

Fate's Edge

A narrative-first RPG where every choice carries weight

Name:

Race:

Background:

Current Status

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

Boons: /5

Story Beats:

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)

Resources & Advancement

Follower Tracking

Name	Harm	Exposure
	— 1 — 2 — 3	— 1 — 2 — 3
	— 1 — 2 — 3	— 1 — 2 — 3

Status: Maintained — Neglected — Compromised —

Asset Tracking

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

Quick Reference

Attributes

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

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

Current Goal

Talents & Special Abilities

Name Effect

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

Magic Systems

— Free Casting — Rite System — Psionics — Summoning

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

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