

Edges

Edges represent the way your character is most used to solving problems and tackling challenges, the approaches they're usually the most effective with. When you attempt something using an edge you're in your element – when rolling, you can add **1d6** to your dice pool.

Edges also add a lot of **narrative flavour** to the rest of an **action roll**, changing the way a skill or aspect gets used in play. Rolling to gather specimens using the **Tides** edge might mean you're focusing on quality, whereas rolling with **Veils** might let you gather those specimens without letting anyone else know, or without disturbing local wildlife.

The edges on offer are **Grace**, **Iron**, **Instinct**, **Sharps**, **Teeth**, **Tides**, and **Veils**.

Grace

An edge of elegance, precision, & agility

You're at your best when you're free to move, using superior mobility and unexpected speed to run rings around a problem. Grace gives you the edge when dodging and balancing, performing acrobatic feats, and attacking with lighter weapons.

Iron

An edge of force, determination, & willpower

You're at your best when relying on direct action, using sheer grit to carry you through. Iron is often used for weathering incoming damage, keeping your cool in tense situations, imposing your will on others, and attacking with heavier weapons.

Instinct

An edge of sense, intuition, & reaction

You're at your best when going with the flow, acting without a plan, and trusting either your gut or your body's natural senses. Instinct is often used to react to unexpected events and hazards, learn more about the world around you, and connect with the weirder elements of the waves.

Sharps

An edge of logic, wit, & planning

You're at your best when you can bring intelligence and preparation to bear, relying on the knowledge that your mind (or tongue) are sharper than any blade. Sharps is often used to solve problems, untangle complexities, design or create new objects, and outmanoeuvre others in verbal conflicts.

Teeth

An edge of savagery, passion, & destruction

You're at your best when letting loose, exposing the wilder parts of your nature, and damning the consequences. Teeth is often used to inflict fear on others, to destroy objects and relationships, to disregard convention, and to make brutal, uncompromising attacks.

Tides

An edge of exploration, learning, & lore

You're at your best when relying on your knowledge of the waves, the quirks and secrets of the wildsea that others might write off as mere folktales. Tides is often used for unearthing secrets and mysteries, spinning engaging tales, charting new courses, and steering ships.

Veils

An edge of shadows, ciphers, & secrecy

You're at your best when your influence is near-impossible to detect, managing situations from behind the scenes. Veils is often used to go undetected or cover your tracks, to backstab and betray, and to manipulate others in both social and combat situations.

Using Edges

While the primary effects of your edges are easy to grasp (mechanically to add **1d6** to your dice pool, narratively to flavour an action you're taking), they serve a few other functions as well. Your edges are...

Flexible

Don't fall into the trap of thinking that certain edges are required for certain things – that's not how they work. You can easily swing Iron, Grace, or Teeth to add to a roll made to attack, but Tides might apply if you have some knowledge of the target you're exploiting, or Sharps if you're using some pre-planned tactic, or Veils if you're lining up a backstab, or even Instinct if you're just launching yourself into a dangerous situation without any idea of how it'll turn out!

Informative

If you're ever at a loss for what to do in an unfamiliar situation, look to your edges for a hint. Even if you don't have a skill that's appropriate, if one of your edges can come into play that gives you the single d6, you need to start putting together an action roll.

Reliable

Edges are broad and permissive by design, intended to encapsulate a wide variety of behaviours and situations. If you're attempting something, you'll almost always be using an edge to help you out unless it's *completely* out of your wheelhouse.



Edges in Play

Firefly: The councillor leans back in his chair, multi-jointed fingers steepled. It can be hard to read the expression on an ironbound's face, but he looks pretty unimpressed by your arguments.

Kyllian: Well, unimpressed or not, we need access to that tower. We could beg, but...

Laura: Screw that - we might not be the most convincing crew when it comes to fancy words, but we have Todd. You want to talk some sense into him?

Todd: With pleasure!

Firefly: Alright Todd, I know you're usually more the hammer-first type, but are you treating this as a social roll?

Todd: That I am. I was thinking of using Iron - just trying to convince the guy through sheer force of will... but he's an ironbound, and a city councillor. He's probably sat there through thousands of angry tirades.

Firefly: Yeah, you're onto something there. If you just tried to convince him straight-out, you'd be taking cut - maybe even lowered impact.

Laura: Oh, Teeth then? Are we going to try to threaten this guy into submission?

Todd: Not exactly. Tides.

Firefly: Tides?

Todd: That's right. Tides and Break, to be more precise. I'm not going to try to convince this guy that he should let us in because we're angry, or desperate. I'm just going to point out that I know councillors are elected by popular vote here, and I also know how long it'll take until that tower falls... and I know how to whisper words in the right ears about the councillor that could have stopped it.

Firefly: ... Damn. No cut, Todd. Make your pool.