

Character: _____
 Player: _____
 Caste/Rank: _____

Race: _____
 Faction: _____
 Refresh: _____
 Fate Points: _____

Oubliette
 second edition
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Aspects

High Concept _____

Trouble _____

Skills

Skill Cap: _____ Make a note of each skill's capabilities. A: Attack, D: Defend, I: Initiative

rating	skill	rating	skill
+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		+1	
+1		+1	

Stunts

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mental Stress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Resource Stress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Consequences

Base Consequences: Mild (2), Moderate (4), Severe (6)

value _____ name _____ type _____

The Ladder		Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
+8	Legendary	+3 or more Succeed with Style	Succeed and gain a boost	create situation aspect with 2 invokes	as success, or -1 and boost	as success, and gain a boost
+7	Epic					
+6	Fantastic	+1 - +2 Succeed	attain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+5	Superb					
+4	Great	+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
+3	Good					
+2	Fair	-1 or less Fail	fail, or succeed at major cost	fail, or succeed but opponent gains free invoke	no harm done	fail to stop harm or action
+1	Average					
0	Mediocre					
-1	Poor					
-2	Terrible					

	Caste	Rank	Aspects	Base Refresh	Skill Cap	Skill Loadout	SP
Low	Refuse	0	3	2	+2	+2x1, +1x2	4
	Dreg	1	4	4	+3	+3x1, +2x2, +1x3	10
	Rabble	2	4	6	+4	+4x1, +3x2, +2x3, +1x4	20
Mid	Lost	3	5	8	+5	+5x1, +4x2, +3x3, +2x4	30
	Fallen	4	5	10	+6	+6x1, +5x2, +4x3, +3x4, +2x5	50
	Forsaken	5	6	12	+7	+7x1, +6x2, +5x3, +4x4, +3x5	65
High	Eminent	6	6	14	+8	+8x1, +7x2, +6x3, +5x4, +4x5	80
	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

Campaign: _____

GM: _____

Caste/Rank: _____

Player Characters

Player Character High Concept Trouble

First Court

Focal Themes: _____

Game vs Narrative: _____

Unity vs Autonomy: _____

Preplanning: _____

PC Safety: _____

Skill Groups: _____

Scale & Scope: _____

Starting Caste: _____

Issues & Game Aspects: _____

Fate Points/Scene: _____

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Optional Rules (\$9.5)

The Crumbling Tower (4.6.4 / 9.5.1)

Optional Advancement (9.5.2)

Refresh-Based

Refresh OR SP

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)

1d8 instead of 4df (1 - 8)

2d6 Colored (+5 - -5)

Diceless (Fate Point-based)

Bonus Refresh:

Award Fate Point on Failure

Breaking Track (9.5.7)

We Are Immortal (9.5.8)

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