

# Fate's Edge

A narrative-first RPG where every choice carries weight

Name:

Race:

Background:

## Attributes

Body	Physical capability
Wits	Mental acuity
Spirit	Willpower and intuition
Presence	Social influence

## Current Status

Position: (Dominant, Controlled, Desperate)  
Harm: — Minor — Serious — Critical  
Fatigue: — 1 — 2 — 3 — 4

Boons: /5

Story Beats:

## Core Skills

Melee	Close combat
Athletics	Physical activities
Stealth	Avoiding detection
Wits	Perception, tactics
Sway	Persuasion, charm
Command	Leadership, authority
Lore	Knowledge, history
Survival	Wilderness, endurance

## Obligation Tracking

Capacity: (Spirit + Presence)  
— 1 1 - No effect  
— 2 2 - Fatigue 1  
— 3 3 - Fatigue 2  
— 4 4 - Fatigue 1, Harm 1, Patron Intrusion  
— 5 5 - Fatigue 2, Harm 1  
— 6 6 - Clear Fatigue, Harm 1, Patron Intrusion

Current: /

## Supply

Status: (Full, Low, Dangerous, Empty)

## Current Goal

### Resources & Advancement

## Follower Tracking

Name	Harm	Exposure
	— 1 — 2 — 3	— 1 — 2 — 3
	— 1 — 2 — 3	— 1 — 2 — 3
Status:	Maintained — Neglected — Compromised —	

## Talents & Special Abilities

Name	Effect
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## Asset Tracking

Name	Type	Status
		— Maintained — Neglected — Compromised
		— Maintained — Neglected — Compromised

## Patrons & Rites

Patron:  
Current Rite:  
Obligation:  
Rite Cost: (Obligation - Spirit)

## Magic Systems

— Free Casting — Rite System — Psionics — Summoning

### Quick Reference

#### Position Effects

- Dominant: Re-roll one failure
- Controlled: Standard
- Desperate: Re-roll one success

#### Difficulty Ladder

- 2: Routine
- 3: Pressured
- 4: Hard
- 5+: Extreme

#### SB Spend Menu

- 1 SB: Minor complication
- 2 SB: Moderate setback
- 3 SB: Serious trouble
- 4+ SB: Major turn

[Fate's Edge](#) | Fillable Character Sheet | December 20, 2025

The world responds to your choices. What will you risk to reshape the world?