

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 |
| 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 |