

Rank 3 Dubliette Pregeen Characters

- ✿ **Jurzzagog.** Firedrake turned Noble Protector. Good at combat, somewhat social. Working on not starting people on fire.
- ✿ **Baba Harca.** Skull-based goblin witch. Mossy coblincore. Shy. Good at magic and sneaking around.
- ✿ **Howard Dunsany.** Weird Fiction author. Good at knowledge and using magic to get around problems.
- ✿ **Lilityu.** Devilish and Mischievous Lady-Imp. Good at teasing bad guys and messing with their heads. Frequently pops up where she shouldn't be.
- ✿ **Royal We #993.** Viking We. Good at fighting, some leadership & strategy. Tough.
- ✿ **Vilsaccimore.** Armored Gargoyle Special Operator. Very stealthy when not moving. Good at fighting and investigation.
- ✿ **Rhapsody Florentina.** Bloodsucking vampire dilettante. Friendly and outgoing. Good at talking, but surprisingly dangerous in a fight.
- ✿ **Spare Eye.** Necrotic Sentient Magic Orb. Stealthy and lethal. Has many Guild contacts to draw on.

Character: **JURZZAGOG**

Player:

Caste/Rank: Lost / 3

Aspects

High Concept Firedrake Turned Noble Protector

Trouble Many Embarrassing Past Epithets

Dragon Size and Appetite

Take Humanoid Form for Social Occasions

My Reputation Precedes Me

Skills

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

rating	skill	rating	skill
+5	Physique	+1	Will
+4	Elemental	+1	Empathy
+4	Will	+3	
+3	Empathy	+1	
+3	Entertain	+1	
+3	Rapport	+1	
+2	Provoke	+1	
+2	Notice	+1	
+2	Investigate	+1	
+2	Phsique	+1	
+6	Elemental	+1	

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: dragon

Faction: pureheart

Refresh: 2

Fate Points: 2

Oubliette

Second Edition

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Stunts

White Knight. Righteousness fills you with hope. Whenever you are thanked for a deed you've done, you gain an

Appreciated Boost.

Slayer of Evils. You stand against all that would do ill. You get +2 to Attacks against adversaries that are clearly tormenting the populace.

Appease Me. You get +1 when using Business, Contacts, or Rapport to Create an Advantage relating to the fact that it is generally unwise to anger a dragon.

Genteel Carnivore. You get +2 on Overcome and Create Advantage actions using Rapport, provided you are unfailingly polite about it.

Pyromancer. Some say even your personality is explosive. You get +2 to Attacks with Elemental.

We are the Righteous. People tend to leave your presence feeling full of power and possibility. You get +2 to Rapport rolls to create Advantages on groups of people.

The Ladder		Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
Value	Rating					
+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					
+3	Good					
+2	Fair					
+1	Average					
0	Mediocre					
-1	Poor					
-2	Terrible	-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

Character: **BABA HARCA**

Player:

Caste/Rank: Lost / 3

Aspects

High Concept Skull-based Goblin Witch

Trouble Afraid of Humans Specifically

I'd Rather Be in the Forest

Gets Confused With Baba Yaga

Probably Actually a Human Herself

Skills

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

rating	skill	rating	skill	rating	skill
+5	Arcane	+1	+5	Elemental	+1
+4	Elemental	+1	+5	Will	+1
+4	Stealth	+1	+3	Empathy	+1
+3	Scavenging	+1			+1
+3	Notice	+1			+1
+3	Exploration	+1			+1
+2	Provoke	+1			+1
+2	Deceive	+1			+1
+2	Will	+1			+1
+2	Religion	+1			+1
+6	Phsique	+1			+1

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Goblin

Faction: none

Refresh: 3

Fate Points: 3

Oubliette

Second Edition

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Stunts

Clamberling. You excel at getting into the hard-to-reach places

of the Castle. Your explorations can take you anywhere---

particularly where you're not wanted. You get +2 on Athletics

Overcome actions.

Tiny Magics. Your glamour is a little more like a "glimmer," but

it's *yours*. You get +1 to rolls for pranks and games.

Terrorizing Spells. Your magic is inherently horrific or dreadful.

Whenever you succeed with style with an Arcane Attack, you

place a **Frightened** Boost on your target, in addition to the

normal effects.

Necrokineticist. The energy of life is but another tool at your

disposal. You can spend a Fate Point to make an Attack with

the Skill of any dead body or corpse in your Zone.

Heightened Awareness. You can use Scavenging in place of

Notice on Overcome actions.

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

Character: **HOWARD DUNSANY**

Player:

Caste/Rank: Lost / 3

Aspects

High Concept Weird Fiction Author

Trouble Always Mixed Up with the Other Guys

Expert on the Occult and the Arcane

Trained Against Madness

No Story Surprises Me Anymore

Skills

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

rating	skill	rating	skill
+5	Lore	+1	Elemental
+4	Arcane	+1	Will
+4	Resources	+1	Empathy
+3	Strategy	+1	
+3	Investigate	+1	
+3	Contacts	+1	
+2	Exploration	+1	
+2	Religion	+1	
+2	Will	+1	
+2	Empathy	+1	
+6	Physique	+1	

Stress

Base Stress: 2 Boxes per Track

Stress Type	1	2	3	4	5	6	7	8	9
Physical Stress	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Mental Stress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Resource Stress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Human

Faction: Transcendence Club

Refresh: 1

Fate Points: 1

Oubliette

Second Edition

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Stunts

Practical Metaphysics Doctorate. (4r) Your mastery of the esoteric is complete. You get +4 to Arcane and Lore Overcome and Create Advantage rolls.

From Whence It Came. Though you aren't familiar with everything that has happened in Oubliette, you are nearly omniscient when it comes to things from the World of Life. You get +2 to rolls when trying to understand the details of something that came from Earth.

Ubiquity. You get +2 when Creating an Advantage with Deceive to disguise yourself among other Humans.

The Only Normal People Here. You get +2 when using Rapport to Overcome the distrust or reservations of other Humans.

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	+1 - +2 Succeed	attain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+6	Fantastic	+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
+5	Superb	-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
+4	Great					
+3	Good					
+2	Fair					
+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

Character: **LILITH**

Player:

Caste/Rank: **Lost / 3**

Aspects

High Concept **Devilish and Mischievous Lady-Imp**

Trouble Actually, I Cry Very Easily

Leave My Friends Alone!

Social Engineering Expert

Pops Up Out of Nowhere

Skills

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

rating	skill	rating	skill	rating	skill
+5	Provoke	+1	+5	Elemental	+1
+4	Blood	+1	+5	Will	+1
+4	Stealth	+1	+3	Empathy	+1
+3	Empathy	+1			+1
+3	Physique	+1			+1
+3	Athletics	+1			+1
+2	Exploration	+1			+1
+2	Investigate	+1			+1
+2	Notice	+1			+1
+2	Strategy	+1			+1
+6	Phsique	+1			+1

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: **Demon**

Faction: **Vaultbreaker**

Refresh: **2**

Fate Points: **2**

Oubliette

Second Edition

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Stunts

Can't Keep Me Out. Twice per session you may return to a place you have visited during that session. No roll or Fate Point spend is required.

An Eye for Opportunity. You get +2 on Create Advantage and Overcome rolls with Contacts when gathering information about a place you intend to break into or about which places you might want to break into.

Find The Cracks. An expert at determining people's flaws, you gain +2 to Empathy rolls to determine their emotional weaknesses.

Cold Read. You get +2 to discover personality traits and Aspects on other characters when you meet them.

Dance the Antagonists Tune. Getting angry with you is just playing into your hands. Whenever you succeed with style with Provoke on an Overcome Action, you can select the target's next Action, so long as it is reasonable for them to do in the heat of the moment.

Hounding Their Heels. Twice per session, without spending a Fate Point, you may show up in a scene that your character is not present for. As you arrive, you may then spend a Fate Point to give yourself the situational Aspect ****Surprise!**** with two free Invokes. If you use this ability to appear in a combat, you do not act until your turn in the Initiative order.

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

Character: **ROYAL WE #993**

Player:

Caste/Rank: Lost / 3

Aspects

High Concept Viking We

Trouble Good Help is So Hard to Find

Conquering Warlord

My Runes Will Guide Me

Fur-Trimmed Purple Cloak

Skills

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

rating	skill	rating	skill
+5	Onslaught	+1	Elemental
+4	Athletics	+1	Will
+4	Physique	+1	Empathy
+3	Resources	+1	
+3	Will	+1	
+3	Strategy	+1	
+2	Smithing	+1	
+2	Contacts	+1	
+2	Exploration	+1	
+2	Stealth	+1	
+6	Phsique	+1	

Stress

Base Stress: 2 Boxes per Track

Stress Type	1	2	3	4	5	6	7	8	9
Physical Stress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Mental Stress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Resource Stress	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Human

Faction: Royal We

Refresh: 2

Fate Points: 2

Oubliette

Second Edition

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Stunts

Many as One. When acting under your orders, [Mobs] of NPCs

are counted as one size category larger. See [Working

Together] for rules on Mobs.

Monarch's Command. When you use Strategy, Contacts, or

Rapport to issue a command, you get +1 to the roll.

Ubiquity. You get +2 when Creating an Advantage with Deceive

to disguise yourself among other Humans.

The Only Normal People Here. You get +2 when using

Rapport to Overcome the distrust or reservations of other

Humans.

Demolisher. (2r) Even your missed Attacks can kill people. When

you miss an Attack, you gain a ****Violent Detonation**** Boost.

You cannot have more than one ****Violent Detonation**** Boost

at a time.

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

Character: **VILSACCIMORE**

Player:

Caste/Rank: Lost / 3

Aspects

High Concept Armored Gargoyle Special Operator

Trouble Must Be Still While Observed

Ancient Armor Etched With Wards

Modern Strategy and Tactics

Ancient Power and Ferocity

Skills

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

rating	skill	rating	skill
+5	Physique	+1	Elemental
+4	Savage	+1	Will
+4	Stealth	+1	Empathy
+3	Notice	+1	
+3	Investigate	+1	
+3	Lore	+1	
+2	Will	+1	
+2	Exploration	+1	
+2	Athletics	+1	
+2	Architecture	+1	
+6	Phsique	+1	

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Marionette

Faction: Sodalitas Clostrum

Refresh: 3

Fate Points: 3

Oubliette
Second Edition

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Stunts

Ageless Stocism. You may use Will to Overcome physical

Aspects that have been placed on you or to begin the recovery process for physical Consequences.

Slow-Motion Chameleon. Twice per session, when your

Stealth roll is opposed, you may force your opponent to re-roll their dice.

Uncanny Valley. You look *almost* like you could be a member of

another race. When you select this Stunt, decide which race.

You gain +1 on Overcome actions with Provoke, Rapport, and

Empathy when dealing with that race.

No Strings to Hold Me Down. You get +2 to Defend actions

with Athletics as you move in unnatural ways or collapse

bonelessly out of the paths of Attacks.

Deceptive Frame. Your body hides your strength well.

Whenever anyone tries to determine your Aspects or Skills,

your physical capabilities remain hidden, so long as your

opponent hasn't already been made aware of them.

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	+1 - +2 Succeed	attain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+6	Fantastic	+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
+5	Superb	-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
+4	Great					
+3	Good					
+2	Fair					
+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

Character: **RHAPSODY FLORENTINA**

Player:

Caste/Rank: Lost / 3

Aspects

High Concept Bloodsucking Dilettante

Trouble Nobody Likes Us Draculeans

Unfailingly Polite and Charming

Literally Disarming

I Can Get a Little Wild Sometimes

Skills

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

rating	skill	rating	skill
+5	Blood	+1	Elemental
+4	Physique	+1	Will
+4	Entertain	+1	Empathy
+3	Rapport	+1	
+3	Will	+1	
+3	Empathy	+1	
+2	Notice	+1	
+2	Investigate	+1	
+2	Tailoring	+1	
+2	Resources	+1	
+6	Phsique	+1	

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Vampire

Faction: Draculean

Refresh: 2

Fate Points: 2

Oubliette

Second Edition

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Stunts

Sipping Strike. When you succeed on a physical Attack, you may

reduce your Shifts of damage by two to heal one of your own physical or mental Stress boxes. Only Stress boxes 1, 2, and 3 may be healed this way.

Nothing Sticks to Celebrities. Somehow, even the gravest

sins are brushed off because of your talent. You gain +2 to Defend with Entertain in mental Conflicts.

Plate and Veil. You get +2 to Defend with Will, so long as you

are wearing either the black plate mail and thick veils that characterize Draculean military dress or a fabulously expensive courtly costume.

Messy Excitement. The first time someone is dealt physical

damage in a scene, you gain an ****Excited**** Boost.

Slanderous Song. You can use your skill in Entertain to plant

damaging ideas about someone else. You can now use Entertain to make Attacks in mental Conflicts, as long as you have an audience besides the target.

Hypnotic Voice. Your voice is very hard to ignore. You can

choose to take a ****Hypnotic Voice**** Boost for Rapport twice per session. When you do so, the target is automatically able to recognize your voice to identify you later.

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	+2x1, +1x2	4
	Dreg	1	4	4	+3x1, +2x2, +1x3	10
	Rabble	2	4	6	+4x1, +3x2, +2x3, +1x4	20
Mid	Lost	3	5	8	+5x1, +4x2, +3x3, +2x4	30
	Fallen	4	5	10	+6x1, +5x2, +4x3, +3x4, +2x5	50
	Forsaken	5	6	12	+7x1, +6x2, +5x3, +4x4, +3x5	65
High	Eminent	6	6	14	+8x1, +7x2, +6x3, +5x4, +4x5	80
	Eldritch	7	7	16	+9x1, +8x2, +7x3, +6x4, +5x5, +4x6	119
	Ancient	8	7	18	+10x1, +9x2, +8x3, +7x4, +6x5, +5x6	140
	Divine	9	8	20	+11x1, +10x2, +9x3, +8x4, +7x5, +6x6	161

Character: **SPARE EYE**

Player:

Caste/Rank: Lost / 3

Aspects

High Concept Necrotic Sentient Magic Orb

Trouble No Hands or Face

Fly Through the Air

I See All

Small and Nimble

Skills

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

rating	skill	rating	skill
+5	Ghost	+1	+5
+4	Arcane	+1	+5
+4	Contacts	+1	+3
+3	Stealth	+1	+1
+3	Notice	+1	+1
+3	Business	+1	+1
+2	Physique	+1	+1
+2	Will	+1	+1
+2	Athletics	+1	+1
+2	Alchemy	+1	+1
+6		+1	+1

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Orb

Faction: Guild

Refresh: 2

Fate Points: 2

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Stunts

Murdersight. Your eyes are always open to lethal opportunities.

You can use Ghost for Initiative in physical Conflicts.

Secret Blade. You never appear armed without inspection. You

have so many weapons hidden on your person that you are considered armed as long as you have clothes or hair to hide something in.

Necrokineticist. The energy of life is but another tool at your

disposal. You can spend a Fate Point to make an Attack with the Skill of any dead body or corpse in your Zone.

Me and This Army. Once per session, you can take a Situation

Aspect with three Free Invokes called ****This Army**** that can be applied to Attack or Defense Actions in physical or logistical Conflicts.

Utter Silence. Treading lightly is tantamount to remaining

unnoticed. You do not suffer penalties for noisy environmental factors such as rubble or glass.

Hunter's Roost. You are adept at striking when your

opponent's attention is elsewhere. Any time you attempt to Attack or harm an opponent who is not focusing on you, you get +2 to the roll.

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	+2x1, +1x2	4
	Dreg	1	4	4	+3x1, +2x2, +1x3	10
	Rabble	2	4	6	+4x1, +3x2, +2x3, +1x4	20
Mid	Lost	3	5	8	+5x1, +4x2, +3x3, +2x4	30
	Fallen	4	5	10	+6x1, +5x2, +4x3, +3x4, +2x5	50
	Forsaken	5	6	12	+7x1, +6x2, +5x3, +4x4, +3x5	65
High	Eminent	6	6	14	+8x1, +7x2, +6x3, +5x4, +4x5	80
	Eldritch	7	7	16	+9x1, +8x2, +7x3, +6x4, +5x5, +4x6	119
	Ancient	8	7	18	+10x1, +9x2, +8x3, +7x4, +6x5, +5x6	140
	Divine	9	8	20	+11x1, +10x2, +9x3, +8x4, +7x5, +6x6	161

Rank 4 Gloomhome Pregens

- ❁ **Detective Archer.** Hardboiled Detective. Armed with a handgun (ranged). Investigator, good with human intelligence and social encounters. Passingly familiar with Gloomhome. Knew Deputy Yippra.
- ❁ **Grat.** Diminutive Spy. Covert operative. Not a skilled fighter. Very good at social investigation. Very sneaky and good at getting into places.
- ❁ **Incunabulus.** Secret Monger. Useful in social situations and negotiations. Not skilled in combat. Incunabulus knows things. Incunabulus is good with plans and plots.
- ❁ **Jabir.** Vampire Bloodmage. Jabir is aggressive and skilled in fighting. Jabir isn't an investigator. Jabir is pretty good with people. Jabir can turn into liquid to navigate small spaces.
- ❁ **Kashok Voz.** Minion of the Undead Lords. Kashok is a spy for Yath Canath. Kashok can bring in numerous skeletons to help him. Kashok is more of a fighter than an investigator. Everyone's afraid of what Kashok says to Yath Canath.
- ❁ **Keys.** Literal Cat Burglar. Keys is an expert in gaining access to protected locations. Keys is sneaky and agile. Keys is better at avoiding harm than causing it. Keys may be a house cat or cat person at your option.
- ❁ **Nartha.** Palm-greasing negotiator. - Nartha is a negotiation expert experienced in hostage situations. Nartha often relies on her guild contacts to enforce the terms of a deal. Narth is a koom like the other denizens of Gloomhome. Nartha is very bad at fighting and prefers to steer clear.
- ❁ **Twitch.** Criminal Informant. Twitch has worked numerous jobs as a mole in criminal activities. Twitch is a people person and works best when lying and cheating. Twitch is mediocre at fighting. Twitch can bring in other criminals to help on jobs.
- ❁ **Waxwing.** Elemental Mage. Waxwing strongly prefers lighting people on fire. Waxwing isn't the best at covert work. Waxwing is good for battles and as a distraction. Waxwing likes to cook food and poisons both.

Character: **DETECTIVE ARCHER**

Player:

Caste/Rank: Fallen / 4

Aspects

High Concept Harboiled Detective

Trouble This Rusty Old Body of Mine

My Dame was a Koom Named Yippra

Good on the Streets

Badass Longcoat

Skills

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

rating	skill	rating	skill
+6	Investigation	+1	+2
+5	Ranged	+1	+2
+5	Strategy	+1	+2
+4	Stealth	+1	+2
+4	Notice	+1	+1
+4	Physique	+1	+1
+3	Will	+1	+1
+3	Empathy	+1	+1
+3	Rapport	+1	+1
+3	Deceive	+1	+1
+2	Provoke	+1	+1

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Marionette

Faction: Guild

Refresh: 1

Fate Points: 1

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Stunts

Misses Nothing. When people move through an area, clues are left, and more are left when they do something unusual. You simply pick up on them. You gain +2 to Investigate rolls to search a space for physical clues.

Deductive Reasoning. You get +2 to Investigate rolls to reconstruct a chain of events, so long as you have evidence of the outcome.

Skilled Tracker. Nobody chases down leads like you. You gain +2 to track creatures.

Expert Logician. You are a master at extrapolating from the smallest details. When you succeed with style on an Investigate roll, you can take an extra Boost.

Make Them Talk. You're an expert at exerting pressure through the use of almost-revealed secrets and subtle threats. You can use Investigate in place of Provoke when dealing with someone you've already interviewed or know a little about.

Predator Eyes. You gain +2 to Ranged rolls to Create an Advantage when identifying weaknesses or aiming at your target.

Tactician. You get +2 to Initiative with Strategy in physical and logistical Conflicts.

Move and Shoot Tactics. (2r) You are used to using cover, keeping moving, and flanking your opponents. You can use Strategy to Defend in physical Conflicts.

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	+1 - +2 Succeed	attain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+6	Fantastic				no harm done, gain a boost	opponent gains a boost
+5	Superb					
+4	Great					
+3	Good					
+2	Fair					
+1	Average					
0	Mediocre					
-1	Poor	-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
-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

Character: **GRAT**

Player:

Caste/Rank: Fallen / 4

Aspects

High Concept Diminutive Spy

Trouble Can I Get a Little Respect Here?

Nobody Notices a Goblin

I know a guy

Expert in Dead Drops and Tradecraft

Skills

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

rating	skill	rating	skill
+6	Stealth	+1	+2
+5	Investigate	+1	+2
+5	Athletics	+1	+2
+4	Notice	+1	+2
+4	Exploration	+1	+1
+4	Scavenging	+1	+1
+3	Contacts	+1	+1
+3	Savage	+1	+1
+3	Strategy	+1	+1
+3	Architecture	+1	+1
+2	Tailoring	+1	+1

Stress

Base Stress: 2 Boxes per Track

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

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Goblin

Faction: Guild

Refresh: 2

Fate Points: 2

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Stunts

Face in the Crowd. You are an expert in moving among people. You get +2 to any Stealth roll to blend into a crowd.

Shapechanger. By paying 1 Fate Point, you can completely change your physical shape. This allows you to replace three Aspects with new ones, and remains in place until you let it go or are Taken Out.

Brief Illusion. A tiny glimmer of magic is all you need to escape. Twice per session, when you roll Stealth, you can take a Brief Illusion Boost.

Skilled Tracker. Nobody chases down leads like you. You gain +2 to track creatures.

People are an Open Book. You can use Investigate instead of Empathy to Defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of microexpressions.

Escape Artist. You get +2 to escape from bindings, manacles, and restraints. This can be applied to cells and cages, so long as they have an opening to squeeze through.

Acrobatic Agility. You can fight from precarious positions just as easily as anywhere else. Situational Aspects of this type cannot be used against you.

Clamberling. You excel at getting into the hard-to-reach places of the Castle. Your explorations can take you anywhere---particularly where you're not wanted. You get +2 on Athletics Overcome actions.

The Ladder		Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
Value	Rating					
+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					
+3	Good					
+2	Fair					
+1	Average					
0	Mediocre					
-1	Poor	-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
-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

Character: **INCUNABULUS**

Player:

Caste/Rank: Fallen / 4

Aspects

High Concept Secret Monger

Trouble I'd Give Anything to Know a Secret

Sheafs of Ancient Texts for Armor

Librarian's Worst Nightmare

I Love a Good Mystery

Skills

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

rating	skill	rating	skill
+6	Business	+1	+2
+5	Lore	+1	+2
+5	Empathy	+1	+2
+4	Investigate	+1	+2
+4	Notice	+1	+1
+4	Resources	+1	+1
+3	Deceive	+1	+1
+3	Brawl	+1	+1
+3	Contacts	+1	+1
+3	Stealth	+1	+1
+2	Strategy	+1	+1

Stress

Base Stress: 2 Boxes per Track

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

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Monger

Faction: Seer

Refresh: 2

Fate Points: 2

Oubliette

Second Edition

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Stunts

Master Negotiator. You gain +2 to Business rolls in face-to-face negotiations, so long as you are dealing with an actual decision-maker.

Well Read. You've read hundreds (if not thousands) of books on a wide variety of topics. You can spend a Fate Point to use Lore in place of any other Skill for one roll or Exchange, provided you can justify having read about the Action you're attempting.

Too Clever by Half. You gain +2 to Create Advantages pertaining to plans, schemes, and gambits.

Historian. Either you've read all the histories you could find, or you've lived them. You gain +2 on Lore rolls pertaining to the past.

Occultist. You've studied almost every form of magic ever to come to Oubliette. You gain +2 to Lore rolls dealing with spells, magic, mysticism, and the arcane.

People are an Open Book. You can use Investigate instead of Empathy to Defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of microexpressions.

In Vino Veritas. You have a number of tricks for getting details out of someone. You get +2 to Investigate rolls when interacting with those who aren't actively suspicious of you.

Sweep Search. You are highly effective at finding hidden things. You get +2 to search rooms and areas for objects or people of interest.

The Ladder		Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
Value	Rating					
+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					
+3	Good					
+2	Fair					
+1	Average					
0	Mediocre					
-1	Poor					
-2	Terrible	-1 or less Fail	fail, or succeed at major cost	fail, or succeed but opponent gains free invoke	no harm done	opponent gains a boost

	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

Character: **JABIR**

Player:

Caste/Rank: Fallen / 4

Aspects

High Concept Vampire Bloodmage

Trouble I Can't Work Without Raw Material

Just Give Me an Excuse to Show You My Magic

I'm No Dirty Draculean

Mediocre Cosmic Researcher At Best

Skills

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

rating	skill	rating	skill
+6	Blood	+1	+2
+5	Strategy	+1	+2
+5	Physique	+1	+2
+4	Lore	+1	+2
+4	Will	+1	
+4	Deceive	+1	
+3	Empathy	+1	
+3	Athletics	+1	
+3	Stealth	+1	
+3	Notice	+1	
+2	Scavenging	+1	

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Vampire

Faction: Magi

Refresh: 1

Fate Points: 1

Oubliette
Second Edition

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Stunts

Messy Excitement. The first time someone is dealt physical damage in a scene, you gain an Excited Boost.

Drinking the Lifeblood. The wounds you deal the enemy are the sweetest music. You gain a Lifeblood Boost every time you deal 2 or more Damage.

Bloodspell. There is a strange magic in the water of life, and it is yours. You get +2 to Create Advantages with Blood.

Advantages created, as well as Attacks and Defenses made with those Advantages, are considered magical in nature, as they are composed mostly of liquid or crystalized blood.

Fellblood. (2r) Your body can shift between liquid and solid form almost at will. Once per scene, when you have one or more Blood-oriented Boost or Advantage, you can remove all of them from yourself to avoid all damage from a single hit or source.

Move and Shoot Tactics. (2r) You are used to using cover, keeping moving, and flanking your opponents. You can use Strategy to Defend in physical Conflicts.

Tactician. You get +2 to Initiative with Strategy in physical and logistical Conflicts.

Endure Punishment. Your body is already used to punishment. You get +2 to Defend Actions with Physique.

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

Character: **KASHOK VOZ**

Player:

Caste/Rank: Fallen / 4

Aspects

High Concept Minion of the Undead Lords

Trouble Gloomfolk Fear Me With Good Reason

They Fear the Name Yath Canath

Horrific Undead Body

I Know Lots of Dead People

Skills

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

rating	skill	rating	skill
+6	Contacts	+1	+2
+5	Melee	+1	+2
+5	Stealth	+1	+2
+4	Notice	+1	+2
+4	Lore	+1	
+4	Physique	+1	
+3	Resources	+1	
+3	Athletics	+1	
+3	Investigate	+1	
+3	Empathy	+1	
+2	Scavenging	+1	

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Undead

Faction: Deathborne

Refresh: 2

Fate Points: 2

Oubliette

Second Edition

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Stunts

Me and This Army. Once per session, you can take a Situation Aspect with three Free Invokes called This Army that can be applied to Attack or Defense Actions in physical or logistical Conflicts.

Burn Their Bridges for Them. Using the influence of your group, you can more than just apply pressure to someone. You get +2 to Contacts rolls to damage someone's reputation with others when you can utilize your network.

Yes, I Know. You're the type to have people whispering into your ear every few minutes. Twice per session, you can take an Already Heard Boost in response to new or surprising information, as long as you are in a position to be contacted by your network.

Weight of Reputation. You can use Contacts instead of Provoke to create Advantages based on the fear generated by the sinister reputation you've cultivated for yourself and all the shady associates you have. You should have an appropriate Aspect to pair with this Stunt.

Endure Punishment. Your body is already used to punishment. You get +2 to Defend Actions with Physique.

Mighty Strikes. You are a master at shifting your weight and placing tremendous force behind your blows. You deal 2 Shifts more damage with Melee Attacks.

Swordplay. You are a veritable artist with your weapon. You gain +2 to Create an Advantage against foes wielding weapons.

Noble Endurance. You gain +2 to Defend with Melee against physical Attacks that originate in your Zone.

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	+1 - +2 Succeed	attain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+6	Fantastic	+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
+5	Superb	-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
+4	Great					
+3	Good					
+2	Fair					
+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

Character: **KEYS**

Player:

Caste/Rank: Fallen / 4

Aspects

High Concept Literal Cat Burglar

Trouble Distracted By the Shiny

If I Fits I Sits

Knock Something Over

Spit Out Something Important

Skills

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

rating	skill	rating	skill
+6	Exploration	+1	+2
+5	Stealth	+1	+2
+5	Athletics	+1	+2
+4	Scavenging	+1	+2
+4	Savage	+1	+1
+4	Architecture	+1	+1
+3	Tinkering	+1	+1
+3	Notice	+1	+1
+3	Business	+1	+1
+3	Strategy	+1	+1
+2	Physique	+1	+1

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Therianthrope

Faction: Vaultbreaker

Refresh: 2

Fate Points: 2

Oubliette

Second Edition

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Stunts

Never Lost. You have an impeccable internal compass. You are never lost in a place that you arrived in while conscious.

Bypass Dangers. Even arcane wards and triggered curses pose little challenge to you. You get +2 Exploration when navigating or avoiding arcane, supernatural, or otherwise unusual traps or dangers.

Culture Survey. Your experience with all the different types of places, locales, and structures of Oubliette gives you +2 to Create an Advantage with Exploration.

Escape Artist. You get +2 to escape from bindings, manacles, and restraints. This can be applied to cells and cages, so long as they have an opening to squeeze through.

Tumbling Cat. +2 to Overcome Actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.

Hide and Seek. You are skilled at moving rapidly across open ground and ducking behind cover just in time. You get +2 to Athletics to Defend against Attacks originating from 1 Zone away or more.

Claw Brood. Your claws aren't just for scratching itches or digging in the dirt. You get +2 to Savage Attacks while grappling, wrestling, ground fighting, or in a clinch.

Adaptation. Creatures in Oubliette are notoriously adaptable, and you're the most flexible of the lot. Twice per session, you can take a Boost for Stealth, Athletics, Notice, or Scavenge.

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	+1 - +2 Succeed	attain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+6	Fantastic	+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
+5	Superb	-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
+4	Great					
+3	Good					
+2	Fair					
+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
	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

Character: **NARTHA**

Player:

Caste/Rank: Fallen / 4

Aspects

High Concept Palm-greasing Negotiator

Trouble I'd Really Prefer Not to Fight

Arrived Long Before Gloomhome

Unbothered by Koom Society Problems

Do You Have Any Idea Who I Am?

Skills

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

rating	skill	rating	skill
+6	Contacts	+1	+2
+5	Business	+1	+2
+5	Empathy	+1	+2
+4	Will	+1	+2
+4	Resources	+1	
+4	Arcane	+1	
+3	Lore	+1	
+3	Strategy	+1	
+3	Notice	+1	
+3	Stealth	+1	
+2	Investigate	+1	

Stress

Base Stress: 2 Boxes per Track

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

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Koom

Faction: Guild

Refresh: 2

Fate Points: 2

Oubliette

Second Edition

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Stunts

Yes, I Know. You're the type to have people whispering into your ear every few minutes. Twice

per session, you can take an Already Heard Boost in response to new or surprising

information, as long as you are in a position to be contacted by your network.

Weight of Reputation. You can use Contacts instead of Provoke to create Advantages based

on the fear generated by the sinister reputation you've cultivated for yourself and all the

shady associates you have. You should have an appropriate Aspect to pair with this Stunt.

Me and This Army. Once per session, you can take a Situation Aspect with three Free

Invokes called This Army that can be applied to Attack or Defense Actions in physical or

logistical Conflicts.

Master Negotiator. You gain +2 to Business rolls in face-to-face negotiations, so long as you

are dealing with an actual decision-maker.

Liquid Assets. By keeping a significant portion of your business assets liquid and mobile, you

can take advantage of them rapidly. You can roll Business in place of Resources for

Overcome and Defend Actions.

Cold Read. You get +2 to discover personality traits and Aspects on other characters when

you meet them.

Enemy of my Enemy. You get +2 to Empathy rolls with those who share a common

adversary or problem.

Nightsight. Your eyes are capable of sight in even the deepest darkness. You can choose to

enter a state of Darkness Adaptation, a Situation Aspect. You can do this as a free action,

and it lasts for the rest of the scene. If you do so, you can see perfectly in any form or level

of darkness, but bright light or flashes cause you 1 mental damage.

The Ladder		Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
Value	Rating					
+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					
+3	Good					
+2	Fair					
+1	Average	+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
0	Mediocre					
-1	Poor	-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
-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

Character: **TWITCH**

Player:

Caste/Rank: Fallen / 4

Aspects

High Concept Criminal Informant

Trouble Always Getting Into Trouble

Chronic Backstabbing Disorder

Cockroach-like Survivor

I Know When It's About to Get Hot

Skills

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

rating	skill	rating	skill
+6	Empathy	+1	+2
+5	Contacts	+1	+2
+5	Deceive	+1	+2
+4	Stealth	+1	+2
+4	Precision	+1	
+4	Strategy	+1	
+3	Provoke	+1	
+3	Rapport	+1	
+3	Athletics	+1	
+3	Notice	+1	
+2	Physique	+1	

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input checked="" type="checkbox"/> 3	<input checked="" type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Human

Faction: Guild

Refresh: 2

Fate Points: 2

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Stunts

Cold Read. You get +2 to discover personality traits and Aspects on other characters when you meet them.

Find the Cracks. An expert at determining people's flaws, you gain +2 to Empathy rolls to determine their emotional weaknesses.

Lives With Lies. You get +2 on all Empathy rolls to discern or discover lies, whether they're directed at you or someone else.

Rumormonger. +2 to Create an Advantage when you plant vicious rumors about someone else.

Burn Their Bridges for Them. Using the influence of your group, you can more than just apply pressure to someone. You get +2 to Contacts rolls to damage someone's reputation with others when you can utilize your network.

Someone Just as Good. Your network of contacts includes a lot of cut-rate type folks. Twice per session, when you tie or fail a Contacts, you can choose to succeed instead. Put a Shoddy Job Situation Aspect into play on whatever they helped with.

Ubiquity. You get +2 when Creating an Advantage with Deceive to disguise yourself among other Humans.

Bloodletting. Your surgical accuracy causes foes to bleed profusely. If you succeed with style on an Attack, you can reduce your damage by 1 to put a Bleeding Out Advantage on that opponent with 2 free Invokes.

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	+1 - +2 Succeed	attain goal without cost	create situation aspect with 1 invoke	inflict shifts of harm	avoid harm or action
+6	Fantastic	+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
+5	Superb	-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
+4	Great					
+3	Good					
+2	Fair					
+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

Character: **WAXWING**

Player:

Caste/Rank: Fallen / 4

Aspects

High Concept Elemental Mage

Trouble Not Exactly Subtle

Lesser Phoenix

Cooks With Passion and Fire, Mostly Fire

Can't Resist a Good Mystery

Skills

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

rating	skill	rating	skill
+6	Elemental	+1	+2
+5	Will	+1	+2
+5	Lore	+1	+2
+4	Alchemy	+1	+2
+4	Investigate	+1	+1
+4	Strategy	+1	+1
+3	Resources	+1	+1
+3	Entertain	+1	+1
+3	Athletics	+1	+1
+3	Physique	+1	+1
+2	Contacts	+1	+1

Stress

Base Stress: 2 Boxes per Track

Physical Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Mental Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9
Resource Stress	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input checked="" type="checkbox"/> 5	<input checked="" type="checkbox"/> 6	<input checked="" type="checkbox"/> 7	<input checked="" type="checkbox"/> 8	<input checked="" type="checkbox"/> 9

Consequences

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

value	name	type
6		Severe
4		Moderate
2		Mild

Race: Preen

Faction: Magi

Refresh: 1

Fate Points: 1

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Stunts

Aeromancer. You are a breath on the wind, impossible to capture. You get +2

to Overcome rolls with Elemental.

Pyromancer. Some say even your personality is explosive. You get +2 to

Attacks with Elemental.

Bad Weather. The weather is always bad around you, even inside. Twice per

session, you can call on a Bad Weather Boost to interfere with those close

to you.

Immolate. (2r) You create an On Fire Boost on opponents who take Stress or

Consequences from your Elemental Attacks, if they do not already have such

a Boost.

Well Read. You've read hundreds (if not thousands) of books on a wide variety

of topics. You can spend a Fate Point to use Lore in place of any other Skill

for one roll or Exchange, provided you can justify having read about the

Action you're attempting.

Historian. Either you've read all the histories you could find, or you've lived

them. You gain +2 on Lore rolls pertaining to the past.

Unique Spices. Many would be surprised by the things you can do with

scrapings from the wall or a peel of bark. You gain +2 to Create an

Advantage or Overcome an obstacle involving food and flavoring. This can be

used to mask the flavor of unsavory meals, or relieve symptoms of sickness.

Master of Poisons. You get +2 to Alchemy when creating, identifying,

treating, or otherwise handling poisons and venom.

The Ladder		Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
Value	Rating					
+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					
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+2	Fair	+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain a boost	opponent gains a boost
+1	Average					
0	Mediocre					
-1	Poor	-1 or less Fail	fail, or succeed but opponent gains free invoke	fail, or succeed but opponent gains free invoke	no harm done	fail to stop harm or action
-2	Terrible					

	Caste	Rank	Aspects	Base Refresh	Skill Cap	Skill Loadout	SP
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	Divine	9	8	20	+11	+11x1, +10x2, +9x3, +8x4, +7x5, +6x6	161