

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: _____

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)

The Ladder	
Value	Rating
+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
0	Mediocre
-1	Poor
-2	Terrible

Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
+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
+1 - +2 Succeed	attain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
-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

	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
	Lost	3	5	8	+5	+5x1, +4x2, +3x3, +2x4	30
Mid	Fallen	4	5	10	+6	+6x1, +5x2, +4x3, +3x4, +2x5	50
	Forsaken	5	6	12	+7	+7x1, +6x2, +5x3, +4x4, +3x5	65
	Eminent	6	6	14	+8	+8x1, +7x2, +6x3, +5x4, +4x5	80
High	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: _____

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)

The Ladder	
Value	Rating
+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
0	Mediocre
-1	Poor
-2	Terrible

Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
+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
+1 - +2 Succeed	attain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
-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

	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
	Lost	3	5	8	+5	+5x1, +4x2, +3x3, +2x4	30
Mid	Fallen	4	5	10	+6	+6x1, +5x2, +4x3, +3x4, +2x5	50
	Forsaken	5	6	12	+7	+7x1, +6x2, +5x3, +4x4, +3x5	65
	Eminent	6	6	14	+8	+8x1, +7x2, +6x3, +5x4, +4x5	80
High	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