Character: Player: Caste/Rank	γ:		Race: Faction: Refresh: Fate Points:	Oubliette.Voidspiral.Com
Aspects High Concept Trouble			Stunts Stunts	© Voidspiral Entertainment
Skills Skill Cap:	Make a note of each skill's capabil	ties. A: Attack. D: Defend. I: Initiative		
rating	skill rating	skill +1_		
	+1-	+1-		
	+1-	+1		
	+1-	+1_	the second	
150 C C C C C C C C C C C C C C C C C C C	+1	+1		
10 May 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	+1	+1-		
	+1	+1		
	+1-	+1-	VALUE OF BUILDING	NEW TENEDON
	+1-	+1_		
	+1-	+1-		7555
Stress				
Physical Stress Mental Stress	Base Stress: 2 Boxes per To	rack 9	The Ladder  Value Rating  +8 Legendary +7 Epic +6 Fantastic +1 - +2	Succeed create situation as success, as success, and gain a aspect with 2 or -1 and and gain a boost invokes boost attain goal create situation inflict
Resource Stress 1	2 3 4 5	6 7 8 9	+5 Superb +4 Great +3 Good	without aspect with 1 shifts of or action or action
Consequ	AENCES Jase Consequences: Mild (2), Modera		+2 Fair Tie	minor cost boost done, gain gains a boost boost
value	ase Consequences: Mild (2), Modera name	te (4), Severe (6) tγpe	0 Mediocre -1 Poor -2 Terrible -1 or less Fail	fail, or fail, or succeed succeed at but opponent major cost gains free invoke no harm done fail to stop harm or action
			Refuse 0 3 2 2 4 6 6 6 1 6 6 1 6 6 6 1 6 6 7 7 1 6 6 7 1 6 7 1	

Character: Player: Caste/Rank Aspects High Concept Trouble	₹:		Race: Faction: Refresh: Fate Points:  Stunts	Oubliette.Voidspiral.Com  © Voidspiral Entertainment
Skills				
Skill Cap:	Make a note of ea <mark>ch</mark> skill's capabilties skill rating	s. A: Attack. D: Defend. I: Initiative skill		
runig	+1-	-1		EXTENSION ASSESSED.
	+1-	+1-	NACE OF STREET	
	+1-	+1-		
	+1-	+1		
	+1-	+1-		
	+1-	+1_		
15 P. C. C. C.	+1-	+1		
	+1-	+1-		
	+1-	+1_		
	+1	+1-		
Stress	Base Stress: 2 Boxes per Trac	b		
Physical Physical	Sade Green, 2 Source por mae		The Ladder Actions & Outcomes	Overcome Create an Attack Defend
Stress 1	2 3 4 5	6 7 8 9	Value Rating +3 or more	Succeed create situation as success, as success,
Mental Stress	2 8 4 5	6 7 8 9	+8 Legendary +7 Epic Succeed with Style +6 Fantastic	boost invokes boost boost
Resource Stress			+6 Fantastic +5 Superb +4 Great +1 - +2 Succeed	attain goal create situation without aspect with 1 cost invoke avoid harm or action
	2 8 4 5	6 7 8 9	+3 Good +0	succeed at gain a related no harm opponent
Consequ	LENCES ase Consequences: Mild (2), Moderate (	4), Severe (6)	+1 Average 0 Mediocre	fail, or fail, or succeed no harm fail to stop
value	name	түре	-1 Poor -2 Terrible Fail	succeed at but opponent done harm or action
			Caste Rank Aspects Ref	ase Skill Skill Loadout SP fresh Cap
			Refuse 0 3 Dreg 1 4 Rabble 2 4 Lost 3 5 Fallen 4 5 Forsaken 5 6 1 Eldritch 7 7 1 Ancient 8 7 1	10 2 +2 +2x1, +1x2 4 4 +3 +3x1, +2x2, +1x3 10 6 +4 +4x1, +3x2, +2x3, +1x4 20 8 +5 +5x1, +4x2, +3x3, +2x4 30 10 +6 +6x1, +5x2, +4x3, +3x4, +2x5 50 12 +7 +7x1, +6x2, +5x3, +4x4, +3x5 65 14 +8 +8x1, +7x2, +6x3, +5x4, +4x5 80 16 +9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119 18 +10 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140 20 +11 +11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161

Campaign:	<u>Fate Points</u>	s/Scene:	Oubli	ette
GM: Caste/Rank:			Oubliette.Voids	
Player Characters Player Character High Concept	Trouble		© Voidspiral Ente	rtainment
Tayla Character Tright Concept		l Rules (§9.5)		
	The state of the s	abling Tower (4.6.4 / 9		
	puriod and	Advancement (9.5.2)		
	Refre	esh-Based		
	Refre	esh OR SP		
The state of the s	Refre	esh AND SP		
	Random	Incarnation (9.5.3)		
	Shadow	Resurrection (9.5.4)	A STATE OF THE STA	
Water Street Control of the Control	Congramment guerranana	Difficulty (9.5.5)		
	(Transported States and States an	Higher Caste		
	(Trappeners)	Invokes to Higher Ca	iste	
First Court	bigometry.	rnatives (9.5.6)		
Focal Themes:	Engineering pagesterning	nstead of 4df (1 - 8) Colored (+55)		
rocal themes.	₹1 дузинентф дистемни ма	Lolorea (+55) less (Fate Point-based	-1)	
	Engineering Superintensing	Bonus Refresh:	4)	
Game vs Narrative:	Управоння В расположня для	Award Fate Point on F	-ailure	
	hannen de la company de la com	Track (9.5.7)		
Unity vs Autonomy:	the same of the sa	mmortal (9.5.8)		
anny vs Autonomy.				
Preplanning:				
	The Ladder	Actions & Overcome	Create an Attack	Defend
PC Safety:	Value Rating	Outcomes Overcome	Auvaniage	
To outery.	+8 Legendar +7 Epic	Succeed and gain a with Style boost	aspect with 2 or -1 and hoost	d and gain a boost
	+6 Fantastic +5 Superb	+1 - +2   attain goal o	create situation aspect with 1 shifts or	avoid harm
Skill Groups:	+4 Great +3 Good	cost	invoke harm	or action
	+2 Fair +1 Average	Tio minor cost	gain a related boost done, gain a boost	in gains a
Scale& Scope:	0 Mediocre	-1 or less fail, or succeed at	fail, or succeed but opponent done	Luil to atom
ceared ocope.	-2 Terrible	major cost g	ains free invoke done	action
		k Aspects Base Skill Refresh Cap	Skill Loadout	SP
Starting Caste:	Refuse 0 ≥ Dreg 1	3 2 +2 +2	2x1, +1x2 3x1, +2x2, +1x3	4 10

Issues & Game Aspects:

		Caste	Rank	Aspects	Refresh	Cap	Skill Loadout	SP
		Refuse	0	3	2	+2	+2x1, +1x2	4
	LOW	Dreg	1	4	4	+3	+3x1, +2x2, +1x3	10
1	2	Rabble	2	4	6	+4	+4x1, +3x2, +2x3, +1x4	20
		Lost	3	5	8	+5	+5x1, +4x2, +3x3, +2x4	30
		Fallen	4	5	10	+6	+6x1, +5x2, +4x3, +3x4, +2x5	50
1	Mid	Forsaken	5	6	12	+7	+7x1, +6x2, +5x3, +4x4, +3x5	65
		Eminent	6	6	14	+8	+8x1, +7x2, +6x3, +5x4, +4x5	80
	_	Eldritch	7	7	16	+9	+9x1, +8x2, +7x3, +6x4, +5x5, +4x6	119
1	High B	Ancient	8	7	18	+10	+10x1, +9x2, +8x3, +7x4, +6x5, +5x6	140
1		Divine	9	8	20	+11	+11x1, +10x2, +9x3, +8x4, +7x5, +6x6	161

Campaign:	Fate Points/Scene: Out Blieft
GM:	second edition
Caste/Rank:	Oubliette.Voidspiral.Con
Player Characters	© Voidspiral Entertainmen
Player Character High Concept Tr	Optional Pulos (80.5)
	Optional Rules (§9.5)
	The Crumbling Tower (4.6.4 / 9.5.1)
	Optional Advancement (9.5.2)
	Refresh-Based Refresh OR SP
TRANSPORT OF THE PROPERTY OF T	Refresh AND SP
	Random Incarnation (9.5.3)
	Shadow Resurrection (9.5.4)
	Steeper Difficulty (9.5.5)
	+1 to Higher Caste
	Free Invokes to Higher Caste
	Dice Alternatives (9.5.6)
First Court	1d8 instead of 4df (1 – 8)
Focal Themes:	2d6 Colored (+55)
	Diceless (Fate Point-based)
Cama va Namativa	Bonus Refresh:
Game vs Narrative:	Award Fate Point on Failure
	Breaking Track (9.5.7)
Unity vs Autonomy:	We Are Immortal (9.5.8)
Preplanning:	
rreplanting.	
	The Ladder Actions & Overcome Create an Advantage Attack Defend
PC Safety:	Value Rating +3 or more Succeed create situation as success, as success
	+8 Legendary Succeed and gain a aspect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and and gain a spect with 2 or -1 and spect with 2 or -1 and gain a spect with 2 or -1 and
Skill Groups:	+6 Fantastic +5 Superb +4 Great  +1 - +2 Succeed Succeed  +1 - +2 without aspect with 1 shifts of cost invoke harm
okiii groups.	+3 Good +0 succeed at gain a related no harm opponent
	+1 Average a hoost boost a hoost boost
Scale & Scope:	-1 or less Fail succeed at but opponent done action
	Casta Danh Asparta Base Skill Shill Landout Sp
Starting Caste:	Refuse 0 3 2 +2 +2x1, +1x2 4
Starting Custo.	Dreg 1 4 4 +3 +3x1, +2x2, +1x3 10 Rabble 2 4 6 +4 +4x1, +3x2, +2x3, +1x4 20
	Lost 3 5 8 +5 +5x1, +4x2, +3x3, +2x4 30  Fallen 4 5 10 +6 +6x1, +5x2, +4x3, +3x4, +2x5 50
Issues & Game Aspects:	Forsaken 5 6 12 +7 +7x1, +6x2, +5x3, +4x4, +3x5 65 Eminent 6 6 14 +8 +8x1, +7x2, +6x3, +5x4, +4x5 80 Eldritch 7 7 16 +9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119
	Eldritch 7 7 16 +9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119 Ancient 8 7 18 +10 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140 Divine 9 8 20 +11 +11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161
	Olvine 0 0 20 TII TIIXI, TIUX2, TOXO, TOX4, T/X0, TOXO 161