Character: Player: Caste/Rank:  Aspects High Concept				Race: Faction: Refresh: Fate Points:		Oubliette	Second Edition Oubliette.Voidspiral.Com © Voidspiral Entertainment		
				Stunts	Voluspii				
Trouble	E/M								
-									
-				-					
Skills									
Skill Cap: rating	Make a note of each sk skill	ill's capabilties. A: Attack. D: Defe rating skill	nd. I: Initiative						
	+1		+1-						
	+1		+1-						
	+1		+1-	•					
	+1		+1_	****					
	+1		+1_	4					
	+1		+1_						
	+1		+1-	•					
	+1		+1-	4					
	+1		+1-						
				-					
Stress	Base Stress: 2 B	oxes per Track					1		
Physical Stress		5 6 7	8 9	The Ladder  Value Rating	Actions & Ove	rcome Create an Advantage	Attack	Defend	
Mental Stress				+8 Legendary +7 Epic	Succeed and	cceed create situation gain a aspect with 2 post invokes		as success, and gain a boost	
Resource			_89	+6 Fantastic +5 Superb	+1 - +2 attai	in goal create situation thout aspect with 1	inflict shifts of	avoid harm or action	
Stress			_89	+4 Great +3 Good +2 Fair	+0 succ	ost invoke reed at gain a related	harm no harm done, gain	opponent	
Conse	EQUENCES  Base Consequences: Mild (	2), Moderate (4), Severe (6)		+1 Average 0 Mediocre	1 on loss fa	or cost boost il, or fail, or succeed	a boost	boost fail to stop	
value	name		type	-1 Poor -2 Terrible	Fail Succ	reed at but opponent or cost gains free invoke	no harm done	harm or action	
				Caste Rank I	Aspects Base Refresh	Cap	oadout	SP	
				Refuse 0	3 2	+2 +2x1, +1x2 +3 +3x1, +2x2, +1x3	.2	10	
*				Rabble 2 Lost 3 Fallen 4	4 6 5 8 5 10	+4 +4x1, +3x2, +2x3, +5 +5x1, +4x2, +3x3, +6 +6x1, +5x2, +4x3,	+2x4	20 30 50	
				Forsaken 5 Eminent 6	6 12 6 14	+7 +7x1, +6x2, +5x3, +8 +8x1, +7x2, +6x3,	+4x4, +3x5 +5x4, +4x5	65 80	
-				Eldritch 7  Ancient 8  Divine 9	7 16 7 18 8 20	+9 +9x1, +8x2, +7x3, +10 +10x1, +9x2, +8x3 +11 +11x1 +10x2 +9x	+6x4, +5x5, + 3, +7x4, +6x5,	4x6 119 +5x6 140	

Campaign:			Fate Points/Scene:	_ On+Brioffo										
GM:				Second Edition										
Caste/Rank:				— Oubliette.Voidspiral.Com										
Player Characters				© Voidspiral Entertainment										
Player Character	High Concept	Trouble		20.5										
			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 High Dice Alternatives (9.5.6)	ier Caste				
			First Court			1d8 instead of 4df (1 - 8)								
			Focal Themes:			2d6 Colored (+55)								
Total memes.			Diceless (Fate Point-based)											
			Bonus Refresh:	(Macu)										
Game vs Narrative:			Award Fate Poin	nt on Failure										
			Breaking Track (9.5.7)											
Haita ya Antonogram			We Are Immortal (9.5.8)											
Unity vs Autonomy:			Transment											
Preplanning:														
			The Ladder Actions & Over	scome Create an Attack Defend										
DC Safatu			Value Rating	Advantage Attack Belena										
PC Safety:			+8 Legendary Succeed and a	ceed create situation as success, as success, gain a aspect with 2 or -1 and and gain a										
			+6 Fantastic +1 +2 attain	ost invokes boost boost n goal create situation inflict avoid harm										
Skill Groups:			+5 Superb +4 Great Succeed with	ost invoke harm or action										
,			+2 fair Tie mino	eed at gain a related no harm opponent done, gain gains a										
			+1 Average 0 Mediocre -1 or less fai	d, or fail, or succeed no harm fail to stop										
Scale& Scope:			-1 POOT Fail Succe	eed at but opponent done harm or action										
			Caste Rank Aspects Base Refresh	Skill Skill Loadout SP										
Starting Caste:			Refuse 0 3 2	+2 +2x1, +1x2 4										
U ·			Rabble 2 4 6	+4 +4x1, +3x2, +2x3, +1x4 20										
			Lost 3 5 8 Fallen 4 5 10	+5 +5x1, +4x2, +3x3, +2x4 30 +6 +6x1, +5x2, +4x3, +3x4, +2x5 50										
Laguage C. Carrage Agree = 1:=:			Forsaken 5 6 12	+7 +7x1, +6x2, +5x3, +4x4, +3x5 65										

14 16

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Eminent

Eldritch Ancient

Divine

+8x1, +7x2, +6x3, +5x4, +4x5 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6

+9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119 +10 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140 +11 +11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161

80

Issues & Game Aspects: