## Asset Play

### 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).

### 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 ≥ 3** and no active **Accident/Inspection**, gain one: coin, **Favor (narrative)**, **Clue**, or **Leverage (1)** themed to the asset.

### 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 **Exposure +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/Exposure.

## Campaign Continuity

### 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.

### 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

## 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

## Worldly Patrons

### Patron Sheet (Template)

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

### 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.

### 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 Exposure [6]:** Your public failures can tick this; at fill they *distance* (Tier -1) or *flip* to Hostile.

## 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]**.

## 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.

## 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**.

## 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)**.

## 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 (wrists), 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.

## 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 Exposure** 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.