Rank 3 Oubliette Fregen 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: TURZZA666					Race: dragon (S) to the					
Play	er:				Faction: Pureheart Second Edition					
Cast	te/Rank: Lost,	13			Refresh: 2		Oubliette.	.Voidspir	al.Com	
Asi	pects	The state of the s			Fate Points: 2 © Voidspiral Entertainmen					
U	Concept Firedrak	e Turned Noble	Protector		Stunts					
•	le Many Embarr				White Knight. Righteousness fills you with hope. Whenever you					
	gon Size and App				are thanked for a deed you've done, you gain an					
	e Humanoid Forv		casions		**Appreciate	d** Boost.				
MyT	Reputation Prece	edes Me			Slayer of Evil	s. You stand agair	ist all that w	ould do ill.	You get	
-					+2 to Attack	cs against advers	aries that ar	e clearly		
					tormenting the Populace.					
Sh		The state of the s			Appease Me.	lou get +1 when u	sing Business	, Contact	s, or	
Skill Ca		nte of each skill's capabiltie	s A: Attack D: Defend	l· Initiative	Rapport to (Create an Advant	age relating t	to the fac	ct that i	
rating	skill	rating	skill	-		nwise to anger a				
+5	Physique	+1-+5 Wil		+1-	-	vore. You get +2				
+4	Elemental	1	ipathy	+1-		ctions using Rapp	ort, provided	you are u	ınfailingl	
+4	Will	+1-+3		+1-	polite about					
+3	Empathy	+1-		+1-	Pyromancer. Some say even your personality is explosive. You get +2 to Attacks with Elemental.					
+3	Entertain	+1-		+1-						
+3	Rapport	+1-		+1-	~	ighteous. People				
+2	Provoke	+1		+1		power and possib			pport	
+2	Notice	+1		+1	rolls to creat	e Advantages on	groups of peo	ple.		
+2	Investigate	+1-		+1						
+2	Phsique	+1		+1-						
+6	Elemental	+1		+1-						
Str	ess				4,,					
- 1		Stress: 2 Boxes per Tra			The Ladder	Actions & Overrome	Create an	An	n.cl	
Physi Stre		8 4 75	$X_{s}X_{r}X_{s}$		Value Rating	Outcomes	Advantage	Attack	Defend	
Ment			XXX	_	+8 Legendary	+3 or more Succeed Succeed and gain of	create situation aspect with 2	or -1 and	and gain a	
Stre			• •	3 (/)	+7 Epic +6 Fantastic	with Style boost +1 - +2 attain god	invokes create situation	boost inflict	boost avoid harm	
Resou Stre					+5 Superb +4 Great +3 Good	Succeed without cost	aspect with 1 invoke	narm	or action	
Co	nsequences				+3 good +2 Fair +1 Average	+0 succeed a Tie minor cos		done, gain a boost	opponent gains a boost	
value	Base Conseque	nces: Mild (2), Moderate name	(4), Severe (6)	type	0 Mediocre -1 Poor	-1 or less fail, or succeed a	fail, or succeed but opponent	no harm	fail to stop	
6		nume		Severe	-2 Terrible		t gains free invoke	done	action	
4				derate	Caste Rank A	Aspects Base Skill Refresh Cap	Skill La	oadout	SP	
2				Mild	Refuse 0 ≥ Dreg 1	3 2 +2 4 4 +3	+2x1, +1x2 +3x1, +2x2, +1x3		4 10	
					Rabble 2 Lost 3	4 6 +4 5 8 +5	+4x1, +3x2, +2x3, + +5x1, +4x2, +3x3, +		20 30	
					Fallen 4 Forsaken 5	5 10 +6 6 12 +7	+6x1, +5x2, +4x3, + +7x1, +6x2, +5x3, +	+3x4, +2x5	50 65	
					Eminent 6 Eldritch 7	6 14 +8 7 16 +9	+8x1, +7x2, +6x3, + +9x1, +8x2, +7x3, +	+5x4, +4x5	80	
					Ancient 8 Divine 9	7 18 +10 8 20 +11	+10x1, +9x2, +8x3, +11x1, +10x2, +9x3	, +7x4, +6x5, +	5x6 140	

Cho	iracter: BABA	HARCA		Race: Goblin				
Play	yer:			Faction: none Second Editi				
Cas	te/Rank: Lost /	13		Refresh: 3	——— Oubliette.Voidspiral.Com			
As	pects			Fate Points: 3 © Voidspiral Entertainment				
(Concept Skull-bas	ed Goblin Witch		Stunts				
-	ble Afraid of Hum			Clamberling. You excel at getting into the hard-to-reach places				
	Rather Be in th			of the Castle. Your expli	orations can take you anywhere			
Get	s Confused With	Baba Yaga		particularly where you'r	e not wanted. You get +2 on Athletics			
Prol	oably Actually a t	tuman Herself		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.			
Q)	ills			Terrorizing Spells. Your	magic is inherently horrific or dreadful.			
Skill Co		te of each skill's capabilties. A: A	ttack, D: Defend, I: Initiative	Whenever you succeed w	oith style with an Arcane Attack, you			
rating	skill	rating	skill	*	300st on your target, in addition to the			
+5	Arcane	+1-+5 Eleme		normal effects.				
+4	Elemental	+1-+5 Will	+1		rgy of life is but another tool at your			
+4	Stealth	+1-+3 Empa-			a Fate Point to make an Attack with			
+3	Scavenging	+1	+1	***************************************	dy or corpse in your Zone.			
+3	Notice	+1	+1		. You can use Scavenging in place of			
+3	Exploration	+1	+1	Notice on Overcome act	ions.			
+2	Provoke	+1	+1					
+2	Deceive	+1-	+1					
+2	Will	+1-	+1					
+2	Religion	+1-	+1-					
+6	Phsique	11-	,,,	•				
St	ress							
pl		Stress: 2 Boxes per Track		The Ladder Actions &	Overcome Create an Attack Defend			
Phys Stre	ess12			Value Pating	Aavamage			
Mer	ntal		X X X	+8 Legendary Succeed a	Succeed create situation as success, as success, and gain a aspect with 2 or -1 and and gain a			
Stre	1		, ,	+6 Fantastic +1 -+2 a	boost invokes boost boost train goal create situation inflict avoid harm without aspect with 1 shifts of on action			
Reso Stre	ess			+4 Great	cost invoke harm or deficit			
Co	nsequences			+2 Fair TO S	ucceed at gain a related no harm opponent done, gain gains a hoost boost a boost			
value	Base Consequer	nces: Mild (2), Moderate (4), Se name	vere (6) type	0 Mediocre -1 or less	fail, or fail, or succeed no harm fail to stop			
6		пине	Severe	-2 Tappible Full	najor cost gains free invoke done action			
4			Moderate	Caste Rank Aspects Base	e Skill Skill Loadout SP			
2			Wild	Refuse 0 3 2	+2 +2x1, +1x2 4 +3 +3x1, +2x2, +1x3 10			
					+4 +4x1, +3x2, +2x3, +1x4 20 +5 +5x1, +4x2, +3x3, +2x4 30			
				Fallen 4 5 10 Forsaken 5 6 12	+6 +6x1, +5x2, +4x3, +3x4, +2x5 50 +7 +7x1, +6x2, +5x3, +4x4, +3x5 65			
				Eminent 6 6 14 Eldritch 7 7 16	+8 +8x1, +7x2, +6x3, +5x4, +4x5 80 +9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119			
				Ancient 8 7 18	+10 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140 +11 +11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161			

Cho	iracter: HOWA l	rd Dun	SANY		Race: Human					
Play	/er:				Faction: Transcendence Club	Second Edition				
Cas	te/Rank: Lost,	13			Refresh: 1	Oubliette.Voidspiral.Com				
ÂS	pects				Fate Points:1 © Voidspiral Entertainment					
	Concept Weird Fic	tion Autl	nor		Stunts					
	ole Always Mixed			15	Practical Metaphysics Doctorate. (4r) Your mastery of the					
	ert on the Occul-				esoteric is complete. You get +4 to Arcane and Lore Overcome					
	ined Against Ma				and Create Advantage rolls.					
	Story Surprises V		ore		From Whence It Came. Though you aren't familiar with					
					everything that has happened i	n Oubliette, you are nearly				
					omnicient when it comes to thin	gs from the World of Life. You				
Q)a	ills				get +2 to rolls when trying to u	nderstand the details of				
Skill Co		te of each skill's	capabilties. A: Attack. D: D	efend 1: Initiative	something that came from Ear-	th.				
rating	skill	ratir	ng skill		Ubiquity. You get +2 when Creating	ng an Advantage with Deceive				
+5	Lore	+1-+5		+1-	to disguise yourself among other	r Humans.				
+4	Arcane	+1-+5		+1-	The Only Normal People Here	2. You get +2 when using				
+4	Resources	+1-+3	Empathy	+1-	Rapport to Overcome the distri	ust or reservations of other				
+3	Strategy	+1-		+1-	Humans.					
+3	Investigate	+1		+1-						
+3	Contacts	+1		+1						
+2	Exploration	+1		+1-	~					
+2	Religion	+1		+1						
+2	Will	+1		+1						
+2	Empathy	+1		+1-						
+6	Phsique	+1		+1						
St	ess									
	Base	Stress: 2 Boxe	•		The Ladder Actions & Chargeonna	Create an Attack Defend				
Phys Stre	ical 2		$X_{s}X_{s}X_{r}$	$X_{3}X_{3}$	Value Rating	Advantage				
Mer	ital		X X X		+8 Legendary Succeed and gain a	create situation as success, as success, aspect with 2 or -1 and and gain a				
Stre		3 1				invokes boost boost create situation inflict avoid harm				
Reso Stre		8 4	$X_{5}X_{6}X_{7}$		+5 Superb +4 Great Succeed Without cost	invoke harm or action				
\mathcal{C}_{α}	neadhanaa				+2 Full Tie minor cost	gain a related done, gain gains a				
	NSEQUENCES Base Consequences	nces: Mild (2), N	1oderate (4), Severe (6)	len e	1 Average 0 Mediocre 1 or less fail, or	fail, or succeed no harm fail to stop				
value 6		name		type Severe	-1 Poor Fail Succeed at	but opponent done harm or action				
4				Moderate	Caste Rank Aspects Base Skill Refresh Cap	Skill Loadout SP				
2				Mild	Refuse 0 3 2 +2 +	2x1, +1x2 4				
				771101	Rabble 2 4 6 $+4$ +	4x1, +3x2, +2x3, +1x4 20				
					Fallen 4 5 10 +6 +	5x1, +4x2, +3x3, +2x4 30 6x1, +5x2, +4x3, +3x4, +2x5 50				
					Eminent 6 6 14 +8 +	7x1, +6x2, +5x3, +4x4, +3x5 65 8x1, +7x2, +6x3, +5x4, +4x5 80 9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119				
					돌 Ancient 8 7 18 +10 +	9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119 10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140 11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161				

Refresh: 2 Oubliette.Voidspiral.Com Fate Points: 2 Oubliette.Voidspiral.Com O voidspiral Entertainment SIUNTS Can't Keep Me Out. Twice per session you way 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 ralls with Contacts when gathering information albeat a place you intend to break into or about which places you wight vanit to break into or about which places you wight vanit to break into or about which places you wight vanit to break into or about which places you wight vanit to break into or about which places you wight vanit to break into or about which places you wight vanit to break into or about which places you wight vanit to break into or about which places you wight vanit to break into or about which places you wight vanit to break into or about which places you wight vanit to break into or about which places you wight vanit to break into or about which places you place you intend to break into or about which places you wight vanit to break into or about which places you place you with cortacts when gathering information about an about	Character: LILITY	U		Race: Demon					
Aspects High Concept Pevillish and Wischievous Lady-Imp Trouble Actually, I Cry Very Easily Leave My Friends Alone! Social Engineering Expert Pops Up Out of Nowhere An Eye for Opportunity. You get +2 on Create Advantage and Overcome rolls with Contacts when gathering information about a place you may evisited during that session. No rell 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 invent to break into a release when gathering information about a place you invent to break into a release when gathering information about a place you invent to break into a release when gathering information about a place you invent to break into a release when gathering information about a place you invent to break into a release when gathering information about a place you invent to break into a release when gathering information about a place you invent to break into a release when gathering information about a place you invent to break into a release when gathering information about a place you invent to break into a release when gathering information about a place you invent to break into a place you invent to a place you have visited during that session. No rell or Fate Point spend is required. An Eye for Opportunity. You get +2 on Create Advantage and Overcome release when gathering information about a place you invent to break into a release when gathering information about a place you invent to break into a place you invent to break into a place you invent to be present a determine to a place you invent to break into a place you invent to present you invent to break into a place you invent to break into a	Player:			Faction: Vaultbreaker	Second Edition				
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Social Engineering Expert Pops Up Out of Nowhere 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 flaves, you gain +2 to Empathy rolls to determine their emotional weaknesses. Find The Cracks. An expert at determining people's flaves, 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. Pance the Antagonists Tune. Getting angry with you is just playing into your hands. Whenever you succeed with style with Provoke on an Overcome Advantage and Covercome Provoke. Find The Cracks. An expert at determining people's flaves, 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. Pance the Antagonists Tune. Getting angry with you is just playing into your hands. Whenever you succeed with style with Provoke on an Overcome Advantage and Aspects into the Empathy rolls to determine their emotional weaknesses. House the Antagonists Tune. Getting angry with you is just playing into your hands. Whenever you succeed with style with two free Turvokes. If you was this year and a success, is success, is the situational Aspect "Surprise!" with two free Turvokes. If you was this satility to appear in a combact, you do not act wrill your turn in the Initiative order. Stress Physical Phy				have visited during that ses	sion. No roll or Fate Point spend is				
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. Shill Copy. Make a note of each skills copobilities A Artock D. Defend. I Initiative skill and the provide of the				required.					
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Shill Cap: Make a note of each shills capabilities. A Attack, D. Defend, I: Initiatine shill The Provoke 1-1 +5 Elemental 1-1 +5 Elemental 1-1 +5 Will 1-1 +3 Empathy 1-1 +3 Empathy 1-1 +3 Empathy 1-1 +5 Elemental 1-1 +5 Will 1-1 +3 Empathy 1-1 +5 Empathy 1-1 +5 Elemental 1-1 +5 Will 1-1 +5 Will 1-1 +6 Elemental 1-1 +6 Will 1-1 +6 Elemental 1-1 +6 Will 1-1 +7 Empathy 1-1 +7 E				place you intend to break into	o or about which places you might want				
Still Cap: Make a note of each shills capabilities. A Attack, D. Defend. I: Initiative shill ruting shill ruting shill ruting shill ruting shill to Empathy rolls to determine their emotional weaknesses. 45 Provoke 1-1 + 5 Elemental 1-1 to Empathy rolls to determine their emotional weaknesses. 46 Provoke 1-1 + 5 Will 1-1 to Empathy 1-1 to Empathy rolls to determine their emotional weaknesses. 47 Cold Read. You aget + 2 to discover personality traits and Aspects on other characters when you meet them. 48 Physique 1-1 to 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. 49 Physique 1-1 to 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. 40 Physique 1-1 to 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. 41 Hounding Their Heels. Twice per session, without spending a Fate Point, you may show up in a seene 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. 40 Interest Action of the moment. 41 Physical 1 Page and a combat, you do not act until your turn in the Initiative order. 42 Streategy 1-1 Eight to appear in a combat, you do not act until your turn in the Initiative order. 43 Regendary 1-1 Eight to appear in a combat, you do not act until your turn in the Initiative order. 44 Signed 1-1 Page and a combat and and gain a related boost inflict minor to the province of the province o	(Paille			to break into.					
ruting still ruting still ruting still ruting still remotional weaknesses. Frovoke **1 + 5 Elemental **1		nta of each shill's canabilities A: Attack D: De	fond 1: Initiative	Find The Cracks. An expert a	t determining people's flaws, you gain +2				
other characters when you meet them. 1		rating skill	-	to Empathy rolls to determine	ne their emotional weaknesses.				
Physical Physique Physical Physic	+5 Provoke	+1-+5 Elemental		Cold Read. You get +2 to disco	over personality traits and Aspects on				
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 seene 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 Heritage Actions & Overcome Overmity 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 Heritage Actions & Overcome Overmity Succeed on an Overcome Overmity on the Initiative order. **The Ladder Value Rating Heritage Actions & Overcome Overmity on the Initiative order. **The Ladder Value Rating Heritage Actions & Overcome Overcome Overmity on the Initiative order. **The Ladder Value Rating Heritage Actions & Overcome Ove	+4 Blood			other characters when you n	neet them.				
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## Physique	+5	Onslaught			Humans.				
## Resources	+4	Athletics			~				
Actions \$ Overcome Advantage Articol Actions \$ Overcome Adva	+4	Physique							
## 3 Strategy	+3	Resources			•	nan one **Violent Detonation** Boost			
## 2 Smithing	+3	Will			at a time.				
The Ladder Physical Physical Physical Stress 2 Boxes per Track	+3								
Physical 1	+2				-				
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Stress Base Stress: 2 Boxes per Track					-				
The Ladder Stress Base Stress: 2 Boxes per Track									
Base Stress: 2 Boxes per Track The Ladder Value Rating Hental Stress 1 2 8 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	+6	Phsique	*1	+1					
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Stress 1 2 3 4 5 5 7 8 9					+6 Fantastic +1 - +2 att	ain goal create situation inflict avoid harm			
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Value Base Consequences: Mild (2), Moderate (4), Severe (6) type Severe	Co	nseguences			+2 Fair Tie mi	nor cost hoost done, gain gains a			
Caste Rank Aspects Refresh Cap Skill Loadout SP		Base Consequer	nces: Mild (2), Moderate (4), Severe (6)		0 Mediocre 1 on less 1	fail, or fail, or succeed no harm fail to stop			
Refuse 0 3 2 +2 +2x1, +1x2 4 Mild 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 Forsaken 5 6 12 +7 +7x1, +6x2, +5x3, +4x4, +3x5 65 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	-		nume	• • • • • • • • • • • • • • • • • • • •		ajor cost gains free invoke done action			
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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 Eldritch 7 7 16 +9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119 Ancient 8 7 18 +10 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140					Rabble 2 4 6	+4 +4x1, +3x2, +2x3, +1x4 20			
					Fallen 4 5 10	+6 +6x1, +5x2, +4x3, +3x4, +2x5 50			
Ancient 8 7 18 +10 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140					Eminent 6 6 14	+8 +8x1, +7x2, +6x3, +5x4, +4x5 80			
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Character: VILSACCIMORE					Race: Marionette					
Play	/er:				Faction: Sodalitas Clostrum Second Edition					
Cas	te/Rank: Lost	13			Refresh: 3 Oubliette.Voidspiral.Co					
As	pects	The same of the sa			Fate Points: 3 © Voidspiral Entertainme					
,	Concept Armored	Garaoule S	Special Operat	tor	Stunts					
_	ble Must Be Still	•			Ageless Stocism. You may use v	vill to Overcome physical				
	ent Armor Etch				Aspects that have been place	d on you or to begin the recover				
	lern Strategy an				process for physical Consequen	ces.				
	ent Power and F				Slow-Motion Chameleon. Tw	jice per session, when your				
		•			Stealth roll is opposed, you ma	y force your opponent to re-roll				
					their dice.					
O	ills				Uncanny Valley. You look *almo	st* like you could be a member o				
Skill Co		eta of agab shill's ag	pabilties. A: Attack. D: De	ofand libriticative	another race. When you select	this Stunt, decide which race.				
rating	skill	rating	publilies. A. Alluck. D. De skill	steria. i. milianve	You gain +1 on Overcome actio	ns with Provoke, Rapport, and				
+5	Physique	+1-+5	Elemental	+1-	Empathy when dealing with t	hat race.				
+4	Savage	+1-+5	Will	+1-	No Strings to Hold Me Dow	n. You get +2 to Defend action				
+4	Stealth	+1-+3	Empathy	+1-	with Athletics as you move in	unnatural ways or collapse				
+3	Notice	+1		+1-	bonelessly out of the Paths of Attacks.					
+3	Investigate	+1-		+1-	Deceptive Frame. Your body his	des your strength well.				
+3	Lore	+1-		+1-	Whenever anyone tries to dete					
+2	Will	+1-		+1-	your physical capabilities remo					
+2	Exploration	+1-		+1-	opponent hasn't already been	made aware of them.				
+2	Athletics	+1-		+1-						
+2	Architecture	+1-		+1-						
+6	Phsique	+1		+1						
St	ess									
~~		Stress: 2 Boxes p	oer Track		The Ledden Astions 0	Overto av				
Phys Str				XX	The Ladder Actions & Overcome Value Rating	Create an Attack Defend				
Mer	ntal \				+8 Legendary Succeed and gain a	create situation as success, as success, as success, as pect with 2 or -1 and and gain a				
Str	288 1 2	3 124 1			+7 Epic with Style boost +6 Fantastic +1 -+2 attain god	invokes boost boost create situation inflict create have				
Reso Stre				$X_3 X_3$	+5 Superb Succeed Without cost	invoke harm or action				
	No actual and act				+3 Good +2 Fair Tie minor cos	aone, gain gains a				
	nsequences Base Conseque	nces: Mild (2), Mo	derate (4), Severe (6)		+1 Average 0 Mediocre -1 on lass fail, or	fail, or succeed how have fail to stop				
<u>value</u> 6		name		type Severe	-1 Poor Fail Succeed a	t but opponent done harm or action				
4				Moderate	Caste Rank Aspects Base Skill	Skill Loadout SP				
2				Wild	Refuse 0 3 2 +2	+2x1, +1x2 4				
				101101	Dreg 1 4 4 +3 Rabble 2 4 6 +4	+3x1, +2x2, +1x3 10 +4x1, +3x2, +2x3, +1x4 20				
					Lost 3 5 8 +5 Fallen 4 5 10 +6	+5x1, +4x2, +3x3, +2x4 30 +6x1, +5x2, +4x3, +3x4, +2x5 50				
					Forsaken 5 6 12 +7 Eminent 6 6 14 +8	+7x1, +6x2, +5x3, +4x4, +3x5 65 +8x1, +7x2, +6x3, +5x4, +4x5 80				
					Eldritch 7 7 16 +9 Ancient 8 7 18 +10	+9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140				
					Divine 9 8 20 +11	+11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161				

Character: RHAPSODY FLOREN	TINA	Race: Vampire Faction: Draculean Second Formula S							
Player:		Faction: Draculean	Second Ed						
Caste/Rank: Lost / 3		Refresh: 2	— Oubliette.Voidspira						
Aspects		<u>Fate Points: 2</u>	© Voidspiral Entertai						
High Concept Bloodsucking Dilettante		Stunts							
Trouble Nobody Likes Us Draculeans		Sipping Strike. When you succeed on a Physical Attack,							
Unfailingly Polite and Charming		reduce your Shifts of do	image by two to heal one of you						
Literally Disarming		Physical or mental Stres	ss boxes. Only Stress boxes 1, 2						
I Can Get a Little Wild Sometimes		may be healed this way	,						
		Nothing Sticks to Celebrities. Somehow, even the gra							
		sins are brushed off bed	cause of your talent. You gain +						
		Defend with Entertain	in mental Conflicts.						
Skill Cap: Make a note of each skill's capabilities	A. Attach D. Deford In historia	Plate and Veil. You get +	·2 to Defend with Will, so long a						
rating skill rating	skill	are wearing either the	black plate mail and thick veils						
+5 Blood +1-+5 Elev	nental +1-	characterize Draculean	military dress or a fabulously						
+4 Physique +1-+5 Will	+1	expensive courtly costur	ne.						
+4 Entertain +1-+3 Emp	pathy +1-	Messy Excitement. The	first time someone is dealt phy						
+3 Rapport +1-	+1-	damage in a scene, you o	gain an **Excited** Boost.						
+3 Will +1-	+1-	Slanderous Song. You ca	n use your skill in Entertain to :						
+3 Empathy +1-	+1	damaging ideas about s	omeone else. You can now use Ei						
+2 Notice +1-	+1-	to make Attacks in mer	tal Conflicts, as long as you ha						
+2 Investigate +1-	+1-	audience besides the target.							
+2 Tailoring +1-	+1-	Hypnotic Voice. Your voi	ce is very hard to ignore. You ca						
+2 Resources +1-	+1-	choose to take a **Hypv	otic Voice** Boost for Rapport						
+6 Phsique	+1-	per session. When you do	so, the target is automaticall						
Ctuans		to recognize your voice -	to identify you later.						
Stress Base Stress: 2 Boxes per Track									
Physical Physical N		The Ladder Actions & Outcomes	Overcome Create an Attack L						
	• • •	Value Rating +3 or more	Succeed create situation as success, as						
Mental 2 8 4		+7 Epic with Style	nd gain a aspect with 2 or -1 and an boost boost boost						
Resource XXX	XXXX	+5 Superb Succeed	ttain goal create situation inflict average without aspect with 1 shifts of or						
Stress 2 8 2	8 4 8 6	+4 Great +3 Good	ucceed at agin a related no harm of						
Consequences	0,000	+1	ninor cost boost a boost						
Base Consequences: Mild (2), Moderate (4 name	, Severe (6) type		fail, or fail, or succeed how harm fail how home fail home						
6	Severe		agor cost gains tree invoke						
4	Moderate		Skill Skill Loadout						
2	Mild		+2" +2x1, +1x2 +3 +3x1, +2x2, +1x3						
		Lost 3 5 8	+4 +4x1, +3x2, +2x3, +1x4 +5 +5x1, +4x2, +3x3, +2x4						
		Fallen 4 5 10 Forsaken 5 6 12	+6 +6x1, +5x2, +4x3, +3x4, +2x5 +7 +7x1, +6x2, +5x3, +4x4, +3x5						
		Eminent 6 6 14 Eldritch 7 7 16	+8 +8x1, +7x2, +6x3, +5x4, +4x5 +9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6						

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Actions & Outcomes	Overcome	Create an Advantage	Attack	Defend
+3 or more Succeed with Style	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
	Refuse	0	3	2	+2	+2x1, +1x2	4
Low	Dreg	1	4	4	+3	+3x1, +2x2, +1x3	10
13	Rabble	2	4	6	+4	+4x1, +3x2, +2x3, +1x4	20
	Lost	3	5	8	+5	+5x1, +4x2, +3x3, +2x4	30
	Fallen	4	5	10	+6	+6x1, +5x2, +4x3, +3x4, +2x5	50
Mid	Forsaken	5	6	12	+7	+7x1, +6x2, +5x3, +4x4, +3x5	65
	Eminent	6	6	14	+8	+8x1, +7x2, +6x3, +5x4, +4x5	80
_	Eldritch	7	7	16	+9	+9x1, +8x2, +7x3, +6x4, +5x5, +4x6	119
High	Ancient	8	7	18	+10	+10x1, +9x2, +8x3, +7x4, +6x5, +5x6	140
_	Divine	9	8	20	+11	+11x1, +10x2, +9x3, +8x4, +7x5, +6x6	161

Cho	<u>ıracter: SPAR</u>	E EYE				Race: Orb					
Play	/er:					Faction: Guil	d	Second	Edition		
Cas	te/Rank: Los-	1/3				Refresh: 2		Oubliette.Voidspi	ral.Com		
As	pects		Mary Mary			Fate Points: 2 © Voidspiral Entertainm					
•	Concept Necrot	ic Sentien	t Magic O	rb		Stunts					
	ble No Hands or					Murdersight. Your eyes are always open to lethal opportunities.					
	Through the A					You can use Ghost for Initiative in Physical Conflicts.					
	ee All					Secret Blade. You never appear armed without inspection. You					
Sma	all and Nimble					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.					
Q) _a	ills		January Manager			Necrokineticis	it. The energy of	ife is but another too	at your		
Skill Co		note of each chi	ll'e agnabilties A:	Attack. D: Defend. I: Ini	ticitivo	disposal. You	can spend a Fate	Point to make an Att	ack with		
rating	skill	n	uting .	skill		the Skill of a	iny dead body or co	rpse in your Zone.			
+5	Ghost	+1-+	5			Me and This A	Army. Once per s	ession, you can take o	Situation		
+4	Arcane	+1+	5		+1-	Aspect with	three Free Invok	es called **This Army	** that		
+4	Contacts	+1-+	3		+1-	can be applie	d to Attack or De	fense Actions in Physi	cal or		
+3	Stealth	+1-			+1-	logistical Conflicts.					
+3	Notice	+1				Utter Silence.	Treading lightly i	s tantamount to rem	aining		
+3	Business	+1-			+1-			nalties for noisy envir	onmental		
+2	Physique	+1			+1-		as rubble or glass				
+2	Will	+1						at striking when your			
+2	Athletics	+1			+1-			ere. Any time you att			
+2	Alchemy	+1			+1-	Attack or harm an opponent who is not focusing on you, you					
+6		+1			+1-	get +2 to th	ne roll.				
St	ess		January Manager								
	В	ase Stress: 2 Bo	xes per Track			T 1 1 J	A-Mayor O	Q.,			
Phys Stre		9 4	XX		X	The Ladder	Actions & Overcome Outcomes	Create an Advantage Attack	Defend		
Mer				• -	-	Value Rating +8 Legendary	+3 or more Succeed Succeed and gain a		as success, and gain a		
Stre	ess 122	_8 _4				+7 Epic +6 Fantastic	with Style boost +1 - +2 attain goal	'invokes boost create situation inflict	boost avoid harm		
Reso Stre		a X	XX		$\mathbf{X}_{\mathbb{D}}$	+5 Superb +4 Great	Succeed without cost	aspect with 1 shifts of invoke harm	or action		
00		0 - 4			•	+3 Good +2 Fair	+0 succeed at	gain a related no harm done, gain	opponent gains a		
	nsequence Base Conseq	uences: Mild (2)), Moderate (4), S			+1 Average 0 Mediocre	1 an less fail, or	fail, or succeed no harm	boost fail to stop		
value		name		typ		-1 Poor -2 Terrible	Fail Succeed at	but opponent done	harm or action		
6					vere	Caste Rank I	Aspects Base Skill Refresh Cap	Skill Loadout	SP		
4				Mode	rate Mild	Refuse 0	Refresh Cap 3 2 +2	+2x1, +1x2	4		
2					VVIIIO	Dreg 1 Rabble 2	4 4 +3	+3x1, +2x2, +1x3 +4x1, +3x2, +2x3, +1x4	10 20		
						Lost 3 Fallen 4	5 8 +5 5 10 +6	+5x1, +4x2, +3x3, +2x4 +6x1, +5x2, +4x3, +3x4, +2x5	30 50		
						Forsaken 5 Eminent 6	6 12 +7 6 14 +8	+7x1, +6x2, +5x3, +4x4, +3x5 +8x1, +7x2, +6x3, +5x4, +4x5	65 80		
						Eldritch 7 Ancient 8	7 16 +9 7 18 +10	+9x1, +8x2, +7x3, +6x4, +5x5, + +10x1, +9x2, +8x3, +7x4, +6x5,	+5x6 140		
						Divine 9	8 20 +11	+11x1, +10x2, +9x3, +8x4, +7x5	, +6x6 161		

Rank 4 Gloomhome Fregens

- 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.

Cho	aracter: DETECTI	VE ARCHE	2	Race: Marionette					
Pla	yer:			Faction: Guild Second Editi					
Cas	ste/Rank: Fallen /	4		Refresh: 1	Oubliette.Voidspiral.Com				
As	pects			Fate Points: 1 © Voidspiral Entertainn					
	Concept Harboiled T	Detective		Stunts					
•	ble This Rusty Old		,	Misses Nothing. When people move through an area, clues are left, and					
	Dame was a Koom	•		more are left when they do so	omething unusual. You simply pick up on				
	od on the Streets			them. You gain +2 to Investigate rolls to search a space for physical					
	lass Longcoat			clues.					
				Deductive Reasoning. You get	+2 to Investigate rolls to reconstruct a				
				chain of events, so long as you	n have evidence of the outcome.				
O	ills			Skilled Tracker. Nobody chases	down leads like you. You gain +2 to track				
Skill C	3.	of agab shill's agnabiltio	s. A: Attack. D: Defend. I: Initiative	creatures.					
rating		rating	skill	Expert Logician. You are a mas	ster at extrapolating from the smallest				
+6	Investigation	+1-+2	+1-	details. When you succeed with	n style on an Investigate roll, you can take				
+5	Ranged	+1-+2	+1-	an extra Boost.					
+5	Strategy	+1-+2	+1-		pert at exerting pressure through the use				
+4	Stealth	+1-+2	+1-	*	nd subtle threats. You can use Investigate				
+4	Notice	+1-	+1-	*	ng with someone you've already interviewed				
+4	Physique	+1-	+1-	or know a little about.					
+3	Will	+1-	+1-	*	Ranged rolls to Create an Advantage when				
+3	Empathy	+1	+1	identifying weaknesses or aiming at your target.					
+3	Rapport	+1	+1	Tactician. You get +2 to Initiative with Strategy in physical and logistical					
+3	Deceive	+1	+1-	Conflicts.					
+2	Provoke	*1-	+1	•	You are used to using cover, keeping				
87	ress				onents. You can use Strategy to Defend in				
	Base St	ress: 2 Boxes per Trac		physical Conflicts. The Ladder Actions & Outlines	personne Create an Attack Defend				
Phy: Str	sical sess 2		$X_{\hspace{-0.05cm}\scriptscriptstyle{f S}} X_{\hspace{-0.05cm}\scriptscriptstyle{f Y}} X_{\hspace{-0.05cm}\scriptscriptstyle{f S}} X_{\hspace{-0.05cm}\scriptscriptstyle{f S}}$	Value Pating	Advantage 7111461 Solotta				
Me					ucceed create situation as success, as success, a gain a aspect with 2 or -1 and and gain a				
Str				+6 Fantastic +1 - +2 att	boost invokes boost boost ain goal create situation inflict avoid harm				
Kesc Str	purce 2 3			+5 Supern Succeed W	cost invoke harm or action				
Co	nsequences			+2 fair Tie min	cceed at gain a related done, gain gains a boost				
value	^U Base Consequence	s: Mild (2), Moderate			ail, or fail, or succeed no harm fail to stop harm or				
6	.,	name	type Severo	-2 Tarrible Full ma	cceed at but opponent done harm or jor cost gains free invoke				
4			Moderate	Rasa	Skill Skill Loadout SP Cap				
2			Mila	Refuse 0 3 2	+2' +2x1, +1x2 4 +3 +3x1, +2x2, +1x3 10				
				Rabble 2 4 6 Lost 3 5 8	+4 +4x1, +3x2, +2x3, +1x4 20 +5 +5x1, +4x2, +3x3, +2x4 30				
				Fallen 4 5 10 Forsaken 5 6 12	+6 +6x1, +5x2, +4x3, +3x4, +2x5 50 +7 +7x1, +6x2, +5x3, +4x4, +3x5 65				
				Eminent 6 6 14 Eldritch 7 7 16	+8 +8x1, +7x2, +6x3, +5x4, +4x5 80 +9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119				
~				Ancient 8 7 18 Divine 9 8 20	+10 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140 +11 +11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161				

Character: GRAT						Race: Goblin					offo	
Play	yer:					Faction: Guil	d			Second	Edition	
Cas	te/Rank: Fallen/	4				Refresh: 2			Oubliette	.Voidsp	iral.Com	
Âς	pects					Fate Points:	2		© Voidspir	,		
,	Concept Diminutive	Spy				Stunts						
_	ble Can I Get a Li		espect H	ere?		Face in the Crowd. You are an expert in moving among people. You get						
	ody Notices a Gob					+2 to any Ste	alth roll to	blend into	a crowd.			
	now a guy					Shapechanger.	By paying	1 Fate Poi	nt, you can cov	npletely cl	nange your	
	ert in Dead Drops	and T	Tradecraf	+		physical shape	. This allo	ns you to	replace three :	Aspects v	vith new	
	,					ones, and rema	ains in place	e until you	let it go or ar	e Taken (Dut.	
						Brief Illusion. A	tiny glimm	er of mag	ic is all you nee	id to esca	pe. Twice	
(d)						per session, wl	nen you rol	Stealth,	you can take a	Brief Ill	usion Boost.	
Skill Co	Make a note	of agala ala	ill'a acracibiltica	LAttach Det	Defend. I: Initiative	Skilled Tracker	. Nobody ch	nases dow	n leads like you	. You gain	+2 to	
rating	skill	n	rating	skill	pejena. i. inilialive	track creature	35.					
+6	Stealth	+1-	+2		+1	People are an (Open Boo	k. You car	n use Investig	ate inste	ad of	
+5	Investigate	+1-	+2		+1	Empathy to D	efend agai	nst Deceiv	/e attempts.\	what oth	ers discover	
+5	Athletics	+1-	+2		+1	through gut r	eactions a	nd intuitio	n, you learn th	rough car	eful	
+4	Notice	+1-	+2		+1	observation of	: microexpr	essions.				
+4	Exploration	+1			+1	Escape Artist.	lou get +2	to escape	from bindings	, manacle:	s, and	
+4	Scavenging	+1			+1	restraints. Th	nis can be a	applied to	cells and cages	, so long a	is they have	
+3	Contacts	+1			+1	an opening to	squeeze th	irough.				
+3	Savage	+1-			+1	Acrobatic Agili	ty. You can	fight fro	m precarious p	ositions j	ust as easily	
+3	Strategy	+1-			+1-	as anywhere else. Situational Aspects of this type cannot be used						
+3	Architecture	+1			+1_	against you.						
+2	Tailoring	+1-			+1-	Clamberling. You						
ST	ress					Castle. Your ex			· · · · · · · · · · · · · · · · · · ·		· · · · · · · · · · · · · · · · · · ·	
	Base St	ress: 2 Bo	oxes per Track			you're not war		Į.		come acti I	ons.	
Phys Str	sical S	X	XX		X ₃ X ₉	The Ladder	Actions & Outcomes		Create an Advantage	Attack	Defend	
Mer		•		- ,	•	Value Rating +8 Legendary	+3 or more Succeed	Succeed and gain a	create situation aspect with 2		, as success, and gain a	
Str	ess			3	X_{3}	+7 Epic +6 Fantastic	with Style	boost attain goal	`invokes	boost inflict	boost	
Reso Str						+5 Superb +4 Great	+1 - +2 Succeed	without cost	aspect with 1 invoke	shifts of harm	avoid harm or action	
						+3 Good +2 Fair	+0 Tie	succeed at minor cost	gain a related boost	no harm done, gain	opponent gains a	
	nsequences Base Consequence	es: Mild (2	2), Moderate (4),	Severe (6)		+1 Average 0 Mediocre	-1 or less	fail, or	fail, or succeed	a boost no harm	boost fail to stop	
value		name			type	-1 Poor -2 Terrible	Fail	succeed at major cost	but opponent gains free invoke	dono	harm or action	
6					Severe	Caste Rank	Agragata Bo			oadout	SP	
4					Moderate	Refuse 0	Ref	resh Cap 2 +2	+2x1, +1x2		4	
2					Mild	Dreg 1 Rabble 2	4 (3 +4	+3x1, +2x2, +1x3 +4x1, +3x2, +2x3,		10 20	
						Lost 3 Fallen 4	5 1	0 +6	+5x1, +4x2, +3x3, +6x1, +5x2, +4x3,	+3x4, +2x5	30 50	
						Forsaken 5 Eminent 6	6 1	2 +7	+7x1, +6x2, +5x3, +8x1, +7x2, +6x3,	+4x4, +3x5	65 80	
						Eldritch 7 Ancient 8	7 1	6 +9	+9x1, +8x2, +7x3, +10x1, +9x2, +8x3	+6x4, +5x5, ·	+4x6 119	
-						Divine 9			+11x1, +10x2, +9x			

Cho	iracter: INCUN	4BULUS		Race: Monger	— Onthrioffo				
Pla	yer:			<u>Faction:</u> Seer	Second Edition				
Cas	te/Rank: Fallen	14		Refresh: 2 Oubliette.Voidspira					
Âς	pects			Fate Points: 2 © Voidspiral Entert					
,	Concept Secret W	onaer		Stunts					
_	ble I'd Give Anyt	•	Secret		+2 to Business rolls in face-to-face				
	afs of Ancient To			negotations, so long as you	are dealing with an actual decision-maker				
	arian's Worst Ni			Well Read. You've read hundre	eds (if not thousands) of books on a wide				
	ove a Good Myst			variety of topics. You can sp	variety of topics. You can spend a Fate Point to use Lore in place of				
-				any other Skill for one roll or	r Exchange, provided you can justify				
				having read about the Acti	on you're attempting.				
O	ills			Too Clever by Half. You gain	+2 to Create Advantages pertaining to				
Skill Co		ta of agala shill's agnahiltias	A: Attack. D: Defend. I: Initiative	plans, schemes, and gambits	۶,				
rating	skill	rating	skill	Historian. Either you've read	all the histories you could find, or you've				
+6	Business	+1-+2	+1-	lived them. You gain +2 on l	Lore rolls pertaining to the past.				
+5	Lore	+1-+2	+1-	Occultist. You've studied almos	st every form of magic ever to come to				
+5	Empathy	+1-+2	+1-	Oubliette. You gain +2 to L	ore rolls dealing with spells, magic,				
+4	Investigate	+1-+2	+1	mysticism, and the arcane.					
+4	Notice	+1	+1	People are an Open Book.	You can use Investigate instead of				
+4	Resources	+1	+1	Empathy to Defend against	t Deceive attempts. What others				
+3	Deceive	+1	+1	discover through gut react	ions and intuition, you learn through				
+3	Brawl	+1-	+1	careful observation of microexpressions.					
+3	Contacts	+1	+1-	In Vino Veritas. You have a number of tricks for getting details out					
+3	Stealth	+1	+1-	of someone. You get +2 to]	Investigate rolls when interacting with				
+2	Strategy	+1	+1	those who aren't actively s					
Q#	ress				y effective at finding hidden things. You				
	Base	Stress: 2 Boxes per Track			d areas for objects or people of interest.				
Phys Str	sical S		K X X X	Outcomes	ercome Create an Attack Defend				
Mer			- • -		ucceed create situation as success, as success, a gain a aspect with 2 or -1 and and gain a				
Str	ess 1 2			+7 Epic with Style	boost invokes boost boost				
Reso Str	urce 1		% X X X X	+5 Superb Succeed W	ath goal create situation inflict avoid harm aspect with 1 shifts of cost invoke harm				
~				+3 Good +2 Fair +0 Suc	cceed at gain a related no harm opponent				
Co	nsequences Base Consequer	nces: Mild (2), Moderate (4), Severe (6)	+1 Average Tie mir	a boost boost				
value		name	type	-1 Poor Fail suc	cceed at but opponent done harm or action				
6			Severe						
4			Moderate	Refuse 0 3 2	$+2^{2} +2x1, +1x2$				
2			Mila	Dreg 1 4 4 Rabble 2 4 6	+3 +3x1, +2x2, +1x3 10 +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				
				Forsaken 5 6 12 Eminent 6 6 14	+7 +7x1, +6x2, +5x3, +4x4, +3x5 65 +8 +8x1, +7x2, +6x3, +5x4, +4x5 80				
				Eldritch 7 7 16 Ancient 8 7 18	+9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119 +10 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140				
				Divine 9 8 20	+11 +11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161				

	iracter: JAB	IR		Race: Vampire	— Outblactte			
Pla				Faction: Magi Second Edit				
Cas	te/Rank: Fa	llen / 4		Refresh: 1 Oubliette.Voidspira				
As	pects			Fate Points:1 © Voidspiral Entertainmen				
,	1	ire Bloodmage		Stunts				
_	•	ork Without Raw Mat	erial	Messy Excitement. The	first time someone is dealt physical			
Jus	t Give Me an	Excuse to Show You V	My Magic	damage in a scene, you g	ain an Excited Boost.			
I'm	No Dirty Dra	aculean		Drinking the Lifeblood.	The wounds you deal the enemy are			
Mea	liocre Cosmic 7	Researcher At Best		the sweetest music. You	gain a Lifeblood Boost every time you			
				deal 2 or more Damage.				
				Bloodspell. There is a stra	ange magic in the water of life, and it			
Qb	ills			is yours. You get +2 to C	reate Advantages with Blood.			
Skill Co		e a note of each skill's capabilties. A: At	tack. D: Defend. I: Initiative		well as Attacks and Defenses made			
rating	skill	rating	skill		, are considered magical in nature, as			
+6	Blood	+1-+2	+1-		ly of liquid or crystalized blood.			
+5	Strategy	+1-+2	+1-		an shift between liquid and solid form			
+5	Physique	+1-+2	+1-		scene, when you have one or more			
+4	Lore	+1-+2	+1	Blood-oriented Boost or Advantage, you can remove all of				
+4	Will	+1	+1		void all damage from a single hit or			
+4	Deceive	+1	+1	source.	(a.)			
+3	Empathy	+1	+1-	*	s. (2r) You are used to using cover,			
+3	Athletics	+1-	+1-		king your opponents. You can use			
+3	Stealth	+1	+1_	Strategy to Defend in pl				
+3	Notice	+1	+1_	and logistical Conflicts.	initiative with Strategy in Physical			
+2	Scavenging				ur body is already used to punishment.			
St	ess			You get +2 to Defend Ac				
nl		Base Stress: 2 Boxes per Track		The Leaden Assessed	Quarte au			
Phys Str	28812	_3 _4 X5 X8	$X_{7}X_{3}X_{5}$	Value Pating	Advantage Attack Defend			
Mei			X X X	+8 Legendary Succeed an	Bucceed create situation as success, as success, ad gain a aspect with 2 or -1 and and gain a			
Str			• •	C Consort 1 12	boost invokes boost boost tain goal create situation inflict avoid harm without aspect with 1 shifts of a gottime.			
Reso Str				+4 Great	cost invoke harm or action			
Co	nsequenc	208		+2 Fair +0 Su	inor cost boost boost point a related done, gain gains a boost boost			
value	Base Cons	equences: Mild (2), Moderate (4), Se name	vere (6) type	0 Mediocre -1 or less	fail, or fail, or succeed no harm fail to stop			
6		nome	Severe		ajor cost gains free invoke done action			
4			Moderate	Caste Rank Aspects Base Refrest	Skill Skill Loadout SP			
2			Mild	Refuse 0 3 2 $\stackrel{\textstyle >}{\Rightarrow} Dreg 1 4 4$	+2 +2x1, +1x2 4 +3 +3x1, +2x2, +1x3 10			
				S Rabble 2 4 6 Lost 3 5 8	+4 +4x1, +3x2, +2x3, +1x4 20 +5 +5x1, +4x2, +3x3, +2x4 30			
				Fallen 4 5 10 Forsaken 5 6 12	+6 +6x1, +5x2, +4x3, +3x4, +2x5 50 +7 +7x1, +6x2, +5x3, +4x4, +3x5 65			
_				Eminent 6 6 14 Eldritch 7 7 16	+8 +8x1, +7x2, +6x3, +5x4, +4x5 80 +9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119			
				Ancient 8 7 18 Divine 9 8 20	+10 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140 +11 +11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161			

Cho	ıracter: KASHO	Z			Race: Undead	d	Second Edition					
Pla	yer:		_			Faction: Dea	Second Edition					
Cas	te/Rank: Fallen	14				Refresh: 2		Oubliette	.Voidsp	iral.Com		
As	pects					Fate Points: 2 © Voidspiral Enter						
,	Concept Minion of	the U	ndead Lor	ds		Stunts						
•	ble Gloomfolk Fea						ny. Once per session	, you can take a Sit	uation Asp	ect with		
	ry Fear the Name		•			three Free Inv	okes called This Arm	y that can be appli	ed to Atta	ck or Defense		
Hor	rific Undead Bodu	1				Actions in Physic	cal or logistical Confl	cts.				
ΙK	now Lots of Dead	d Peopl	e			Burn Their Bridg	ges for Them. Usiv	g the influence of y	our group,	you can more		
						than just apply	pressure to someon	e. You get +2 to Coi	ntacts rolls	to damage		
-						someone's reput	tation with others v	hen you can utilize	your netwo	rk.		
Q)	ills					Yes, I Know. You'r	e the type to have	people whispering in	to your ear	every few		
Skill Co		te of each sl	kill's capabilties. A	Attack D. De	fond 1: Initiative	minutes. Twice	per session, you can	take an Already He	ard Boost i	n response to		
rating	skill		rating	skill	ena. i. iiiiiaiive	new or surprisin	ng information, as lov	g as you are in a po	sition to be	e contacted by		
+6	Contacts	+1-	+2		+1-	your network.						
+5	Melee	+1-	+2		+1	Weight of Reput	ation. You can use C	ontacts instead of	Provoke to	create		
+5	Stealth	+1-	+2		+1	Advantages based on the fear generated by the sinister reputation you've						
+4	Notice		+2		+1	cultivated for yourself and all the shady associates you have. You should have						
+4	Lore	+1-			+1-	an appropriate	Aspect to pair with	this Stunt.				
+4	Physique	+1			+1-	Endure Punishm	ent. Your body is alr	eady used to punish	ment. You a	get +2 to		
+3	Resources	+1			+1-	Defend Actions	with Physique.					
+3	Athletics	+1			+1-	Mighty Strikes. You are a master at shifting your weight and placing tremendous						
+3	Investigate	+1			+1	force behind your blows. You deal 2 Shifts more damage with Melee Attacks.						
+3	Empathy	+1			+1_	Swordplay. You ar	e a veritable artist	with your weapon.	You gain +2	to Create an		
+2	Scavenging	+1-			+1_	Advantage aga	inst foes wielding we	apons.				
QI	ess					Noble Endurance	2. You gain +2 to Def	end with Melee aga	ninst physic	al Attacks		
		Stress: 2 B	loxes per Track			that originate i	1		1	1		
Phys Str	sical S		XX		$X_3 X_3$	The Ladder	Actions & Overco	me Create an Advantage	Attack	Defend		
Mer				•	•	Value Rating +8 Legendary	+3 or more Succe Succeed and ga	ed create situation n a aspect with 2		as success, and gain a		
Str		3				+7 Epic +6 Fantastic	with Style boos	t invokes	boost inflict	boost		
Reso Str			XX		X3X	+5 Superb +4 Great	+1 - +2 Succeed witho	ut aspect with 1	shifts of harm	avoid harm or action		
~		8 4	}	6 - 7	<u> </u>	+3 Good +2 Fair	+0 succeed	l at gain a related	no harm done, gain	opponent gains a		
Co	nsequences Base Consequer	nces: Mild (2) Moderate (4)	Sovere (6)		+1 Average 0 Mediocre	Tie minor o		a boost	boost fail to stop		
value		name			type	-1 Poor -2 Terrible	Fail succeed	l at but opponent gains free invoke	no harm done	harm or action		
6					Severe		Dana Oh	:h				
4					Moderate	Caste Rank Refuse 0	Aspects Base Sk Refresh Co	p Okiii I	oadout	SP /		
2					Mild	≥ Dreg 1	4 4 +.	3 +3x1, +2x2, +1x3	±1v/ı	4 10 20		
						Lost 3	5 8 +	+5x1, +4x2, +3x3,	+2x4	20 30		
						Fallen 4 Forsaken 5	5 10 +0 6 12 +	+7x1, +6x2, +5x3,	+4x4, +3x5	50 65		
						Eminent 6 Eldritch 7	6 14 + 7 16 + 17 18 11 11 11 11 11 11 11 11 11 11 11 11	9 +9x1, +8x2, +7x3,	+6x4, +5x5, -			
-						Ancient 8 Divine 9	7 18 +1 8 20 +1					

Character: KEY5					Race: Therianthrope				
Pla	yer:				Faction: Vau	ltbreaker	Second Edition		
Cas	ste/Rank: Fallen,	14			Refresh: 2 Oubliette.Voidspira				
Âs	pects				Fate Points: 2 © Voidspiral Enter				
,	Concept Literal Ca	t Buralar			Stunts				
_	ble Distracted By	•			• • •	have an impeccable	e internal compass. You are never		
	I Fits I Sits				lost in a place	that you arrived in	n while conscious.		
-	ck Something Ove	r			Bypass Danger	's. Even arcane war	ds and triggered curses pose little		
	t Out Something :		+		challenge to y	ou. You get +2 Expl	oration when navigating or avoiding		
	,				arcane, superi	natural, or otherwis	se unusual traps or dangers.		
					Culture Survey	1. Your experience w	ith all the different types of		
a	ills		- Marie - Company		places, locales,	, and structures of	Oubliette gives you +2 to Create		
Skill C	3,	of agala shill's agr	pabilties. A: Attack. D: D	afand libriticativa	an Advantage	e with Exploration.			
rating	i tente et more	rating	skill	elena. I. milianve	Escape Artist.	You get +2 to esca	pe from bindings, manacles, and		
+6	Exploration	+1-+2		+1-	restraints. Tl	nis can be applied t	o cells and cages, so long as they		
+5	Stealth	+1-+2		+1-	have an openi	ng to squeeze thro	ugh.		
+5	Athletics	+1-+2		+1	Tumbling Cat.	+2 to Overcome Ac	tions with Athletics if you are in a		
+4	Scavenging	+1-+2		+1-	chase across rooftops or a similarly precarious environment.				
+4	Savage	+1-		+1-	Hide and Seek	. You are skilled at	moving rapidly across open ground		
+4	Architecture	+1		+1-	and ducking be	ehind cover just in t	ime. You get +2 to Athletics to		
+3	Tinkering	+1-		+1-	Defend agains	st Attacks originat	ing from 1 Zone away or more.		
+3	Notice	+1-		+1-	Claw Brood. Your claws aren't just for scratching itches or digging in				
+3	Business	+1		+1	the dirt. You get +2 to Savage Attacks while grappling, wrestling,				
+3	Strategy	+1		+1-		ng, or in a clinch.			
+2	Physique	+1		+1	Adaptation. Cro	eatures in Oubliett	e are notoriously adaptable, and		
St	ress		- Manual Control		· · · · · · · · · · · · · · · · · · ·		t. Twice per session, you can take a		
	Base S	tress: 2 Boxes p	er Track			alth, Athletics, No-			
Phys Str		XX		XX	The Ladder	Actions & Overcome	e Create an Attack Defend		
Mei		-	•		Value Rating +8 Legendary	+3 or more Succeed Succeed			
Str	ess 1 2				+7 Epic +6 Fantastic	with Style boost	invokes boost boost		
Reso Str		XX		XX	+5 Superb +4 Great	+1 - +2 Succeed without cost	aspect with 1 shifts of invoke harm		
~					+3 Good +2 Fair	+0 succeed a	t gain a related no harm opponent		
Co	nsequences Base Consequences	es: Mild (2), Mod	lerate (4), Severe (6)		+1 Average 0 Mediocre	Tie minor cos	a hoost boost		
value		name		type	-1 Poor -2 Terrible	Fail succeed a	t but opponent done harm action		
6				Severe		•			
4				Moderate	Refuse 0	Refresh Cap 3 2 +2	Skill Loadout SP +2x1, +1x2 4		
2				Mild	Dreg 1 Rabble 2	4 4 +3 4 +4	+3x1, +2x2, +1x3 10 +4x1, +3x2, +2x3, +1x4 20		
					Lost 3 Fallen 4	5 8 +5 5 10 +6	+5x1, +4x2, +3x3, +2x4 30 +6x1, +5x2, +4x3, +3x4, +2x5 50		
					Forsaken 5 Eminent 6	6 12 +7 6 14 +8	+7x1, +6x2, +5x3, +4x4, +3x5 65 +8x1, +7x2, +6x3, +5x4, +4x5 80		
~					Eldritch 7 Ancient 8	7 16 +9 7 18 +10	+9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140		
					Divine 9	8 20 +11	+11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161		

Player: Caste/Rank: Fallon / 4 Refresh: 2 Oublittet Void spiral Content Fallon greasing Negotiator Trouble I'd Really Profer Not to Fight Arrived Long Before Gloom/Home Unloothered by Koom Society Problems De You Have Ann I'dea Who I Arm? Yes I known white the her to have seed with an appearance in more a service in white to per social make an interest in the content of the content of the period in the form greatening the search of the period and if the down form of the period of the period in the form greatening the search of the period of	Cha	racter: NARTHA			Race: Koom		Second Edition		
Aspects High Concept Palm-greasing Negatiator Trouble I'd Really Prefer Not to Fight Arrived Long Pefore Gloowhome Universal by Koom Society Problems Do You Have Arm Idea who I Arm? Skills Sill Is Notice Mode a nate of next halfs expolables. A Arms. It Defaul. Emitten ring while mode and a state of the present shall be the control of by sear and except from part with the Shall bear to control of the present shall be the control of by sear and except from part with the Shall bear of the present shall be the recent whose the reset when the control of the present shall be the present shall be the recent whose the reset when per shall be the control of the present shall be the present shall be the recent whose the reset when the control of the present shall be the present whose the reset when the shall be the present whose the reset when the present whose the reset when the present whose the reset when the shall be the present whose the reset whose the reset when the shall be the present whose the reset whose the reset when the present whose the reset whose the reset whose the reset when the present whose the reset whose the reset whose the reset when the present whose the reset whose the re	Play	ver:			Faction: Guild	d			
Aspects High Concept Pollm-greasing Negotiator Trouble I di Really Prefer Not to Fight Arrived Long Before Gloomhome. De You Have Any Idea Who I Am? Wellberhard We Any Idea Who I Am? Wellberhard Who I Am & Wellberhard Who I	Cas	te/Rank: Fallen	14		Refresh: 2		Oubliette.	Voidspiral.C	?om
High Concept Pallin-greesing Negotiator Trouble I'd Really Prefer Not to Fight Arrived Long Before Gloowholde Unbothered by Koom Society Problems De You Have Any Idea Who I Am? Weight of Reputation, the contests below to exact the exact to surveine shall be the incompared to whom the contests below to exact the problems Weight of Reputation, the contests below to exact the problems Weight of Reputation, the contests below to exact the problems Weight of Reputation, the contests below to exact the problems to exact the	Asi	pects			Tata Dainta ?				
Trouble Tid Really Prefer Not to Fight Arrived Long Before Gloomhouse Unbloothered by Koom Society Problems De You Have Any Idea Who I Am? Weight of Reputation, we can see that an effective deared society become a control with the control by two restances of the control by the control by the control by the contro	-		asina Negotiator		Stunts				
Arrived Long Before Gloom/nome University and an addition with a part of the contracted by Koom Society Problems Do You Have Any Idea Who I Am? Weight of Reputation, You can use Constants in request to be contracted by any network. Weight of Reputation, You can use Constants in introduced it promises to contract Advantage, lossed on the fire grammand by this supplier on the contract Advantage, lossed on the fire grammand by this supplier to the contract to the contract and I the Stab, associates well large an average rate. Associate the serie with three fire grammand by this supplier on the contract to the series of all the Stab, associates well large a note of each abilis capabilities. Advanta, D Definal Emiliative and This Army. Does for seasing, up can take a disaster that can be applied to Article to Telesco Article. Make and This Army. Does for seasing, up can take a disaster whether the contract and all their contract and all the contract and the contract and all the season of the contract and all the seas		•	•			e type to have people wh	spering into your ea	r every few minutes	s. Twice
Unborthered by Koom Society Problems Weight of Reputation, has beg as power in a pacified to the performed by going retrorice, which is sent to the form generated by the contract of freedocks to create Advantages based on the form generated by the sent to t			-		per session, you can	take an Already Heard B	oost in response to	new or surprising	
con this four generated by this aimster resorbation you've administed for yourself and all the sholy associates you have to deard have an appropriate hybrid to part with this Short. **Make a note of each shills copobilities. A Attack D. Defind. It infinitive ability and the shill are proposed in the sh		•			information, as long	o be contacted by yo	ur network.		
## and This Army. Due 2 or session, we can take a Struction Assert with this Structure withing addition or control of contract to the following addition or control or control of contract to the following addition or control or cont					Weight of Reputation	n. You can use Contacts in	stead of Provoke to	create Advantages	s based
Mile a note of each skill's capabilities. A: Attack, D. Defend, E. Initiative skill ### CONTACTS 1-1-2 1-1-1 ### SPUSINESS 1-1-2 1-1-1 ### Will 1-1-2 ###					on the fear genera	ted by the sinister reputa	ition you've cultivat	ed for yourself and a	all the
Skill Car. Make a note of each skills capabilities. At Attack, D. Defend. Exhibitions withing skill relating skill relation relating skill re					shady associates yo	ou have. You should have a	nn appropriate Aspe	ct to pair with this	; Stunt.
Significant Properties and Properties of Pro	থী				Me and This Army.	Once per session, you can t	ake a Situation Asp	ect with three Fred	е
begistrial Cerebrat. **Master Negatiator.* Yan gain 12 to Brosines rolls in face-to-face negatiations, so long as you are declared to the property of the control of the property of the control of the property of the control of the property of the proper	Skill Ca		of each skill's canabilties A: A	ttack D: Defend 1: Initiative	Invokes called This	s Army that can be applied	d to Attack or Defe	nse Actions in Physic	cal or
## Business ## +2 ## +2 ## +2 ## +2 ## +2 ## +4 ## +2 ## +2 ## +4 ## +2 ## +4 ## +2 ## +4 ## +2 ## +4	rating	T tongo of froto	rating	skill	logistical Conflicts.				
Liquid Assets. By keeping a significant partion of your losiness assets liquid and mobile, you will be seen that advantage of them rapidly. You can roll Business in place of Resources for Coverome and Defend Actions. Cold Read. You get =2 to discover personality traits and Aspects on other characters when you meet them. Strategy = 1	+6	Contacts			Master Negotiator. Y	'ou gain +2 to Business ro ————	ls in face-to-face ne	gotations, so long as	s чои
## Will ## 2	+5	Business			are dealing with an	actual decision-maker.			
The Ladder Value Ratings Base Stress: 2 Boxes per Track Physical Stress Base Stress:	+5	Empathy	1 1	-	Liquid Assets. By kee	ping a significant portion	of your business ass	ets liquid and mobile	3, чои
Cold Read. You get +2 to discover personality traits and Aspects on other characters when the sum of the sum o	+4	Will	+2		can take advantag	e of them rapidly. You can	roll Business in plac	e of Resources for	
#3 Strategy #1 12 14 14 14 14 14 14 1	+4	Resources			*				
Enemy of my Enemy. You get +2 to Empathy rolls with those who share a common adversary or problem. Notice	+4	Arcane			Cold Read. You get +2	. to discover personality to	aits and Aspects on	other characters v	Nhen
Notice +1	+3	Lore			`				
Nightsight. Your eyes are capable of sight in even the deepest darkness. You can knose to enter a state of Darkness Adaptation, a Struction Aspect. You can knose to enter a state of Darkness Adaptation, a Struction Aspect. You can knose to enter a state of Darkness Adaptation, a Struction 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 Value Rating** **Resource** **Bese Consequences: Mild (2), Moderate (4), Severe (6) youlue name **Geodesia of the scene 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 Value Rating** **Rations & Overcome Overcome Overcome Overcome Succeed and gain a success, as success, and gain a sepect with 2 or -1 and and gain a with shyle boost invokes invokes to boost invoke and those to the seven. 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 Value Rating** **Rations & Overcome Overc	+3						rolls with those w	no share a common	
Curter 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. Physical Stress 2 Boxes per Truck Physical Stress 2 Boxes per Truck Physical Stress 2 Boxes per Truck Physical Stress 3 Stress 2 Boxes per Truck Physical Stress 4 Stress: 2 Boxes per Truck Physical Stress 3 Stress: 2 Boxes per Truck Physical Stress 4 Stress: 2 Boxes per Truck Physical Stress 5 Stress: 2 Boxes per Truck Physical Stress 6 Stress: 2 Boxes per Truck Physical Stress 1 Stress 2 Stress 1 Stress 2	+3								
Stress Base Stress: 2 Boxes per Track Physical Stress 2 Boxes per Track Physical Stress 1 2 8 4 5 8 7 8 8 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	+3								
Base Stress: 2 Boxes per Track Physical Stress 1 2 8 4 5 8 7 8 7 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	+2	Investigate	+1-	+1					
Physical 2 3 3 3 3 3 3 3 3	Str	ess			~				or level
Value Rating Walue Rating Succeed	- (-					Actions &			
Mental Stress 1 2 3 4 5 3 5 5 5 5 5 5 5 6 12 4 7 7 1 64 9 9 994,1 \$82,243, \$434, \$435, \$434, \$435, \$5 6 5 12 17 7 1 66 9 9 994,1 \$82,247,34,\$424, \$355, \$436, \$44, \$555, \$448, \$155, \$448, \$155, \$448, \$455, \$484, \$455, \$484, \$455, \$484, \$455, \$484, \$455, \$455, \$448, \$555, \$484, \$455, \$484, \$455, \$484, \$455, \$484, \$555, \$484, \$455, \$484, \$555, \$484, \$455, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$484, \$555, \$486, \$155, \$484, \$555, \$486, \$45, \$55, \$486, \$45, \$55, \$486, \$155, \$486, \$45, \$55,	Phys Stre	ical ss 1 2	XXX	X, X, X		Outcomes Overcome	Advantage	Attack Defe	nd
Figure F	Men	tal T		•	+8 Legendary	Succeed and gain a			
Resource Stress 1 2 3 4 5 3 7 3 5 4 6 5 6 12 $+7$ $+7$ $+7$, $+6$ x2, $+2$ x3, $+4$ x5 $+2$ $+2$ $+3$ $+4$ $+4$ $+3$ $+3$ $+4$ $+4$ $+4$ $+4$ $+3$ $+3$ $+4$ $+4$ $+4$ $+4$ $+4$ $+3$ $+4$ $+4$ $+4$ $+4$ $+4$ $+4$ $+4$ $+4$					+6 Fantastic	+1 - +2 attain goal	create situation	inflict avoid b	
Consequences Mild (2), Moderate (4), Severe (6) type Severe				X X X	+4 Great	Succeed without	aspect with 1	snitts of harm or act	tion
Average	Ca	neaduanas			+2 Fair			done, gain gains	sa
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$		Base Consequence			0 Mediocre	-1 or less fail, or	fail, or succeed	no harm fail to	stop
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	-		name	**	-1 Poor -2 Terrible	Fail Succeed at		done narm	
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	-				Caste Rank A	Ispects Base Skill	Skill La	padout	SP
Rabble 2 4 6 +4 +4x1, $+3x2$, $+2x3$, $+1x4$ 20 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 Eldritch 7 7 16 +9 +9x1, $+8x2$, $+7x3$, $+6x4$, $+5x5$, $+4x6$ 119	-				Refuse 0	3 2 +2	+2x1, +1x2		4
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 Eldritch 7 7 16 +9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119				Milla	Rabble 2	4 6 +4	+4x1, +3x2, +2x3, +		20
Eminent 6 6 14 +8 +8x1, +7x2, +6x3, +5x4, +4x5 80 Eldritch 7 7 16 +9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119					_ Fallen 4	5 10 +6	+6x1, +5x2, +4x3, +	·3x4, +2x5	50
7					Eminent 6	6 14 +8	+8x1, +7x2, +6x3, +	5x4, +4x5	80
Divine 9 8 20 +11 +11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161					Ancient 8	7 18 +10	+10x1, +9x2, +8x3,	+7x4, +6x5, +5x6	140

Cho	aracter: TWITE	H		Race: Human				
Pla	yer:			Faction: Guild	Second Edition			
Cas	ste/Rank: Faller	1/4		Refresh: 2	Oubliette.Voidspiral.Com			
As	pects			Fate Points: 2 © Voidspiral Entertain				
,	Concept Criminal	Informant		Stunts				
•	•	ng Into Trouble			scover personality traits and Aspects on			
	onic Backstabbin	•		other characters when yo	u meet them.			
	croach-like Survi	•		Find the Cracks. An expert	at determining people's flaws, you gain			
ΙK	now When It's A	About to Get Ho	t	+2 to Empathy rolls to de	termine their emotional weaknesses.			
-				Lives With Lies. You get +2	on all Empathy rolls to discern or discover			
-				lies, whether they're direc	cted at you or someone else.			
Q)	ills			Rumormonger. +2 to Crea	te an Advantage when you plant vicious			
Skill C		ote of each skill's canabilties	A: Attack. D: Defend. I: Initiative	rumors about someone els	е,			
rating	skill	rating	skill	Burn Their Bridges for T	hem. Using the influence of your group,			
+6	Empathy	+1-+2	+1	you can more than just ap	ply pressure to someone. You get +2 to			
+5	Contacts	+1-+2	+1	Contacts rolls to damage	someone's reputation with others when			
+5	Deceive	+1-+2	+1	you can utilize your netwo				
+4	Stealth	+1-+2	+1	Someone Just as Good. Your network of contacts includes a lot of				
+4	Precision	+1	+1	*	e per session, when you tie or fail a			
+4	Strategy	+1	+1	Contacts, you can choose t	o succeed instead. Put a Shoddy Job			
+3	Provoke	+1	+1-	Situation Aspect into play on whatever they helped with.				
+3	Rapport	+1-	+1	Ubiquity. You get +2 when Creating an Advantage with Deceive to				
+3	Athletics	+1-	+1-	disguise yourself among other Humans.				
+3	Notice	+1-	+1		accuracy causes foes to bleed profusely. If			
+2	Physique	+1-	+1	*	an Attack, you can reduce your damage by			
St	ress			Invokes.	dvantage on that opponent with 2 free			
	Bas	e Stress: 2 Boxes per Track		The Laddon Actions &	Norrome Create an Attack Defend			
Phys Str				Value Rating	Advantage Attack Science			
Mei	ntal 📉 🦠	• •		+8 Legendary Succeed a	Succeed create situation as success, as success, and gain a aspect with 2 or -1 and and gain a			
Str			9 4 9	+7 Epic with Style +6 Fantastic +1 - +2	boost invokes boost boost train goal create situation inflict avoid harm			
Reso Str	ess 2	(X X X X X		+5 Superb +4 Great Succeed	cost invoke harm or action			
Co				+2 fair Tie m	ucceed at gain a related no harm opponent done, gain gains a			
value	Base Conseque	Sences: Mild (2), Moderate (4)	, Severe (6)	+1 Average 0 Mediocre 1 on less	fail, or fail, or succeed no harm fail to stop			
value 6		name	type Severe	-1 POOP Fail St	ucceed at but opponent done harm or action			
4			Moderate	Caste Rank Aspects Base	Skill Skill Loadout SP h Cap			
2			Mild	Refuse 0 3 2	+2 +2x1, +1x2 4			
			4×1/10/	Dreg 1 4 4 Rabble 2 4 6	+3 +3x1, +2x2, +1x3 10 +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			
				Forsaken 5 6 12 Eminent 6 6 14	+7 +7x1, +6x2, +5x3, +4x4, +3x5 65 +8 +8x1, +7x2, +6x3, +5x4, +4x5 80 +0 +0x1, +2x2, +7x2, +6x4, +5x5, +6x4, +5x5, +6x4, +6x5, +6x5, +6x4, +6x5, +6x			
				Eldritch 7 7 16 Ancient 8 7 18 Divine 9 8 20	+9 +9x1, +8x2, +7x3, +6x4, +5x5, +4x6 119 +10 +10x1, +9x2, +8x3, +7x4, +6x5, +5x6 140			
				Divine 9 8 20	+11 +11x1, +10x2, +9x3, +8x4, +7x5, +6x6 161			

Character: WAXWING						Race: Preen		- Onthioffo			
Pla	yer:					Faction: Ma	agi		Second Edition Oubliette.Voidspiral.Com		
Cas	te/Rank: Fallen	14				Refresh: 1		Oubliette			
Àς	pects					Fate Points	:1		ral Entertainment		
	Concept Elemental	l Maai	е			Stunts					
•	ble Not Exactly Su	,					ou are a breath on th	ne wind, impossible	to capture. You get +2		
	ser Phoenix				to Overcome	rolls with Elemental.					
Cooks With Passion and Fire, Mostly Fire						Pyromancer. So	ome say even your pe	rsonality is explosiv	re. You get +2 to		
	't Resist a Good 1		•			Attacks with	Elemental.				
		1				Bad Weather.	The weather is alway	ys bad around you,	even inside. Twice per		
						session, you co	an call on a Bad Weat	her Boost to inter	fere with those close		
	91)		Man Man	-		to you.					
Skill C	ills	<i>c</i>)	1 -10	a au l p p		Immolate. (2r)	You create an On Fir	e Boost on oppone	nts who take Stress or		
rating	skill		rılı's capabilties. rating	A: Attack. D: D skill	efend. I:Initiative	Consequences	from your Elemental	Attacks, if they d	o not already have such		
+6	Elemental	+1	+2		+1	a Boost.					
+5	Will	+1	+2		+1-	Well Read. You'v	ve read hundreds (if	not thousands) of	books on a wide variety		
+5	Lore	+1	+2		+1-	of topics. You	can spend a Fate Po	int to use Lore in F	place of any other Skill		
+4	Alchemy	+1	+2		+1	for one roll or Exchange, provided you can justify having read about the					
+4	Investigate	+1			+1	Action you're	attempting.				
+4	Strategy	+1			+1	Historian. Eithe	r you've read all the	histories you could	find, or you've lived		
+3	Resources	+1			+1	them. You gai	in +2 on Lore rolls pe	rtaining to the pas	54.		
+3	Entertain	+1			+1	Unique Spices. Many would be surprised by the things you can do with					
+3	Athletics	+1			+1-	scrapings from the wall or a peel of bark. You gain +2 to Create an					
+3	Physique	+1			+1	Advantage or	Overcome an obstac	cle involving food a	nd flavoring. This can be		
+2	Contacts	+1			+1_	used to mask	the flavor of unsavo	ory meals, or relieve	e symptoms of sickness.		
Q#	ess		and the same of th			-	ons. You get +2 to A		ing, identifying,		
	Base S	Stress: 2 B	Boxes per Track				therwise handling po		1		
Phys Str			XX			The Ladder	Actions & Overco	me Create an Advantage	Attack Defend		
Mei		35				Value Rating +8 Legendary	+3 or more Succe Succeed and ga		as success, as success, or -1 and and gain a		
Str		3		3	X_{3}	+7 Epic +6 Fantastic	with Style boos	t 'invokes	boost boost		
Reso Str			XX		XX	+5 Superb +4 Great	+1 - +2 Succeed witho	ut aspect with 1	shifts of harm or action		
~		5		(a)		+3 Good +2 Fair	+0 succeed	l at gain a related	no harm opponent done, gain gains a		
Co	nsequences Base Consequence	res: Mild (2). Moderate (4)	. Severe (6)		+1 Average 0 Mediocre	Tie minor o		a boost boost		
value		name			type	-1 Poor -2 Terrible	Fail succeed		done harm or		
6					Severe		Dana Oh	•11			
4					Moderate	Caste Rank Refuse 0	Aspects Refresh Co	p okiii I	oadout SP		
2					Mild	Dreg 1 Rabble 2	4 4 +	3 +3x1, +2x2, +1x3	10		
						Lost 3 Fallen 4	5 8 + 5 5 10 + 6	5 +5x1, +4x2, +3x3,	+2x4 30		
						Forsaken 5	6 12 +	7 +7x1, +6x2, +5x3,	+4x4, +3x5 65		
						Eminent 6 Eldritch 7	6 14 + 6 7 16 + 1	9 +9x1, +8x2, +7x3,	+6x4, +5x5, +4x6 119		
-						Ancient 8 Divine 9	7 18 +1 8 20 +1		3, +7x4, +6x5, +5x6 140 3, +8x4, +7x5, +6x6 161		