

# FABULA ULTIMA

T T J R P G



ATLAS  
TECHNO FANTASY

You were cast, unaware,  
into a wounded, imprisoned world.



Trust the light in your hearts  
and fight for the future!



The **Techno Fantasy Atlas** for **Fabula Ultima** will guide you into high tech, dystopian worlds, where outcast heroes fight inequality while merciless villains commit any atrocity to safeguard their privilege. Restore hope to these lands ruled by corruption, as the most famous **JRPG** resistance movements did before you!

- ♦ Dive into the most sci-fi and dystopian JRPG subgenre with **3 new Classes** (**Esper**, **Mutant** and **Pilot**) and new Heroic Skills to create endless new combinations!
- ♦ **10 techno fantasy locations**: archetypal settings with tips and hints for playing an intense techno fantasy campaign or which you can use as inspiration to breathe life into your world.
- ♦ Forge high-tech **ultimate weapons** using the custom weapon rules.
- ♦ Discover **Quirks**, optional rules that add even more depth to your characters, and use **technospheres** to combine Class Skills in unprecedented ways.
- ♦ **5 Villains**, challenging new **bosses** of increasing power to use in your adventures, providing your Players with tough and exciting challenges.
- ♦ **216 full-color pages**, featuring manga and chibi-style illustrations from international artists. **Free PDF version included!**

**FABULA ULTIMA**  
T T J R P G

A game by Emanuele Galletto  
fabulaultima.com



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ISBN 979-12-5598-036-0



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# CREDITS

**Game Design, Writing, and Development** Emanuele Galletto

**Additional Writing** Selene Dal Borgo, Joshua “ExtantLily” Koh, Chiara Listo, Marta Monsellato, Chris Pagliari

**Art Direction** Emanuele Galletto

**Cover Artist** Moryo

**Interior Artwork Artists** Michele Bellamoli, Emanuele Galletto, Lorenzo Magalotti, Moryo, Silvia Rapizza, Catthy Trinh, Chang Ye

**Pixel Art Artists** Emanuele Galletto, Sascha Naderer

**Damage Icons** Lorc

**Publisher** Nicola Degobbis

**Chief of Operations** Marco Munari

**Producer** Alberto Orlandini

**Translation** Francesco Castelli, Ian Hathaway

**Editing** Emanuele Galletto, Neil Kingham

**Sensitivity Reading** Marta Palvarini

**Graphic Design** Emanuele Galletto, Erica Viotto

**Proofreading** Emanuele Galletto, Marco Munari, Alberto Orlandini, Marta Palvarini, Erica Viotto



ISBN: 979-12-5598-036-0

Printed in Europe. First Printing June 2024



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# TABLE OF CONTENTS

## ♦ 1. INTRODUCTION

Techno Fantasy Pillars.....	8
Before We Start.....	12

## ♦ 2. THE WORLD

Techno Fantasy Locations.....	16
Agathyon – The Hidden Planet.....	20
Axis – Dwelling of the Gods .....	24
Bentham Complex –	
The Penitentiary Fortress .....	28
Donum Coeli – The Celestial Ark ..	32
Extractor 7 – The Roaming City ....	36
Nautilos – The Alien Mothership ..	40
Nidavellir – The Military Lab .....	44
Septentrion – The Corporate City...	48
Soul Nexus –	
Heart of the Network.....	52
Vragarath –	
The Wreckage Wastes.....	56
Conflicts.....	60
Vehicle-Scale Battles.....	65
The Group Vehicle.....	66
Magic and Rituals.....	70
Magic, version 2.0 .....	73
The Soul Network .....	74
Technology.....	76
Cybernetics .....	77
Space Travel.....	78
Rare Items.....	80
Artifacts.....	88

## ♦ 3. PROTAGONISTS

Techno Fantasy Heroes.....	96
Tormented and	
Rebellious Souls.....	96
Handling Your Theme.....	97
Angry, not Evil.....	97
Sample Techno	
Fantasy Characters .....	97
New Options .....	108
Custom Weapons.....	112
Techno Fantasy Quirks.....	120
Technospheres .....	130
New Classic Characters.....	146
Esper.....	150
Mutant.....	154
Pilot.....	158
New Heroic Skills .....	170

## ♦ 4. ANTAGONISTS

Techno Fantasy Villains .....	180
Commissioner Vyne.....	184
Ardent Squadron.....	190
DeepFusion.....	196
Admiral Ceryon .....	200
Innocentius XV.....	206



# INTRODUCTION

A fight with no quarter awaits you in the **Fabula Ultima Techno Fantasy Atlas**!

This expansion of the **Core Rulebook** focuses on a genre mainly characterized by high-tech and dystopian worlds, outcast heroes fighting against inequalities, and ruthless antagonists ready to go to any length to preserve their privileges.

This **Atlas** differs from the **Core Rulebook** both in terms of its aesthetics – which are tied to science fiction – and the darker tones and situations presented, closer to the dystopian genre and real-world conflicts. Strong themes like **authoritarianism** and **media manipulation** will be central to it. Therefore, we recommend paying special attention to discussions about tone, themes, and safety at the game table (see **Core Rulebook**, pages **146–147**).

Besides offering a brief introduction to the way we envision the techno fantasy genre, the Atlas provides **advice and game materials** for the Game Master and **additional rules** for Players, all in three simple chapters:

- ♦ The **World** provides valuable elements for creating techno fantasy settings, including **10 archetypal locations** you can use as campaign elements or for inspiration, plus a list of new **rare items** and **artifacts** ideal for science fiction and, finally, rules for **clashes between mecha, armored vehicles**, and much more!
- ♦ The **Protagonists** introduces **3 new Classes** (Esper, Mutant, and Pilot). It also provides several **optional rules** (such as those for technospheres) to give the game a futuristic and post-industrial feel.
- ♦ The **Antagonists** chapter focuses on **5 Villains** – pregenerated Bosses, each more fearsome than the last – that embody the many facets of techno fantasy evil.

This Atlas doesn't presume to be a complete guide to the techno fantasy genre in all its shades, and some sections are connected more closely than others to their authors' creative and philosophical inclinations: their goal is to provide advice and examples from the inspirational works (see page **215**), useful both to those well-versed in this genre, and especially to those who have recently found their way to **Fabula Ultima** and JRPGs in general.

Just turn the page to learn more!

## WHAT DEFINES FABULA ULTIMA'S TECHNO FANTASY?

In this volume, and more generally in **Fabula Ultima**, the term “techno fantasy” indicates a series of specific elements that we consider typical of a particular narrative and setting style.

In brief, we are discussing the authors' personal visions, which do not claim to be the absolute truth. Indeed, narrative genres have nebulous boundaries, and it would be impossible – maybe even irresponsible – to box them in too much.

What follows may help you to better understand the creative roots behind this book!

### » INJUSTICE AND DESPAIR

Though all of **Fabula Ultima**'s worlds have dark facets, the techno fantasy style pushes this element to **the extreme**: from cold and dystopian megacities to multinational corporations seizing control of what should be universal human rights, from the destruction of entire planets and ecosystems to the violent and systematic repression of dissent – in these worlds, even imagining a brighter future is challenging.

Techno fantasy worlds are **intricate and complex** – it's not easy to distinguish truth from lies, and most of the population, robbed of everything, even the right to hope, just tries to survive until the end of the day.

### » OUTCASTS, SOONER OR LATER

Techno fantasy protagonists **cannot find a place in society** and are usually perceived as **dangerous** and **destabilizing**. These heroes reject the dynamics of **opportunism and exploitation** that uphold their worlds and put their own lives on the line to defend others, knowing full well that the true purpose of laws and security forces is to **protect those in power**. Step by step, the Player Characters contest the idea that the status quo is truly **inevitable and immutable**, and openly challenge governments, multinationals, and criminal cartels who toy with the fates of countless people.

Though it's legitimate to bring characters from privileged classes into play, it's **crucial** that they have forsaken their origins or are trying to sabotage the system from within – which will inevitably lead them to be seen as traitors by their peers. No Player Character should have an easy life.



## » BETWEEN CONCRETE AND EXISTENTIAL

What makes techno fantasy stories intense and memorable is their dual nature: they feature **extremely tangible** tragedies and dangers – such as environmental exploitation, imperialism, discrimination, and repression – and they eventually conclude with a struggle between **incompatible philosophies** and opposed visions about the future of humanity, not to mention the means through which humankind may transcend its current condition.

Player Characters represent defiance in this struggle, building connections of **acceptance, mutual support**, and a search for **freedom and justice**, while Villains concentrate as much power as possible in their hands, elevating themselves **above anyone else**, pushed by arrogance, greed, and an obsession for control.

## » MAIN REFERENCES

Here are some titles that shaped the artistic vision of this book:

- ♦ **Final Fantasy VII** is probably the most **well-known and emblematic** techno fantasy JRPG and contains many of the elements described in this book. It's a story about **fighting inequality** and **deeply insecure and traumatized** heroes and antagonists, which alternates terrifying tragedy with lighter, more hopeful moments. The **Remake** version, currently in progress, picks up the original story but leads it in a new direction – thus, it can be a good idea to check out both.
- ♦ **Xenogears** is an undying classic: a tale with **strong tones** that strives to address the horrors of **war, segregation, and social and psychological manipulation**. It's an ambitious and troubled project whose cast is **mature and multifaceted**, though it does frequently stumble when dealing with religious iconography and is quite infamous for the lack of gameplay during the second half of the game.
- ♦ **Xenosaga** has many of the same virtues and defects of the earlier **Xenogears**, but this trilogy pushes the JRPG genre toward its **technological extreme**. It includes mecha, aliens from other dimensions, androids with unlimited power, travel through virtual reality, and battles between spaceships. It's a great example of how much you could move away from medieval fantasy aesthetics without betraying **Fabula Ultima's** basic premise.
- ♦ **Soul Hackers** and **Soul Hackers 2** fully embrace a mix of **occultism and cyberspace**: manipulating souls and hacking into security systems are closely related processes, and the network itself manifests in a similar way to a dungeon.
- ♦ Though not a JRPG, the world, characters, technologies, and aesthetics of **Arknights** have deeply influenced much of this book's contents.

# TECHNO FANTASY PILLARS

On page 14, **Fabula Ultima's Core Rulebook** discusses the **Eight Pillars** that uphold its entire game experience. This **Atlas** builds on those elements in its own way.

## ANCIENT RUINS AND HARSH LANDS

This pillar remains almost unvaried in techno fantasy settings, though the harsh lands might be replaced by areas contaminated by radiation, surveilled military zones, or the turfs of organized crime. In some cases, your tales could even take place between **many planets** instead of just on one, which introduces dangers tied to space travel.

The **desolate sands** are an expanse subject to desertification caused by the Extractors, massive self-moving platforms that reap life force from the land.

**Agroat**, the capital of the Pleion System, is an ecumenopolis home to the **Headquarters** of the Federation. Monstrous creatures created by the government's experiments lurk in its lower levels.

**Mirai** is a legendary underwater city that some believe was inhabited by alien people with formidable, intelligent weapons.

## A WORLD IN PERIL

Techno fantasy worlds are constantly under threat, though the danger might not always be obvious. Sometimes, the threat is an insidious evil that has slowly but surely led people to accept its role as a fundamental necessity in their lives, or even praise it as a model to strive towards.

The **Pale Fleet** is a mysterious horde of alien ships that have arrived from deep space, having reduced all planets on their path into charred husks.

Billionaire **Lloyd Rand** has used his family's wealth to monopolize the entire aerospace industry, getting rid of anyone who opposed his dream of creating a vessel capable of traveling between dimensions. The public see Rand as a pioneer and visionary, unaware of his scheme to fully drain the planet's energy to reach a mysterious entity he is obsessed with.

## CLASHING COMMUNITIES

In techno fantasy worlds, conflicts are carefully manipulated to ensure that the less privileged sections of society do not join forces. The whole known world might even be under the authority of a single organization or alliance, but this too will be a facade hiding many tensions and rivalries.

The three gangs of the **Crystalline Canyon** are locked in a merciless war. The gangs' patriarchs stoke the hatred, bankrolled by the **Hanneman Corporation**. This multinational sells weapons to all factions involved and aims, at some point, to present the Assembly of Nations with a... radical solution. In exchange, all they ask for is control over the region, which is rich in minerals.

Officially, Earth and its Colonies from Artemis to Enkelados are under the authority of the **Terran Empire**, which also controls the development and trade of **ExoMags**, mighty mecha which are attuned to their pilot's spirit. However, a rebel group of Mirandian independentists managed to seize a military ship with an experimental ExoMag prototype onboard, known as **Verdant Sabre**. What power does it conceal?

## EVERYTHING HAS A SOUL

This pillar may seem somewhat tough to reconcile with a colder and more high-tech setting; however, it's crucial for the stream of souls to remain central, even if it's recast with a sci-fi aesthetic.

The **Moon of Energos** is a legendary planetoid near the galactic core, where all the spiritual energy of the universe flows from. Its location is unknown, and the portals leading to it have been inactive for millennia.

**Psychospace** technology allows for the transmission of information over great distances through the stream of souls. It's a dimension where thoughts and words can transmute into virtual demons that pose a very real danger.

Considered to be the Union's main source of welfare, **CradleCorp** encourages conflicts and violence in poor regions and uses the ensuing spiritual oscillation to generate electrical energy. The process may well be destabilizing the planet's elemental balance, but the profits are excellent.

## MAGIC AND TECHNOLOGY

In a techno fantasy context, magic and technology should be deeply interconnected, although there will often be some form of ancient and powerful magic that science cannot fully comprehend.

The groups of diabolists fighting over **NeonCity** use occult firearms known as **pentaguns**, which channel magical energy into bullets.

Larger spaceships use **entropic inversion engines** to bend space and time and travel well over the speed of light, but smaller vessels have to rely on **flux portals**, which are usually well-guarded by the armed forces of each system.

Ruleswise, it's important that **magic** and **Rituals** can interact with tech and machinery – which should thus be fueled by magical energy or similar resources.

## HEROES OF MANY SIZES AND SHAPES

Techno fantasy's sci-fi elements allow you to play androids, bizarre aliens, psychic phantoms, and even experimental life forms; at the same time, many techno fantasy heroes have names and past lives extremely close to those of our real and contemporary world.

**Vera Arkland** was once an assassin for the **Triumvirate**, but is now on the run after she **refused to murder** her target – another PC from the group! She wields a pair of electrified daggers and has superhuman reflexes.

After the lab where he worked was assaulted by mercenaries from **Luminous Enterprise**, brilliant scientist **Yui Jiménez** lent his expertise to the anti-authoritarian organization **Quake**. For all intents and purposes, Yui is now considered a terrorist by the world governments.

**Gog**, short for **Gogorange**, is one of the last surviving members of an ancient people of **highly intelligent fish** whose home planet was rendered uninhabitable by the orbital crystalline fusion cannons of the **Moroz Protectorate**. Gog has joined a group of rebel heroes and is hell-bent on **avenging** the death of her loved ones. She uses a **special exoskeleton** to survive out of water and handle her gear.



## IT’S ALL ABOUT THE HEROES

Respecting this pillar can be challenging in techno fantasy worlds where the Villains’ machinations extend over entire galaxies, supported by the very structures of society. It’s important that both Game Master and Players do their best to **make the Player Characters central**, whether because of their **choices**, their **bonds with the antagonists**, or the possession of unique **information, abilities, or artifacts**.

Bounty hunters **Closure** and **Astarte** are famous for being cold and adamant professionals. However, when they saw a young girl being chased by surveillance squads from the **Coevi IV** federal lab, they acted on instinct and hid the girl inside their ship. They do not know it yet, but this simple act has changed the fate of the universe: the girl is able to attune with the stream of souls and communicate with entities from other dimensions.

When **General Arkhov** invaded the **Amber Archipelago**, she ordered the extermination of the **hushblade monks**, but one of them survived. Now, with a mask partially hiding their face and a half-artificial body, the monk is recruiting fighters to stage a revolt.

If you ever realize that the Player Characters have no way to take significant action during the campaign, do not hesitate to introduce new elements that would allow them to do so, either via Fabula Points or the GM’s questions.

## MYSTERY, DISCOVERY, AND GROWTH

In techno fantasy stories, the protagonists find themselves plumbing the depths of the **injustices and deceptions** upon which their society is built. This process should translate into strong **personal growth and introspection**, which is juxtaposed with the main antagonists’ **inability to repent, grow, and change**.

**Frederika Lansbury** rebelled against her family and LansTech’s trade empire to join a group of freedom fighters and activists. During the campaign, she will discover how **grotesque and perverted** LansTech’s operations truly are, but also that she was **naive and conditioned** due to the education she received.

Arriving before the **alien queen** within the depths of the **Praxis bioship**, our heroes discover that the energy powering their own vessels is stolen from a **parallel galaxy** where the Praxian people live, which is slowly dying as its life force is drained.

# BEFORE WE START

The following pages discuss some crucial aspects of participating in a techno fantasy campaign with **Fabula Ultima**.

## HEROES, DESPITE IT ALL

Usually, techno fantasy heroes have traumatic pasts and have disavowed society – or were disavowed by it. Dark **Themes** such as **Guilt**, **Doubt**, **Anger**, and **Vengeance** are extremely common, and it is likely that the Player Characters will kill one or more adversaries during the campaign.

Remember, however, that **you are playing heroes**: though the PCs might rely on drastic measures or take a life, these actions will shake them deeply – that's the main difference between them and techno fantasy **Villains**.

Make sure to discuss these topics carefully and agree upon the **scene tone** and the **level of violence** you find acceptable in your campaign.

## A BIT TOO CLOSE TO HOME

The techno fantasy genre explores scenes, lives, and themes extremely close to those of the world **today**: war, imperialism, classism, discrimination, billionaires and dictators able to commit crimes of all kinds without facing consequences, and much more. Even combat often involves firearms, drones, and vehicles, evoking situations that we are unfortunately familiar with and that one or more people at the table may even have experienced firsthand.

As always, **take care of those you play with**: there's nothing wrong with preferring a world in which battles are fought between armies of magic-driven mecha wielding bladed weapons if doing so allows you to approach and confront techno fantasy themes from a safer distance, without reaching harmful levels of discomfort.

## REMEMBER TO BREATHE

We've already addressed the fact that techno fantasy tends to be the **bleakest** play style in **Fabula Ultima**; that is precisely why you should take time to play scenes in which the Player Characters rest, joke, and take care of one another, showcasing **the hopes and dreams** that they fight for. Try to keep a rhythm that **alternates** between moments of tension and moments of levity.

## AGAINST THE WORLD

In most **Fabula Ultima** campaigns, Villains act with egoism, obsession, or cruelty in a world that is often aware of the evil in their actions. This is not the case in techno fantasy: society **has surrendered to the Villains or directly supports them**, while law and police reforces merely represent **further weapons** in their arsenal.

It is the Player Characters, and not the Villains, who are “undesirable”.

The consequence is that the heroes **cannot trust any form of power, authority, or surveillance**, and many of the people they encounter will strongly consider betraying them to gain favor with the establishment. Any person who tries to aid the PCs is making a **great effort** and putting themselves in **grave danger**.

The path of techno fantasy heroes is littered with **loss and sacrifice**, and they will need to **seek comfort in each other** to avoid losing hope. The Game Master should consider these factors when applying the **consequences for Surrendering**.

## TECHNO, BUT STILL FANTASY

When dealing with futuristic settings, power plants, and modern equipment, it may be tempting to apply academic logic and the principles of physics to the characters' plans and the description of scenes – especially if someone in your group studies or works in these fields. However, this would be a **terrible idea**. You are still in a JRPG, where scientific terms and theories are plot devices that contribute to an **aesthetic**, and heroes continue to face obstacles following the logic of a fantasy narrative. Use these devices to make a scene more impressive, **but do not worry about them too much**, and, most of all, do not forget that magic should interact with all these technologies!

## MANAGING INFLUENCES

Works of science fiction have a tendency to rely on concepts and terms derived from philosophy, anthropology, and religion to give their locations, characters, and events an aura of **importance and mysticism**. Drawing inspiration from a wide variety of thinkers and cultures is undoubtedly stimulating, but it's important to find sources that cover their topics with awareness and **without distorting or stereotyping them**. Moreover, make sure that this content and references do not strike delicate chords with other people at the table.





# THE WORLD

This chapter provides a bird's eye view of **Fabula Ultima**'s approach to techno fantasy worlds. Both Players and Game Masters are welcome to read it – it contains valuable tools for both roles.

The chapter is constructed as follows:

## TECHNO FANTASY LOCATIONS

This section helps you create techno fantasy areas, worlds, and even planets. It also provides ten in-depth examples of techno fantasy locations, each detailed first as a narrative archetype, and then as a collection of playable hooks.

## CONFLICTS

This section explores techno fantasy conflicts from both narrative and rules perspectives.

## MAGIC AND RITUALS

This section delves into the role of magic in techno fantasy worlds and considers how magic interacts with technology.

## TECHNOLOGY

This section provides advice on managing the “tech” of techno fantasy worlds, including space travel, airships, and clashes between vehicles.

## RARE ITEMS AND ARTIFACTS

The chapter's last two sections focus on rare items and artifacts you might find in a techno fantasy setting. As well as general advice, there are also a number of ready-to-use item lists.

# TECHNO FANTASY LOCATIONS

During **World Creation** (see **Core Rulebook**, page 148) and during play sessions, you will often be called upon to introduce new regions, settlements, or points of interest. This section contains advice and suggestions and discusses the mindset to adopt when creating techno fantasy locations, and then provides ten examples you can use in your campaigns or draw upon for inspiration.

## INEQUALITY AND OPPRESSION

The most important thing to remember when you imagine or describe a techno fantasy location is that it should be connected to **one or more forms of inequality and oppression**. Sometimes, the location embodies these elements through **metaphors**; otherwise, it **presents one of the parties involved** within the dynamics of exploitation, control, and repression.

- ◆ **Above and below.** This type of location is divided into two macro sections, one of which exercises power over the other. It could be a metropolis built on two levels, where the rich and privileged castes live in luxury, while most of the population is trapped in slums where the light of day never shines. Another example is a planet occupied by a colonizing military force.
- ◆ **One of the parts.** This is the most common option: the location is already under the full control of an antagonist, who uses it as a base of operations for the next phase of their plan. Alternatively, the location could be threatened by an overwhelming force and need protection.

We might say that techno fantasy locations follow one main rule:

If a place is **completely safe** from the Villains' schemes and it does not represent either **a victim or an oppressor**, then it still needs some work. It is fine if the inhabitants are simply **unaware** of what is going on... but the truth should emerge during play!

However, remember that it is **not** just the Game Master who has the right and responsibility to create, describe and enrich locations and areas in interesting ways – Players **should** also provide this kind of input during play. For instance, a Player could spend a Fabula Point to discover clues that indicate that the hyper-technological town's prosperity is based on the exploitation of disposable labor.

## START WITH A BANG

Techno fantasy stories usually start in a situation **rife with tension and urgency**, where the Villains have already enacted the initial phase of their plans. They now aim to consolidate their power, escalating towards even more heinous cruelties, all in the name of personal goals for which they are ready to sacrifice countless lives.

These stories tend to maintain a **high level of tension from start to finish**, though the final locations and events should be more awe-inspiring and contain greater fantastic elements than the initial ones.

For example, the campaign might start with the **theft of a special prototype from a corporate factory** and end with a breathtaking battle amid the **floating skyscrapers** of a megalopolis reshaped by **psychic energy**, in an attempt to stop an **alien entity** brought into this world by a ruthless megalomaniac billionaire.

However, as explained on page 12, remember to include **moments of respite** between missions, so that both the Players and the Player Characters can catch a breather.

## VARIABLE SCALE

As a genre, techno fantasy is well suited for campaigns with a variety of different scales, which might even encompass **entire galaxies**. Here are some examples of how a consideration of scale can influence the creation of both the map and the world:

- ♦ **Ecumenopolis.** The campaign takes place on a completely urbanized planet: the various neighborhoods and districts become locations, cities, and nations – you need to make **travel rolls** to move between them.
- ♦ **Homogeneous planets.** In full space opera style, the campaign unfolds on many planets, but each of them contains a single ecosystem or point of interest. In this case, **each planet becomes one location** on the map, and the solar system or galaxy becomes the “world”.
- ♦ **Multiple maps.** The campaign extends over different planets and solar systems, each using **separate maps** to track movement on various scales – galactic, interplanetary, and planetary. The risk here is that things get too complicated, without actually adding much benefit to the gameplay experience.

You can find more information on travel and space maps on page 78.

## TECHNOLOGY AND SOCIETY

Predictably, technology plays a crucial part in techno fantasy: it's not just an aesthetic element but a symbolic and thematic one as well. Technology offers power and control and can turn even magic into a "mass-produced" industrial product. Different locations should showcase **different uses and forms of technology** in the hands of allies and enemies alike.

For example, in an oppressive megalopolis, technology could be **cold and inhuman**, all robot patrols and faceless drones. However, for a colony of asteroid miners, tech is an **ally on which the communities' survival depends**, and to which all members have equal access.

The fundamental point is that technology **is not intrinsically good or bad**, but rather a tool through which we will express the values, desires, and fears of various communities and cultures that populate the campaign, who might use that technology in constructive or destructive ways.

## THE SEED OF REBELLION

Another crucial aspect of techno fantasy locations is that each of them should contain some form of potential or ongoing rebellion against those in power. These do not necessarily need to be active, organized rebel cells, it might just be the efforts of isolated individuals who are fighting for a brighter future, hoping to contain or sabotage the oppressors' progress.

For example, a senator from the Federation's capital planet might be **collecting secret funds** to finance autonomous guerrilla groups. Or, in a vast metropolis ruled by corporations, an illegal clinic could offer **refuge and medical attention** to those who cannot access corporate privileges.

Obviously enough, these elements **should never make the Player Characters irrelevant to the situation**. Simply put, each location will be home to some people who have long awaited the arrival of someone who shares their ideals and who can help them finally fight back.

Likewise, if the PCs should fail or break their word, some of these allies could **react**, becoming antagonists themselves.



## USING THE SAMPLE LOCATIONS

The following pages contain **ten complete** techno fantasy **locations**, which you can draw ideas from or place directly in your campaign, both during and after **World Creation** – for example, when traversing an unexplored map region.

Each location entry is structured as follows:

- ♦ **At a glance.** This section provides a synopsis of the location: its **keywords**, the **themes** it symbolizes, the **terrain** around it, and its **elemental forces**, as well as suggestions for **dangers and discoveries** in the area.
- ♦ **Questions for the group.** In *Fabula Ultima*, you should not introduce elements disconnected from the group. These questions give depth to the location and allow Players to have creative input. Usually, the Game Master will ask the questions – and they should make it a habit of doing so even when introducing locations that do not come from an **Atlas**.
- ♦ **Typical features.** This section provides examples of characters and other elements that can typically be found in this sort of location. Feel free to take these and use them in other similar locations of your own devising.
- ♦ **Position.** Here, you will find suggestions on where to place this type of location, both geographically and in the campaign's timeline – towards a campaign's start or end, for instance.
- ♦ **The Villains' plans.** This section provides suggestions on why Villains might be interested in this or similar locations.
- ♦ **Story hooks.** Lastly, this rich section details a list of **points of interest** (📍), **mysteries** (🔍), and **help requests** (🙏), which the Game Master can use in whole or in part during play.

Players and Game Masters alike are welcome to read these sample locations – they will help the group attune to the techno fantasy style, and can provide you with inspiration when needed.

Do not take any of what follows as “canon” or “official” – you have full authority to modify any of these places as you see fit!

## THE HIDDEN PLANET

# Agathyon

The faded memory of an almost forgotten people, Agathyon seems to be a planet far removed from human influence. Nature reclaimed what had been stolen from it: ancient ruins are all that remains of aeons long gone. However, under the surface, the thrumming heart of the planet's original civilization still beats, encased within self-moving tunnels and an intricate labyrinth of metal and light.



### AGATHYON AT A GLANCE

**Keywords:** exploration, primordial knowledge, secrets.

**Themes:** delving into the unknown, the origins of the world, a power worth protecting.

**Terrain:** forest, metal, unknown energy.

**Common elements:** ⚡ 🖐️

**Travel roll:** d8, d10, d12.

**Rare elements:** 🌀 🐉

**Dangers:** structural failures in the ruins, distortions in space, a steel titan guarding a forgotten entryway.

**Discoveries:** an unusual weapon from the past, a secret lab containing a holographic message, a hyperbaric chamber that heals wounds.

- ♦ *Many legends revolve around the secrets that pushed this planet's inhabitants to conceal it from the rest of the universe. What are the most widespread theories?*
- ♦ *Many have traveled in search of the mysteries that Agathyon guards. Did someone reach this place before you? What became of its inhabitants?*
- ♦ *What distinguishing marks were left by the ancient civilization that lived on this planet? Which of them are still visible in other peoples across the universe?*
- ♦ *Although the planet appears to be abandoned, some creatures have survived the extinction. What are they like?*
- ♦ *What defensive mechanisms were installed to protect this place's ancient knowledge?*

## » TYPICAL FEATURES

The typical Hidden Planet should include at least one of these features:

- ♦ A **lab** hiding the secrets of life's origins.
- ♦ An **ancient civilization** that withdrew long ago, guarding a terrible secret.
- ♦ The **mysterious techno-organic being** that originated it all.
- ♦ A **space-time anomaly** that hides the planet from the rest of the universe.

## » POSITION

Agathyon's structure makes it an ideal **turning point**: the sudden discovery of the planet's secret might be the spark that sets the campaign's events into motion. Equally, Agathyon could easily be the **final destination** where the group can recover an artifact capable of stopping the Villains' plans. But beware – returning to the Hidden Planet will be near impossible; it is best to decide wisely when to visit it.

## » THE VILLAINS' PLANS

All those who crave power desire Agathyon. A **major Villain** – perhaps one ready to escalate once they get their hands on the hidden secret – probably aspires to reach the planet. Likewise, a **major or supreme Villain** might be the one controlling the power hidden in this location, so that no one can oppose their plan of universal conquest or rebirth.

## STORY HOOKS

When bringing Agathyon into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



### THE LOST CITY

Beneath the thick canopy enshrouding the entire planet one can still find signs of progress made by a civilization that was never truly forgotten.

- ◆ **The observatory.** This structure towers over the lost city; within it lies a huge high-tech astrolabe, several machines for charting space travel, and a holo-planetarium representing the known universe. Where do its routes lead? What were the planet's inhabitants monitoring?
- ◆ **The thoroughfare.** Once brimming with life, this road is now constantly patrolled by **Hexabots**, large sentient constructs that seem to have forgotten their original purpose. What was it? How do they behave towards the characters? Do they share some technological elements with the characters' homeworld?
- ◆ **The place of knowledge.** A huge labyrinth of databases and memory cards, only accessible through neural plugins. It seems to contain readings on all living – and nonliving – beings. Who guards – or once guarded – these archives? One room contains a project for a Hexabot prototype similar to a human being, but the capsule containing the experiment is empty. What happened to it?
- ◆ **The plaza of heroes.** A wide open space at the end of the main thoroughfare, where several Hexabots lie prostrated in adoration. Metal statues standing in a semicircle skirt the area: they portray warriors from an ancient conflict, among whom a fighter wearing an alien gauntlet stands out. A strange digital voice drones from the gauntlet. If touched, it can take the shape of any weapon. Who are the heroes honored here? Who does the voice belong to?



### LOST KNOWLEDGE

Whatever the secret was, the people of Agathyon clearly did all they could to protect it. Why then, did they fade out of existence, ceasing to guard it?

- ◆ **The living cemetery.** An austere place full of capsules stored in lines and stacked on top of each other. Each holds a body in permanent stasis. What features do the creatures within have? Why did they choose such a fate?

- ♦ **Prime.** This ghostly, empty husk, the wandering remains of the first being in existence, roams the planet dragging its weary limbs. Guided by voices within the stream of souls, they are constantly searching for new minds to learn from, in an effort to reconstruct their past. **Prime** is an **elite-rank** creature who can summon **Effigies** of the past by drawing from the memories of their material life – in combat, a new **soldier-rank Effigy** joins the scene at the end of each round, up to a maximum number of Effigies equal to half the number of PCs. Prime can inflict the **dazed** status with their blows and continuously changes the weapon type with which they attack, preferring to deal damage to the target's **Mind Points** rather than **Hit Points**. Prime **Absorbs bolt** damage and **Resists earth** damage but is **Vulnerable** to **light** and **dark** damage.
- ♦ **No way out.** The characters are doomed to clash with Prime indefinitely unless they figure out how to stop the loop: Prime knows how to do so, but how can the creature be convinced to reveal the solution? And why does Prime want to stop the protagonists from uncovering Agathyon's secrets?



## ABANDONED

The Player Characters' devices pick up a strange signal, but it is hard to track its origin. Someone seems to be trapped in one of the planet's buildings!

- ♦ **Twin buildings.** These huge, decaying buildings hide the remains of ancient experiments. They once belonged to **Proto Corp**, a well-known firm that developed new technologies. However, the buildings housed rival research teams with vastly different philosophies: how did they differ? Why were the buildings abandoned?
- ♦ **Alone.** The signal comes from a weapon abandoned in one of the labs. The object contains **Helyzia**, an artificial **Arcanum** created by Proto Corp in an attempt to imbue the power of the Arcana directly into human bodies. What gifts does it grant its wielder? Discarded by her creators, Helyzia fears for her twin **Zheliya**, who could become a terrible threat in the wrong hands. Sadly, Helyzia does not know if her twin is still on the planet or was moved elsewhere. Where is Zheliya? Who took her?
- ♦ **Towards new horizons.** The research might lead the PCs into Agathyon's bowels, or towards galaxies far away. In each case, Helyzia can lend the PCs her powers in exchange for help. She becomes an artifact for those who wield her or bind her like a true Arcanum: what abilities does she grant? What side effects do they cause?



## DWELLING OF THE GODS

# Axis

A flying megalopolis crafted from gilded steel; its mere passage blots out the sun. Gazing up at it from below, it is natural to wonder what kind of life its privileged inhabitants might live. After all, the only way to dwell aboard Axis is through one's own birthright - none can otherwise earn permission to visit the floating city, especially as the Home of the Gods never sinks so low as to touch the planet's ground.



### AXIS AT A GLANCE

**Keywords:** austerity, elitism, mystery, technocracy.

**Themes:** discrimination, classism, bioessentialism, amoral and genocidal science.

**Terrain:** steel, cement, gardens.

**Common elements:** 🍌 🏠 🌻

**Travel roll:** d6, d10.

**Rare elements:** 🌀 🧠

**Dangers:** a checkpoint with genetic identification systems, someone finds out that the PCs are intruders and calls the authorities.

**Discoveries:** access codes to a secret lab, a shop with hyper-technological accessories, a repenting inhabitant.

- ♦ *Do any of you descend from the people of Axis or have you dealt with them in the past?*
- ♦ *How did you infiltrate the city? What do you see in the glares of its inhabitants?*
- ♦ *What habits of the city's people surprise you the most? Why do they zealously embrace the founder's ruthless philosophy?*
- ♦ *Are there more or fewer inhabitants than you expected? How are they divided within the city?*
- ♦ *What place in Axis is best protected? What is guarded there?*
- ♦ *How many security androids do you see around? What extraordinary piece of equipment are they armed with?*

## » TYPICAL FEATURES

The typical Dwelling of the Gods should include at least one of these features:

- ♦ A **symbol representing the city or nation**, flaunted everywhere.
- ♦ **Harsh laws**, expressed paternalistically and justified by the system.
- ♦ A **shameless governor**, cold and without ethics.
- ♦ **Futuristic architecture**, functional and minimalist.

## » POSITION

At the start, it may be unthinkable for the Player Characters to enter a place like Axis – there's too much security, too many enemies and ruthless surveillance. They are more likely to explore the city during the second half of the campaign or just before its end. The protagonists' moral virtues could be quickly discounted, contested by dogmas that lodge deep within the inhabitants' minds. But this trial might let the group show the world that they are the subversive heroes this era really needs.

## » THE VILLAINS' PLANS

A place like Axis could be both the lair or weapon of a Villain – perhaps someone born in the city and who believes they are its rightful heir – or a tool desired by many factions who are ready to plunder its technology. As the campaign unfolds, Axis might even be destroyed by those eager to punish its inhabitants' pride or conquered by a supreme Villain who manipulates the city's cruel ambitions to stage a coup.

## STORY HOOKS

When bringing Axis into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



### THE CENTRAL ACADEMY

Only the most brilliant minds, and those most faithful to the founder, may enter here. Each wing hides secrets and cruel experiments.

- ◆ **Only for the few.** The more one plunges into this cold and sinister place, the more one risks losing humanity and empathy. How did the PCs make it inside? What peculiar detail sends shivers down each characters' spines?
- ◆ **Efficiency.** An efficient and spartan architectural design is applied rigorously to all spaces. The people that the PCs encounter are not dressed like normal citizens, but wear the uniforms of different research teams. What department do they belong to? Do they have distinctive behaviors?
- ◆ **Scientific curiosity.** Despite their haughtiness, the scholars of the Academy seem especially curious about the PCs: they study their movements, mannerisms, and overall behavior. However, the researchers do not seem interested in truly "understanding" the PCs but rather in putting them to the test, as if to verify how much they can get through before the inevitable misstep. How do they challenge them?
- ◆ **A holographic manifesto.** Holograms of Axis' founder, known only as "the Father", decorate all levels of the building. Each projection is programmed to speak with those who address it: they can provide advice, make observations, and sustain passionate ideological conversations. Are they truly "just" holograms? What is the central tenet of the Father's philosophy?



### PROJECT EREBUS

A diabolical plan is secretly taking place in Axis. Project Erebus aims to destroy all life forms on the planet, replacing them with something else...

- ◆ **A slow poison.** Axis' scientists have discovered how to poison the stream of souls. It is a slow process that eliminates all forms of rebellion and independence from the human soul, making it amenable to subjugation and indoctrination. Who created this technology? How do they intend to enact their plan?

*“Those who inhabit Axis think they are the sun, that they live like gods, but all that is left in their wake is shadow and frost.”*

- ♦ **Submission.** Because of Project Erebus, more and more people are deprived of their emotions and desire to live, and end up living dampened lives. Is there a way to save the people of the “world below” from seemingly inescapable enslavement?
- ♦ **Perfect servants.** Once the subjugation process is over, the inhabitants of the flying city will finally be able to dominate masses of individuals, wholly dedicated to them, who will welcome the people of Axis as uncontested gods and masters. How much time remains before the end of free will?
- ♦ **Decide.** Unknown to the Axian elite, a rebel group has discovered Project Erebus and is secretly trying to stop the poisoning and save the unknowing “people below”. Who are the members of this organization? How do they operate in the shadow of the Dwelling of the Gods’ rigid surveillance?

## SOS

The Player Characters discover a cryptic – and antiquated! – SOS sent via Morse code. Though the message is corrupted, the group manages to trace it to one of Axis’ neighborhoods.

- ♦ **Missing persons.** The signal was sent by doctor Kayla, a genius scientist from Earth, who went missing long ago. She and her team were kidnapped from various locations and brought to work in secret laboratories aboard the floating city. Luckily, Axis’ advanced surveillance devices cannot detect such an “obsolete” signal, and Kayla was able to contact the PCs and guide them to her location. Where in the city is Kayla’s lab located? Which other well-known scientist was imprisoned with the doctor?
- ♦ **Arrogance.** The people of Axis are certain that their prisoners cannot escape. What security system or guards do they rely on? Which weak spot are they overlooking?
- ♦ **Theory and practice.** The doctor and her colleagues have an escape plan: to suddenly activate the invention they are working on, the **Quantum Teleporter**. However, they need the PCs to power up a generator in the lab’s basement first. What is the worst danger that the group might encounter?
- ♦ **Forever grateful.** If the escape plan works, the scientist might offer to add new, surprising special features to the group’s trusty vehicle. Perhaps it is just what they need to flush out the Villain...

## THE PENITENTIARY FORTRESS

# Bentham Complex

Surrounded by an anti-magic field, this vast penitentiary comprises over seventeen subterranean levels. In contrast with its formal name, which many would find unthreatening, the inmates suffer arbitrary and inhuman treatment: from their office atop the tower, the Supervisor forces them to carry out brutal work in long, unforgiving shifts and “disposes” of the less efficient teams in the lava lake beneath the facility.



### BENTHAM COMPLEX AT A GLANCE

**Keywords:** labyrinth, oppression, imprisonment, terror.

**Themes:** the inability to fight back against the system, the violence of an oppressive and authoritarian regime, person against person.

**Terrain:** magma, metal, rock.

**Common elements:** 🌀 🩸 🧠

**Travel roll:** d10, d12.

**Rare elements:** 🧊 🌟

**Dangers:** a “corrective” murderous machine, desperate prisoners ready to do anything to scrap by, dangerous anti-escape traps.

**Discoveries:** a clever but abandoned escape plan, a terminal with detailed information about the inmates, a skeleton key to access the Supervisor’s office.



- ◆ *Do you know someone imprisoned here? Who are they? Under which accusations were they arrested and sent to the Complex?*
- ◆ *What is your plan of entry? How do you think you will escape?*
- ◆ *How does the anti-magic field manifest? Who or what is in charge of its maintenance?*
- ◆ *What continuous sound do you hear once you are inside? What can you hear, instead, in the rare moments of quiet?*
- ◆ *Have any of you caused someone to be incarcerated in Bentham without knowing what happened within?*
- ◆ *Which of you lost a loved one to the Penitentiary Fortress?*

## » TYPICAL FEATURES

The typical Penitentiary Fortress should include at least one of these features:

- ◆ A **sense of suspicion and paranoia** among the inmates.
- ◆ A **despot director** – who likely owes their position to connections – with access to a privileged area.
- ◆ A **speaker system** that keeps the time by blaring out patriotic sermons.
- ◆ The constant **threat of an awful death**, which thwarts any rebellious instincts.

## » POSITION

Bentham Complex may appear in different parts of the adventure: our heroes might start their story breaking out of the prison or attempting to thwart a scheme aimed at framing them and confining them here. They might also visit the Complex later during the campaign, perhaps to save another PC captured after **Surrendering**.

## » THE VILLAINS' PLANS

If the Villain represents institutionalized power, this is the perfect place for their despotic nature to fully reveal itself – a representation of the world they desire, where they can crush at will any who oppose them. If, instead, the Villain is a product of power, Bentham Complex may be connected to their past or act as a recruitment base for future accomplices, whom the Villain saves from “a cruel and unjust sentence” thanks to the right words and resources.

## STORY HOOKS

When bringing Bentham Complex into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



### THE SIXTH FLOOR

This is where Espers and those capable of using magic and Arcana are detained. The area is accessible only by the Supervisor and a few officials but forbidden to anyone else.

- ◆ **A vice-like grip.** This special floor of the fortress overhangs the sea of lava and is supported only by a metal arm. The constant and disquieting creaking noises add to the fear of sudden death that already grips the inmates. The cells are bare and have been specially designed to dispose of the guilty quickly: their floors can open independently, plunging the occupants into the fires burning beneath Bentham. Is someone the PCs know locked in this place?
- ◆ **Propaganda.** The Supervisor constantly carries out campaigns of pure terror against this floor's inmates, and spends much of the budget on devising security measures that can completely shut down a person's magical powers. Where do most of the Supervisor's funds come from? How do they invest these funds?
- ◆ **The fruits of hatred.** Six probes, artfully positioned throughout the floor, keep the anti-magic field active at all times: anyone under their influence constantly suffers from the **weak** status and cannot perform any Rituals. Moreover, each spell costs **5 extra MP** for each active probe. How can they be deactivated?
- ◆ **Escape.** If all the probes are deactivated or destroyed, the anti-magic effect instantly stops. But it won't be long before the Supervisor and their cronies unleash anti-magus machines against anyone attempting to escape. Even so, the sixth-floor inmates are quite happy to collaborate with anyone who proposes a valid escape plan.



### THE SLITHER

The prison is rife with tales of the Slither, a creature believed to dwell in the sea of lava, who feasts on prisoners, moving easily between the Complex's hallways and floors.

- ◆ **Disappearances.** No one can confirm the Slither's existence, but it is a fact that inmates disappear regularly for unknown reasons. Who was the last to disappear? What traces did they leave behind?

- ♦ **Invisible.** The anti-magic field hinders the use of magical arts, but it does not seem to bother the Slither, who moves about rapidly, unseen by surveillance systems. What trace did the creature leave behind? How did the PCs discover it?
- ♦ **All are prisoners.** Though they do not talk about it, even the Supervisor is terrified of the Slither. What measures have they put in place to contain the creature? Perhaps the Slither was born from the Supervisor's failed experiments or feeds upon the pain of the Esper inmates?
- ♦ **The Bentham horror.** The Slither is an invertebrate **monster** with an erect posture. It Absorbs **fire** and **dark** damage and is covered in magnetic debris that distorts any attempted scan or reading. It is Vulnerable to **ice** damage and when in **Crisis**, it tries to flee, emitting incandescent flashes. What created it? Why does even the Supervisor fear it?



#### FOR A FRIEND

One of the Player Characters is contacted by a childhood friend, **Anastasia**. She asks the group to help her free her brother, **Gerard**, incarcerated for having tried to stop the beating of striking workers by a squad of law enforcers.

- ♦ **Old memories.** Anyone who knows Anastasia surely also met Gerard. What memories do they have of him? Was he hot-headed, a rebel, or someone harmless?
- ♦ **A sinister man.** The lawyer **Karl Missach** knows how to get the PCs into the Complex. However, he is a shady type whose help comes at a steep cost... and he does not want zenit, just favors. What does he want the PCs to do for him in the fortress? What type of cover story can he provide?
- ♦ **Divide and control.** The Complex is rife with paranoia: some prisoners have been selected by the Supervisor to surveil the others. What kind of privileged treatment do these "guardians" have compared to regular inmates?
- ♦ **The second floor.** Gerard is imprisoned under the jurisdiction of the **Hyena**, a sadistic jailor chosen by the Supervisor, who gained his moniker from the awful habit of using bursts of laughter to spread terror. The Hyena is not willing to let Gerard go, and his goons collaborate with the prison guards to hinder the PCs.
- ♦ **Wings of freedom.** Helping Anastasia, the PCs discover that she is part of a faction of smugglers, the **Otters**. In exchange for Gerard's release, she will thank the PCs by letting them use her group's expertise to enter any town or village. What could go wrong?



## THE CELESTIAL ARK

# Donum Coeli

An ancient alien spacecraft crashed long ago in a land of rivers and waterfalls – a natural landscape with which the ship is now in perfect symbiosis, as though it had always belonged there. Standing before the Celestial Ark conveys a sense of wonder, but also unease, for it is constantly patrolled by armed members of the Cult, who bar entry to all.



### DONUM COELI AT A GLANCE

**Keywords:** antiquity, sublimity, alien technology.

**Themes:** extraterrestrial civilizations, cryptoarchaeology, religious fanaticism, exploitation of relics.

**Terrain:** water, forest, space alloys.

**Common elements:** 🍌 🧊 🦊

**Travel roll:** d8.

**Rare elements:** 🌀 🐉

**Dangers:** mutated fauna near the spaceship, Cult spies ready to take out any interlopers.

**Discoveries:** an ancient object in an unused exit capsule, visions of a peaceful alien creature, sources of mystical power within the ship.

- ♦ *What are the distinctive features of the alien spaceship's design? What features are markedly different from the technology you are used to?*
- ♦ *Who named the ship *Donum Coeli*, and when? Is this its only name?*
- ♦ *What are the characteristics of the natural environment that engulfed the ship? Is the site near some more recent settlement?*
- ♦ *What defense mechanisms protect the ship? How can you avoid them? Are they still functional?*
- ♦ *What may have caused the crash? What immediate effects did the event have on the place of impact?*
- ♦ *Which other factions covet the Ark?*

## » TYPICAL FEATURES

The typical Celestial Ark should include at least one of these features:

- ♦ **Alien tech** so advanced it seems magical.
- ♦ **Unexplored or sealed rooms**, protected by traps or similar devices.
- ♦ A **mysterious cult**, greedy for knowledge, and unwilling to share.
- ♦ A profound, **hidden secret** with vast existential implications.

## » POSITION

It is unlikely that the Player Characters access the Celestial Ark during the initial phases of the game: the site's existence and the consequences of the impact on the surrounding nature should always be shrouded in a thick veil of mystery. Once the Cult's activities are discovered, it should be simpler to find a way in and explore the contaminated area, perhaps through contact with alien creatures or studying data from previous local populations.

## » THE VILLAINS' PLANS

For a Villain, the knowledge hidden within *Donum Coeli* is a potential tool of domination. The Cult or similar organizations, keen to recover that knowledge, might provide cover and security to those conducting research, at least until the PCs show up. Controlling the Ark means being able to manipulate the faithful as well as terrorize enemies – a divine gift, desecrated and made into an instrument of death.



## STORY HOOKS

When bringing *Donum Coeli* into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.

### SYMBIOSIS

As time passed, the area around the point of impact mutated. After centuries of change, flora and fauna are now in perfect symbiosis with the ship.

- ◆ **The waterfall.** The ship is surrounded by crystal-clear waterfalls dotted with shining crystals. The Cult seems to understand the regenerative powers of these waters, but grants access only to a few selected individuals. How can one become worthy? On whom has the treatment had an unexpected result?
- ◆ **Floral corruption.** A field of mutated celandines blossom around the point of impact, but one of the Cult's core laws forbids anyone from going near the flowers, considering them soul corruptors. These strange flowers seem to follow the movement of the stars at night. They are "listening to the song of the cosmos", as described in some of the mysterious organization's forbidden texts, which were deemed heretical.
- ◆ **The Cult of the Gift.** Cult members guard the ship day and night, geared up in never-seen-before alien tech. They live and sleep in the outer areas of the ship and are currently led by **Azalya (minor Villain)**, who made the Ark her home. The rooms are "purified" daily, and access is barred to all. What are the Cult's dogmas? Why are they so tied to the Celestial Ark? What dangerous extraterrestrial weapon does Azalya wield?

### THE GIFT OF THE HEAVENS

*Donum Coeli*'s unexplored halls hide the ship's secrets. Once beyond the Cult's guards, the Player Characters might finally uncover what has been concealed for centuries.

- ◆ **Genetic information.** Deep within the ship is a terraforming nucleus formed by DNA filaments. None of the ship's original occupants could use it because it was damaged by the accident. What caused the crash? What happened to everyone?
- ◆ **Without a world.** If the PCs consult the ship's black box, they discover that the aliens were fleeing their home planet. Why? Was it perhaps destroyed by some powerful entity? Did the crew really want to land on this planet? How long did the ship wander through space before the impact?

*"Beware of the Ark that came from celestial space.  
Askew the yellow flowers. Fall prey to their temptations,  
and not even the Cult will be able to save your soul."*

- ♦ **Degeneration.** Apparently, the damage to the core of the ship caused the spillage of mutagen liquid that progressively transformed the biome around the impact site. It is not possible to repair the core without the genetic imprint of one of the aliens – even just touching it would cause painful cellular degeneration. Where can you find the alien genetic material?
- ♦ **Alien or human?** In the past, the Cult has tried to destroy the core, failing miserably. The sole survivor, **Leander (major Villain)**, still wanders the crash site, his DNA recombined into a deformed but cunning monstrosity who craves freedom. If hindered by the PCs, he attacks with his four tentacles, each of them **Vulnerable** to a different damage type among **air, earth, fire, and ice** and capable of **Absorbing** the opposite element.. Besides continuously stealing Hit Points and Mind Points from the PCs, these fearsome, **soldier-rank** appendages can protect Leander's body from attacks. The body itself is **Vulnerable** to **physical** damage but **Resistant** to all other forms of damage.
- ♦ **Backlog.** After defeating Leander, the group can decipher the Ark's secret code, which the Villain has failed to unlock completely. With this information, the PCs should be able to solve the issues with the core: how can they do so? How will this change the fate of the planet forever?



## HERESY

Professor Emmet was imprisoned for publicly denouncing the inconsistencies within the Cult of the Gift before its followers. He is now under custody within the Ark, awaiting execution for heresy.

- ♦ **Old allies.** Recruited by the professor's assistant, **Mid**, the PCs need to infiltrate the ship and save him. Did they already know the professor and his research? In which previous adventure was his help invaluable? How is he connected to the Cult?
- ♦ **The guardian.** The Cult's base is guarded by an ancient alien **construct**, reprogrammed to follow the Cult's orders. **ANATHEMA 002** is **Resistant** to all damage types as long as it remains powered by the Ark's central computer. How can the construct be dealt with, or the connection severed?
- ♦ **Zenit and gratitude.** If the PCs free the professor, they receive a new and reprogrammed ANATHEMA 002. The construct possesses secret memory banks with much information about the ship, its crew, and the accident. Moreover, Mid will reward the group with a nice pile of shiny zenit.



**THE ROAMING CITY**

# Extractor 7

That which would simply appear as a huge excavator from afar, actually hosts an entire city inside its clanking metal shell – its population constantly busy, working on the extraction of the planet's precious resources. As the tracks tear and crush the ground, the land itself shudders deep within. To survive, Extractor 7 must plunder and reap – is there really no better way?



## EXTRACTOR 7 AT A GLANCE

**Keywords:** anthropization, environmentalism, land exploitation.

**Themes:** the uncontrolled extraction of resources that impoverishes the land, neo-feudalism within moving cities.

**Terrain:** steel, dust, rust.

**Common elements:** ⚡ 🍖 🦊

**Travel roll:** d6, d8.

**Rare elements:** 🍌 🎲

**Dangers:** the malfunction or collapse of an entire city sector, looters sabotaging the extraction process for personal gain.

**Discoveries:** a secret passage that speeds travel between different areas of the city, a mechanic's workshop that offers cheap repairs.

- ♦ *What territory is currently threatened by the Roaming City? Why are you particularly connected to it?*
- ♦ *What is the first thing you notice when you see the extraction device?*
- ♦ *How long has this ecomonster been operating? What resources were used – or wasted – to construct it?*
- ♦ *Which of you has seen a place they loved destroyed by the city?*
- ♦ *Do you know the inhabitants of Extractor 7? Who decides its routes and paths of destruction?*
- ♦ *How are personnel selected? Which physical or mental qualities are especially sought after?*

## » TYPICAL FEATURES

The typical Roaming City should include at least one of these features:

- ♦ A **working-class** population completely dominated and exploited by the system.
- ♦ A **bright and ambitious** individual, who lost sight of their original, noble intentions.
- ♦ A **resource extraction system** with no concern for the environment.
- ♦ Politics that **cover up** labor exploitation.

## » POSITION

Extractor 7 is the typical mid-adventure location, where Player Characters dwell upon the sad consequences of environmental exploitation and on the people doomed to spend each day frantically working, imprisoned by a system that continuously plunders resources, time, and lives. Alternatively, the group might start the campaign onboard the Roaming City or encounter it early on during their travels, coming to understand the implications of its activities only after a tragic event.

## » THE VILLAINS' PLANS

Extractor 7 can be the main source of income for any Villain, who could be part of the city's management or some corporation that manipulates things from above. The land destruction could also be part of a larger plan tied to the planet's key resource or the destruction of something especially "unwelcome". And, once it is no longer useful, the Extractor could be destroyed by a mere command or press of a button...

## STORY HOOKS

When bringing Extractor 7 into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



### THE WORLD OF DOCTOR RYAN

Extractor 7's Sectors were not designed as parts of a city, though that is what they became. Anyone born in Extractor 7, dies in Extractor 7.

- ◆ **The Board of Directors (BoD).** The city's five superintendents report to **doctor Albert Ryan (minor Villain)**, a Zelnach Company employee who has made Extractor 7 into his private fief. What are the Board member's different jurisdictions?
- ◆ **The subterranean market.** Seemingly under the BoD's control, the market forms the economic heart of the city, hiding anything you might need beneath manholes and within snaking corridors. How can the PCs orient themselves in this area? What deadly risks does it hide?
- ◆ **The Sectorless.** People who lose their jobs tend to flee towards the undercity, a last resort for those too scared of the outside world to leave Extractor 7. Here, the days are marked by deprivation and hustling, with little light and much hunger. But some come here of their own accord: why?
- ◆ **The Union.** One group of people is trying to improve the working conditions of those who live in the Roaming City. They are the only ones who can bridge the gap between the BoD and the workers, and because of this, many accuse the Union of being corrupt and "coincidentally" aligned with doctor Ryan. How does one get a meeting with the Union? Do any of the PCs know a Union member, or even its leader?



### BELOW THE SURFACE

Discrepancies between production reports and the actual materials delivered are becoming more common. Where did the missing resources go? Could the legends about a hidden Sector be true?

- ◆ **Tau Sector.** Word on the street suggests the existence of a **phantom Sector**. Some workers and technicians claim they heard voices and the droning of machinery coming from the ventilation ducts of Sector Sigma – which often malfunction and suffer from power losses. Are the missing resources being used for some secret project?



*The Extractor and its people are desperate: they seem ready to do anything just to survive a few more hours.*

- ♦ **Missing workers.** In the aftermath of several blackouts, some Sector Sigma workers have vanished into thin air. Sector chief **Douglas'** explanations are unconvincing, and folks are more scared than ever. Does the chief know more than he lets on? How can he be convinced to reveal the truth? What would he risk if he spoke out?
- ♦ **Erik.** This young technician fled Sector Tau with proof of the experiments conducted there. He knows he cannot trust Douglas, nor any Zelnach agents – the tech he was working on is too dangerous to end up in the hands of businesspeople. What is it? How can the PCs help?



### FOR A FISTFUL OF ZENIT

Sector chief **Marisol** contacts the Player Characters to solve a problem tied to a redistribution and redevelopment scheme proposed by Human Resources, which could cause the pointless loss of many lives.

- ♦ **Top-down decisions.** **Ross**, Head of Human Resources and BoD member, has suddenly decided that Sector Omega is no longer economically viable – it will be shut down and replaced with warehouses.
- ♦ **A bad way to go.** If the characters do not intervene, Sector Omega's inhabitants will be rounded up and kicked out of Extractor 7, which will likely condemn them to a horrible death. What fate awaits them in the wastes around the city? What lurks there?
- ♦ **Alone against all.** Signs of impoverishment and rust are everywhere in Extractor 7, but Sector Omega seems even more run down than other areas of the city. What makes its state of decay immediately visible? What caused its decline?
- ♦ **Countermove.** Analyzing Sector Omega's balance sheets, Marisol discovered that it would be possible to redevelop the area and save it from being shut down. However, she needs the PCs to protect the people from Ross until she can prepare a full plan for the BoD. How can the group sabotage Ross' plans and save Sector Omega?
- ♦ **Grateful.** If the PCs help Marisol save Sector Omega, they are rewarded with free access to the area's labs and workshops, where they can improve their equipment and start new Projects at a discount.

## THE ALIEN MOTHERSHIP

# Nautiloss

A vast biomechanic alien ship, similar to a giant cephalopod, accompanied and protected by a swarm of small, insect-like crafts. Each day, hundreds of merciless robotic monstrosities pour down from it onto planet Ellipsis to reap destruction. The few survivors are captured and dragged onboard for reasons unknown to those who remain outside.



### NAUTILLOSS AT A GLANCE

**Keywords:** deception, invasion, extermination, revenge.

**Themes:** mutual destruction, causing a tragedy to avert a different one, cybernetic horror.

**Terrain:** atmosphere, organic material, metal.

**Common elements:** ☀️ ⚡️ ⚔️

**Travel roll:** d10, d12.

**Rare elements:** 🍌 🖤 🦊

**Dangers:** patrolling robot sentries, illusions and paralyzing traps, shifting tunnels.

**Discoveries:** an unguarded duct where one can shelter, the mothership's schematics, a malfunctioning robot ready to collaborate.

- ♦ *What are the main features of the alien robots? How do they pursue their work of destruction?*
- ♦ *How did the ship breach the planet's defenses? Is it equipped with some form of cloaking device?*
- ♦ *How did you reach the ship? Were you helped by a specific organization or kidnapped during a raid?*
- ♦ *Where do they keep the imprisoned population?*
- ♦ *What kind of treatment do the ship's "guests" receive?*
- ♦ *What strange rumors have the humans heard about the 'aliens' plans? Is there any proof?*

## » TYPICAL FEATURES

The typical Alien Mothership should include at least one of these features:

- ♦ **Especially advanced weapons** for attacking the protagonists' planet.
- ♦ A **cutting-edge system** providing cloaking and defense
- ♦ An **unknown technology** for moving through time and space.
- ♦ An **alien bloodline** – perhaps near extinct? – with unfathomable motivations.

## » POSITION

The Nautiloss could be a turning point for the campaign and the location of the narrative's **first and false ending**. Whether they arrived on the ship by force or their own free will, the Player Characters could find a way to stop the invasion and save the planet's population. However, some revelations might challenge the legitimacy of their actions.

## » THE VILLAINS' PLANS

Whoever controls the ship – ideally the creators of the robots attacking the planet – may have valid reasons to behave as they do, though they may still appear as a **major Villain** to the protagonists. However, the Player Character's actions could usher in a new Villain, more dangerous and powerful than the last: perhaps a creature hidden within the Nautiloss or an inhabitant of the planet, fallen prey to obsession and convinced that the only way to save their kind is by exterminating the alien species. The PCs may have a difficult choice to make...

## STORY HOOKS

When bringing Nautiloss into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



### THE NIGHTMARE WITHIN

Where there seems to be life, nothing is actually real. Instead, Nautiloss' most populous area appears to host a barren and inhuman tomorrow.

- ◆ **The womb.** Within the icy bowels of the ship, the prisoners brought to the Nautiloss are sorted in rows of metallic cells. Who or what takes care of them? Does one of the PCs recognize a familiar face here?
- ◆ **The armory.** New robots are constantly manufactured and armed for the invasion – they await deployment behind vast walls of purplish metal. What energy source powers the robots? How can the process be stopped?
- ◆ **The Reaver.** One of the production lines is heavily guarded by armored robots and electromagnetic fields. If they can gain access, the PCs can discover the **Reaver**, the unfinished prototype of a multifunctional transport and combat robot. Some of its physical traits are eerily similar to those of the inhabitants of the invaded planet. What are the aliens really planning? What is the prototype's purpose?
- ◆ **The charging cells.** This place is dimly lit by automatic lights, and heavy with an ominous silence. The robots that survived combat come here for repairs: they coil their long arms and crouch into specially designed cubicles. It is unclear who is in charge of it all – the only living souls on the ship seem to be the prisoners. Where are the aliens hiding? How do the robots behave if disturbed during their “rest”?



### WHAT REMAINS

Exploring the ship, the Player Characters find a damaged robot. By following it, they can enter a private area which houses a multitude of deactivated robots: a great opportunity to safely examine them.

- ◆ **The chip.** Upon inspection, the PCs discover a special chip that tracks and identifies the robots: it broadcasts information to a control unit deep within the ship. Who or what examines the logs?

*"All we have is the Void you will one day leave us with. Today, history is rewritten: you shall know Void, and your All shall be ours."*

- ♦ **A life in a link.** Deciphering the chip's contents, the heroes can discover the "Thoriath" code. This is the name of the alien species who created the ship and robots: on the verge of extinction, these aliens transferred their consciousnesses into the Nautiloss' systems – it was the only way to stay "alive". Can the prisoners save the aliens from extinction?
- ♦ **The bridge.** The last flesh and blood Thoriath survivor, **Verlon (major Villain)**, is holed up among the bridge's empty stations and can be reached by decoding the chip. If threatened, he controls robots at a distance and uses **Esper**-like powers (see page 110) to defend himself. When defeated, he explains that he traveled from the future to save his people from extermination at the hands of the planet's inhabitants. But is destroying lives to save others truly the solution? Is someone or something manipulating Verlon? How can you break through his convictions?



## CYNTHIA

A group of humans is discovered and captured while trying to escape the ship. An utterly terrorized woman named **Cynthia** manages to get away and contacts the Player Characters: she needs help to save her companions.

- ♦ **She seems... suspicious.** If the PCs meet her outside the ship, Cynthia seems a bit too eager to lead them inside and does not initially reveal her motivations. If met onboard the ship, Cynthia is more direct, as her companions are nearby. What makes the PCs inclined to trust her? Is it all real, or is it just a subtle alien ploy?
- ♦ **A new world.** Cynthia's companions are alive. She is certain because she overheard some alien communications discussing the prisoners' "reconversion" project. She does not know when this might take place, but she can provide the PCs with a recording of the conversation and lead them to the place where the escape plan failed. Why would the aliens use humans to create new models?
- ♦ **The rescue.** Cynthia's companions were indeed transferred to a special holding cell to await the terrible "procedure". How will they be converted into alien robots? Will their consciousnesses remain intact or be replaced? If the prisoners are saved, Cynthia rewards the PCs with an **interactive map** stolen from the Nautiloss: it can track the movement of the robots... and of some other, unidentified, life forms!



## THE MILITARY LAB

# Nidavellir

Far from prying eyes, Nidavellir is surrounded by glaciers on an almost forgotten planet. In this military outpost, concealed by massive steel walls and thick reinforced doors, scientists carry out perverted experiments in the utmost secrecy. It is an impenetrable research base where morals and ethics are lost within a labyrinth of aseptic corridors lit only by dim, intermittent neon lights.



### NIDAVELLIR AT A GLANCE

**Keywords:** immorality, mutation, progress, top secret.

**Themes:** captive specimens, dehumanization, illegal and ruthless experimentation.

**Terrain:** glacier, hangar, lab.

**Common elements:** ⚡ 🏠

**Travel roll:** d8, d10.

**Rare elements:** 🌀 🧪

**Dangers:** the outpost's automatic alarm system, capable of picking up on intruding heat traces; a dangerous specimen who escaped the lab.

**Discoveries:** a scientist repenting from his crimes, a serum that fortifies the body, an unguarded console with the lab's schematics.

- ♦ *What cruel experiments are secretly conducted in the lab? For what purpose? Have any of you taken part in, or are otherwise connected to the experiments?*
- ♦ *Who leads the projects? Who are their subordinates, and why did they agree to take part in the experiments?*
- ♦ *The planet is cold and inhospitable, but is it truly uninhabited? Who lives in this location besides the scientists?*
- ♦ *Which factions fight over the tech guarded in the lab?*
- ♦ *Who within the many research teams has links to the PCs' past?*
- ♦ *Who are the ones being experimented upon? How are they selected? How are they connected to the PCs?*

## » TYPICAL FEATURES

The typical Military Lab should include at least one of these features:

- ♦ A **secret plan** for a weapon with high military potential.
- ♦ The **grotesque results** of unhinged experimentation.
- ♦ An **amoral competition** to reach the pinnacle of evolution and progress.
- ♦ A captive **alien species**, used to enhance research.

## » POSITION

Locations like Nidavellir conceal an important secret that can drastically change the direction of a campaign, dragging the Player Characters into a desperate race against time to prevent a dangerous project from falling into the wrong hands. However, information about the lab's location should not be public domain: this is why the PCs will likely encounter this location only in the game's later phases, after some investigation.

## » THE VILLAINS' PLANS

The lab is an excellent base of operations for any **major Villain** worthy of their name, though they are unlikely to be there in person. They probably prefer to scheme from afar using a false identity, leaving **minor Villains** to manage the lab and pursue their evil plans. However, if the heroes try to thwart their schemes, this might also be the location where the showdown with the **major Villain** takes place, perhaps after they have escalated into a **supreme form**.

## STORY HOOKS

When bringing Nidavellir into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



### SECTOR EXIA 1-0

Deep within the bowels of the earth, this area houses the results of incomplete research and failed experiments, hidden far from prying eyes.

- ◆ **Experimental cells.** A long hallway lit by intermittent neon lights. On each side, dozens of containment capsules are separated by thick steel bars. Within them are **monsters** deprived of humanity. What traits do they share?
- ◆ **The research hub.** The tapping of keyboards fills the air, while gaunt, worn faces stare into bright screens. It goes on forever. The scientists are driven to complete their projects by a sadistic and smoldering rivalry, and politics that allow no mistakes. What are they working on? What punishment awaits if they fail?
- ◆ **Experiment α.** A creature born from the union of ancestral cells and complex nanobots lies dormant in Sector Exia 1-0. For years, it has been the unwilling victim of countless experiments – its heart is now filled with rage and vengeance. If fought, this **champion-rank** adversary marks each creature it hits, dealing extra damage. The nanobots keep it in a constant, tumultuous state of shapeshifting, granting a wide range of attacks and healing its most severe wounds: as long as it is in **Crisis**, this creature recovers **5 Hit Points** and recovers from one **status effect** – if present – at the end of each round. It is Immune to **poison** damage, Resists **ice** and **dark**, and is Vulnerable to **light** and **bolt** damage.



### RECYCLING

Many ambitious minds have left their homes and traveled to Nidavellir. Unfortunately, none may return.

- ◆ **The army of the icefields.** A cold and unwelcoming wasteland surrounds the lab, extending as far as the eye can see. No living organism should be able to survive on the planet's surface, and yet, some creatures restlessly roam the icefields. Their bodies are maimed and mutated, covered only by worn rags. Are they aggressive?

- ♦ **The origins of horror.** If the PCs follow the trail left by the wandering mutants, they find a secret entrance to an old wing of the lab. There, a surgical bed surrounded by mechanized arms can recombine different genomes to create new species or modify existing ones. Where do its test subjects come from? Does Nidavellir's management know about this?
- ♦ **Genius among geniuses.** Dr. Evyus is a brilliant scientist, though utterly devoid of morals. He is ready to make any sacrifice for progress and seems to feel no guilt for his actions, to the point that even the Directorate deemed his proposals "unseemly". If challenged openly, Dr. Evyus is a **minor Villain** who throws chemicals and small explosives, inflicting the **dazed** status effect. He is Immune to **ice** damage and Vulnerable to **fire, bolt, and poison** damage. He also carries a **serum** that transforms him into a feral mutant: upon entering **Crisis**, he injects the serum, gaining Resistance to **physical** damage in addition to new abilities.



#### INFORMATION LEAK

The Player Characters are contacted by **Adam**, a well-known scientist in Nidavellir's galaxy. A few days ago, he lost contact with **Elya**, a former colleague, who had left for the lab some time prior. She had been in touch with Adam before disappearing and was ready to reveal secret information.

- ♦ **Experiment 262.** Rumor has it that in Nidavellir, the scientists are trying to implant a new type of cell within a specific host body, but up to now, the consequences of the failed experiments have been cruel and irreversible. What cells are involved? What are the consequences of cellular rejection? What is the project's ultimate goal?
- ♦ **Information leak.** Communication with the outside world is forbidden, but that did not stop Elya, who was unfortunately caught red-handed. Adam fears she will undergo a terrifying process known as **reset**, an experimental procedure that deprives a person of their humanity and memories. Can the PCs save Elya before it is too late?
- ♦ **Countdown.** Should the PCs save Elya or the information she stole, one of the scientists will lock down the wing that they are in and activate a self-destruct mechanism. Escaping requires a 10-section Clock, and the group must manage to fill it within a total of 5 Checks. Otherwise, they are reduced to 0 HP – they may Surrender or Sacrifice as usual.

## THE CORPORATE CITY

# Septentrion

Septentrion rises on a massive asteroid at the edge of Gerion's Belt, a triangle of systems rich in resources but now devastated by the conflict between the Federation and independentist guerrillas. Designed to be the ideal city-factory, Septentrion is governed by the three companies that form the League of Patriots, a conservative and technocratic faction with great influence within the Federal Assembly.



### SEPTENTRION AT A GLANCE

**Keywords:** manipulation, rebellion, exploitation.

**Themes:** human life reduced to mere resources, absolute devotion to profit, the hypocrisy of the upper class.

**Terrain:** elevators, hallways, platforms.

**Common elements:** ⚡ 💀

**Travel roll:** d10, d12.

**Rare elements:** 🍌 ☀️

**Dangers:** a police patrol on the lookout for anti-corporate activists, a cloud of noxious exhaust smoke, an out-of-control mutated worker.

**Discoveries:** a group of Gerionite saboteurs, an unprotected weapon shipment, a bar owner who helps wanted folks hide and flee.



- ♦ Which of you has visited Septentrion in the past? Why?
- ♦ Who leads Septentrion's Administrative Council? How is this institution tied to the League of Patriots? Why is it quietly supported by the Federation?
- ♦ Which old acquaintance of the PCs might be in Septentrion?
- ♦ Who founded Septentrion? How did their worldviews aid the League of Patriot's radical position?
- ♦ What was Septentrion known for before the League's rise to power? What was the city-factory's original purpose? How have its activities contributed to destabilizing Gerion's Belt?
- ♦ Which PC comes from, or has lived in, Gerion's Belt?

## » TYPICAL FEATURES

The typical Corporate City should include at least one of these features:

- ♦ A corrupt, incompetent, and unstable **administrative council**.
- ♦ **Relentless propaganda** that fuels and exploits the insecurity of the citizens.
- ♦ A **strong gap between social classes**, masked as a meritocracy.
- ♦ An **armed police force** serving corporate interests.

## » POSITION

Locations like Septentrion are often a **starting point**, though they are anything but a safe and secure refuge. The campaign's first arc will often focus on fighting the local corporations and overthrowing or capturing those in power. Doing so might turn the city into the PCs' base of operations, though it usually also reveals that they have only dealt with a minor manifestation of a much, much greater threat.

## » THE VILLAINS' PLANS

This type of location is initially **controlled by one or more Villains** – usually **minor**; though their greed may be extreme, they lack the vision and personality for more significant roles. Later on during the campaign, the city will likely need to defend against a **major or supreme Villain** who plans to “bring back order, once and for all” using violence and repression.

## STORY HOOKS

When bringing Septentrion into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



### THE OUTER CITADEL

Built during the past ten years, these neighborhoods rise on the outward-facing side of a chasm on the asteroid's surface, directly above the original industrial plant.

- ◆ **Triskel Plaza.** Besides competing over profit and federal funds, Septentrion's corporations also compete over the view: their skyscrapers are constantly growing. **Aurumcore** once handled mineral extraction on the asteroid but now focuses its attention on the moons abandoned by refugees fleeing the Gerion War. **Halleni** is Septentrion's original metalworking company, now led by the founder's heir. Last to the scene, but still important and influential, **Courier** has aggressively monopolized logistics, urban management, and security.
- ◆ **The Council Palace.** This is where the companies publicly meet the press and the workers' representatives. Which journalist recently incurred the Council's ire? What incident are they investigating, and how were they threatened?
- ◆ **Residential ring.** The families of managers and white-collar employees live in the citadel's outskirts. Parks, shops, and bars are scattered between rows of small houses and tower blocks. Everywhere, flashing neon signs praise productive life and business mentality. Which of the PCs' contacts lives here?
- ◆ **Halleni Hospital.** A vast complex with cutting-edge magical surgical equipment. Citizens with standard or elite company insurance have free access to treatment for themselves and their families, while apprenticeship packages cover a single individual and provide only a limited number of treatments per year, from a restricted list. Which procedures are not covered? How does this policy let Halleni control the population's private lives?
- ◆ **The undercity.** A pair of elevators guarded by bipedal military walkers lead to Septentrion's old neighborhoods: a housing labyrinth once belonging to the miner families but now rented by blue-collar workers, basic employees, and Gerionite refugees. Smog saturates the air, and the solar lamps exude radiation. Since prices are based on surface income, the "people below" often have more than one job and do not see the stars for weeks or months. Who or what could cause these people to unite? What happened last time they rebelled?

*"Others may not care, but here in Septentrion, we defend the foundational values of the Federation: loyalty, family, ingenuity, and merit! Men and women, Federate or Gerionite: all are welcome if they are ready to roll up their sleeves!"*

## ? THINGS DO NOT ADD UP

Septentrion's data clearly show that the city should not have enough energy and space to sustain the great population influx.

- ♦ **Investigation.** Further information is counted as industrial secrets under the Federal Code, and is encrypted. Do the PCs know a hacker who can help them? What do they want in exchange for their help or silence?
- ♦ **Human resources.** The secret concerns the ruthless exploitation of Septentrion's main resource: the influx of people seeking fortune, or fleeing the war. Death rates in the asteroid's inner neighborhoods are high, and federal law calls for the quick disposal of bodies in any space settlement. So the poorest of the population become literal fuel: their spirits are forever torn from the stream of souls and absorbed by the **Elysium Reactor**, and their memory patterns are stored in federal databases. Who planned this system? How does it affect magic? Why was the importance of the stream of souls forgotten?
- ♦ **Perverse balance.** Septentrion's leadership must maintain the city's image as a rich land of opportunity, while also ensuring high death rates. Who denounced this hypocrisy and how were they silenced?

## 🚩 THE CITY HUNGERS, THE CITY FORGETS

**Andrea Laskin**, a young Gerionite activist, contacts the PCs while they are working in the undercity. His mother **Valeria** disappeared some days ago and the police are ignoring the case.

- ♦ **Corruption.** Why are the police not investigating? Is it payoff for Andrea's role in the anti-Federation protests? Who among the force wants to look into the case, and how are their colleagues planning to "take care of them"?
- ♦ **No escape.** Hit by a mass layoff and fearing she could never pay for her son's schooling, Valeria joined an experimental study that includes excellent corporate benefits. However, the offer is generous because **doctor Alston (minor Villain)** does not intend for the test subjects to survive: the goal is testing the body's resistance to radiation from Gerion's moons. Which company financed the projects? How did they obtain the Federation's approval and protection?
- ♦ **Trust.** If the PCs interrupt the experiment and save Valeria, Andrea will put them in touch with local rebel cells.

## HEART OF THE NETWORK

# Soul Nexus

At first sight, the Heart of the Network can resemble a kaleidoscopic glass room where voices, steps, and thoughts echo infinitely. Its shape and size are unfathomable and unmeasurable: the Soul Nexus changes based on the will of its user, and anyone without a trained mind can be lost forever within the sea of data, becoming just another ghost wandering the waves of an infinite Network...



### SOUL NEXUS AT A GLANCE

**Keywords:** change, freedom, bewilderment.

**Themes:** between the real and the digital, the divine dimension, ideas as data conglomerates.

**Terrain:** digital forest, suspended ocean, void.

**Common elements:** ⚡ 🎲 🐉

**Travel roll:** d12, d20.

**Rare elements:** 🌀 🧠

**Dangers:** creatures erased from existence (known as “corrupted data”), false realities leading to incomplete or impossible locations.

**Discoveries:** backup copies of former visitors that let you recover Inventory Points, a hidden .zip folder where you can rest safely.

- ♦ Which of you has already entered the Soul Nexus? How did you get out?
- ♦ What is the safest way to access the Core of the Network? Who or what protects it?
- ♦ Who dreamed about reaching the Core of the Network? Why?
- ♦ What dreadful threat is concealed here? Why is it so fearsome, and why should it remain confined?
- ♦ What is the best way to avoid losing oneself within this immense agglomerate of data with no apparent sense of direction?
- ♦ Some say a powerful Arcanum was created in this place. What is it? Who made it?

## » TYPICAL FEATURES

The typical Heart of the Network should include at least one of these features:

- ♦ A **hacker** who abandoned their corporal form to live a purely digital life.
- ♦ The echo of a **legendary Arcanum** who does not exist outside of the network.
- ♦ A **blurred horizon** of code that makes it impossible to tell earth from sky.
- ♦ A **breach** that can lead to any place.

## » POSITION

A location such as the Soul Nexus can appear many times during a techno fantasy campaign, even starting from the **prologue** or **initial flashback**. Perhaps one of the Player Characters was even created there. Towards the **end of the adventure**, the Heart of the Network should be freely visitable, the characters now conscious of what they search for and the dangers hidden within this vast, mysterious place.

## » THE VILLAINS' PLANS

The unlimited vastness of the Soul Nexus makes it a flexible location for any Villain's plans, whether it is a hiding place or secret base of operations from which they can search for lost Arcana or plan the takeover of the entire soul network. Also, what better place to erase confidential information or cover up nefarious plans? After all, all one needs is a click or a quick rewrite of part of the code... and even the Player Characters are likely to miss the lurking traps.



## STORY HOOKS

When bringing Soul Nexus into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.

### ARPACITY

Ancient buildings resembling skyscrapers surround a great plaza at the center of a city of sorts, which is visible from everywhere in the network.

- ◆ **Odd phantoms.** Though it may seem empty, the city is inhabited by two-dimensional humanoid beings with rows of difficult-to-interpret data on their “torsos”. Perhaps a Ritual could help communicate with them, but what crucial component is missing? Where can it be found?
- ◆ **Nem3s1s.** If the Ritual is successful, a force field activates, trapping the PCs in the city and awakening the Nem3s1s security protocol. This **minor Villain** has the shape of an angelic woman with data wings – she sees the PCs as intruders and attacks on sight. The group should decide if they want to fight, or escape the barrier with another Ritual or by spending a Fabula Point. In combat, Nem3s1s summons two random **soldier-rank** creatures from other dimensions as helpers, and heals them with the **Justice** spell when needed. Using the **Nemesis Mark** and **Command**, she can mark a PC and then force them to follow her orders. She is Vulnerable to **ice** and **dark** damage, Resistant to **earth**, and Absorbs **light** damage.
- ◆ **Hidden files.** After defeating Nem3s1s, the force field vanishes, and the PCs can access a hidden space below the skyscrapers where they find a **secret code**. What does it contain?

### THE THREE FATES

Some believe the Soul Nexus to be home to a threefold artificial intelligence with vast knowledge of the Continuum’s mysteries. Its parts are named Clotho, Lachesis, and Atropos.

- ◆ **System bug.** The Fates can appear when they want, manifesting in a space that glitches and transforms every few minutes. How do these glitches form, and how does the space look when the characters reach it?

*“One usually cannot give their dreams physical form.  
Yet within the Soul Nexus, a true hacker can do anything.”*

- ♦ **Trial of the Continuum.** The PCs can bind Clotho, Lachesis, and Atropos as a single **Arcanum** after passing a different challenge for each of the Fates. For example, the PCs might need to confront their Themes and Identity with the domains of each Sister (see below) or fight once more the digital spirit of a past enemy, which will challenge the group's Bonds.
- ♦ **The binding.** If the three Fates grant their favor, they condense into the **Arcanum of the Weave**, whose **domains** are necessity, truth, and life. Their **merge** effect increases Willpower by one die size, and they have three **dismiss** options: **Clotho** restores 30 HP and MP to all PCs and their allies; **Lachesis** makes one enemy lose 30 MP and inflicts three status effects chosen from **dazed**, **weak**, **slow** and **shaken**, and **Atropos** lets the user perform an immediate **Study** action whose Result is **tripled**.



## ANIMA AND ANIMUS

Part of the Soul Nexus' consciousness directly contacts the PCs with a special request: to reunite the two severed halves of the soul network.

- ♦ **Fragmentation.** One half calls himself Animus and plans to reprogram the entire Soul Nexus. The other half, Anima, contacted the PCs to stop Animus and restore the soul network's integrity.
- ♦ **System error.** Hidden in a forest of data, Animus unleashes **demons** upon the intruding PCs. These creatures Absorb **bolt** damage and when they hit an opponent, they also rewrite a part of their memories, inflicting **shaken**. The affected character must then share a memory tied to their **Theme**, **Identity**, **Origin**, or a **Bond**, and loses the ability to invoke that element until they recover from **shaken**.
- ♦ **Anima vs Animus.** Animus cannot fight without his demons. If the PCs reach him, Animus explains that all he wants is to affirm himself as a living being, since the fragmentation has taken place and he now **exists**, regardless of what Anima desires. The protagonists can decide to make Animus cease all functions and transfer his powers to Anima, make the two new beings coexist, or drastically shut down the Soul Nexus itself. How will this choice change the Core of the Network forever?
- ♦ **A new life.** Regardless of what the PCs decide, the artifact that caused the fragmentation appears before them: it is the **soulrend** (see **Core Rulebook**, page 290), a blade that can sever consciousness from the stream of souls. But who was crazy enough to use the blade on the soul network, changing the Soul Nexus forever?

## THE WRECKAGE WASTES

# Vragarath

A desert littered with majestic spectral wrecks, lit by the colors of a deceitful aurora, inhabited by fierce nocturnal beasts, and racked by electromagnetic storms. Only the few exhausted descendants of a near forgotten people can still comprehend the legends and teachings left carved into the stone, while ruthless scrap collectors affiliated with the Omega gang lurk along the sandy routes.



### VRAGARATH AT A GLANCE

**Keywords:** abandonment, greed, colonialism, mystery.

**Themes:** the barrenness of the land, resource exploitation, the other face of power.

**Terrain:** iron, rock, sand.

**Common elements:** 🍌 🩸 🧠

**Travel roll:** d8, d10.

**Rare elements:** 🎲 ⚡ 🧟

**Dangers:** feral hungry mastiffs, hostile looters hidden in the wreckage, violent electromagnetic or dust storms.

**Discoveries:** equipment lost by other explorers, wrecked but still operating vehicles, an abandoned camp with some useful resources.

- ♦ *Who finances the wreck hunters? What greedy purpose do they pursue?*
- ♦ *What led you here? Are you searching for a lost friend or did you follow a star map in search of local legends?*
- ♦ *Was one of you born on this planet, or have you been here before?*
- ♦ *Who are the descendants of the people from the legends? Why are there so few survivors?*
- ♦ *How do the locals shelter from the many storms? Why are they so dangerous?*
- ♦ *How can you travel the wasteland? What kinds of wrecks clutter it?*

## » TYPICAL FEATURES

The typical Field of Wreckage should include at least one of these features:

- ♦ **Debris and wrecked** machinery, transport vehicles, and abandoned constructs.
- ♦ Harsh, hostile, and unwelcoming **environmental** conditions.
- ♦ **Traces** of a now-lost, **ancient society**.
- ♦ A **criminal gang of scavengers** on the payroll of the government agency in charge.

## » POSITION

Vragarath is an ideal place of passage where the group can gain important information, components, or even artifacts, before continuing their quest. You can place it in any part of the adventure, though it works best for scenes tied to the lost civilization or the organizations behind the scavengers.

## » THE VILLAINS' PLANS

This kind of location can interest many Villains, both for its strategic location, which can provide an ideal, well-hidden lair, and for the resources and knowledge extracted from the wrecks and the local legends. However, figures well known to the Player Characters may hide behind the scavengers' activities. Perhaps the protagonists could investigate further and uncover the shady plans.

## STORY HOOKS

When bringing Vragarath into play, the GM may use the following points to enrich the story by introducing **artifacts**, **Villains**, **discoveries**, and **rewards**.



### LAIR OF THE OMEGAS

The Omegas pursue their illegal affairs from inside the hulk of a giant ship made with unknown tech. There, they buy and sell objects recovered from the wasteland.

- ◆ **The hulk.** The imposing hulk of the **Seath** stands out at the field's center. Within, the Omegas plan shipments of components scrounged from all Vragarath, progressively stripping the land of resources and exhausting the local population who have been forced to work for pennies. How are the Omegas organized? How do they keep the people in check?
- ◆ **The exchange hub.** From a raised platform on the ship, a dealer auctions off recovered objects and powerful artifacts. In the alcove below, greedy merchants from everywhere in the galaxy bid on the pieces. What are the most sought-after items? Which organization secretly finances the auction?
- ◆ **The lodgings.** What was once the Seath's crew quarters now houses a large shared area where the Omegas rest and hold long-distance meetings with their mysterious patrons. Of course, the access is well guarded by fierce droid mastiffs, and only those who have a special magnetic key can enter.
- ◆ **The chest.** This chest is hidden in the lodging area and can be forced open only by entering the soul network and finding its owner's source code. Who does the chest belong to? What does it contain? Which PC knows how to evade its identification system?



### ANOTHER VRAGARATH

In some areas of the wasteland, traces of Vragarath's ancient civilization are carved into the rocks. Some believe that these markings will guide those who can read them to a priceless power...

- ◆ **Vrath canyon.** While exploring the ruins, the PCs discover strange symbols all leading in the same direction. Some descendants of the planet's natives hide among the scavengers to guard the markings' secrets. If the group earns their trust, they reveal the planet's true history (see below) and guide the heroes to a mysterious monolith hidden in a canyon between ancient, destroyed vessels.



*“Who cares where this stuff came from and whose it was!  
You just keep paying the Omegas, and don’t worry about the rest.”*

- ♦ **Vrath’s history.** Long ago, the **Vrathyan** were a peaceful and technologically advanced people who lived on the planet Vrath. Trying to keep the peace with its neighboring nations, who were always at war and guided by expansionist desires, the Vrathyan were gradually forced into surrendering the planet’s limited resources. Eventually, Vrath’s energy dwindled: the cities fell into ruin, the ships stopped working, and the Vrathyan civilization fell to colonization. Ruthless criminal organizations took control of the land, financed by foreign powers who wished to exploit every ounce of technology that remained on the planet.
- ♦ **Shadows from the past.** The descendants of the Vrathyan are forced to survive by selling scraps and serving the neighboring nations, who have now claimed large swathes of the planet and exploit it to satisfy their greed. However, the monolith is the key to an ancient secret, and the PCs may well support the ancient people in their fight for retribution. But they are not the first to reach the sacred location: a callous hitman, **Garman (minor Villain)**, lies in ambush. What are his plans?



## ECHOES IN THE NIGHT

When suddenly struck by a storm, the Player Characters are aided by a mysterious voice that guides them to an improvised shelter near a giant mecha.

- ♦ **The lone explorer. Echo** is an elderly collector known throughout Vragarath as a sort of human compass. She is eccentric and reckless, and has deep knowledge of the fields, including the many legends about treasures that would tempt the greediest of scavengers. With time and experience, Echo learned to use her voice to guide her through the storms, which is how she led the PCs to her. Does someone in the group know her or has heard about her abilities?
- ♦ **An eight-legged problem.** Downed by a – quite suspicious! – mechanical failure on her mecha, Echo was forced to land near a nest of **Zoth**: mutant spiders very sensitive to movements. One false move could wake them all... and they are quite territorial! What is the weak spot of these creatures? Is there a way to rescue the explorer without awakening the nest?
- ♦ **Vragarath’s secrets.** If the PCs help Echo, she rewards them with useful intel on Vragarath, and treasures from its depths. She also warns them about the ruthless local mob lords, who will do anything to keep the planet’s resources to themselves and hold onto power.

# CONFLICTS

The next pages provide suggestions to help you build techno fantasy **conflicts**. They explore these situations from a rules perspective – which the **Core Rulebook** also discusses at length from page **58** – but, more importantly, they focus on the narrative tensions at play during clashes between individuals or factions.

## POWER DYNAMICS AND OPPRESSION

At the core of techno fantasy conflicts are **dynamics in which one side wields a crushing power over the other** and can influence, manipulate, and reap profits from its privileged position.

It all starts with the **power of the few over the many** and the desire of those few gain even more power: they will not stop until they transcend humanity itself.

When creating situations based on these dynamics, you should pay attention to:

- ◆ **Who gains from it.** It is not necessarily the same people who appear publicly as power holders; the most cunning antagonists benefit from the conflict without taking part in it directly.
- ◆ **Its most obvious manifestations.** In true JRPG style, oppression should also be presented in tangible ways: ever-present surveillance drones, cities divided into levels with the privileged classes at the top, military patrols on the streets, or massive Federation spaceships orbiting the planet.
- ◆ **Its subtle manifestations.** The **Villains** have often already created a solid base for their plans: they did so through media manipulation, negationism, and militaristic propaganda, as well as the privatization of education, healthcare, and primary resources, the profiling of potential dissidents and minorities, and the infiltration and corruption of political parties and unions.
- ◆ **Connections to the Player Characters.** The various factions involved should connect to the PCs' past or at least have had an impact on their lives. Perhaps a Player Character was once fired for trying to organize a union, survived imperial purges was the discarded product of a corporate lab, or even a former starfleet officer dishonorably discharged for denouncing a superior's corruption.
- ◆ **Those who rebel.** If the Players know who is trying to fight back it makes the world richer, offers them hooks and options to act upon, and also introduces the possibility of receiving unexpected help should things take a turn for the worst – such as after **Surrendering**.

## » ISSUES OF TRUST

A specific characteristic of techno fantasy conflicts is that they are situated within **a society based on lack of trust**, where everyone – for survival or because of their beliefs – sees everyone else as a danger, or at least a competitor. This is what prevents the various disenfranchised groups from joining together against the system.

Villains **embrace and encourage this situation**: they know that in a society based on exhausting and continuous competition, those who already have privileges and resources will continue to dominate, and be praised for doing so. On the other hand, the Player Characters are called upon to **embody hope** in a world that can learn once again to trust in the good heart of its people.

## » TOWARDS UTTER CRUELTY

Techno fantasy's **major and supreme Villains** do not just take advantage of their privileged position, they dream of surpassing the very limits of humanity, believe they deserve absolute power, and see people as tools or resources. Anyone, including their family, friends, and closest allies, can be sacrificed to their obsessive vision: as the Player Characters gradually paint them into a corner, these antagonists will show that they can perform acts of inhuman cruelty with utter poise.

## » WHAT ABOUT FANTASY?

You might wonder how **Fabula Ultima**'s fantastical elements can survive amid the grim tones of these conflicts, especially in stories with close real-world echoes. Truth be told, that is an excellent question. The answer is twofold:

- ♦ **Magic.** The world is still full of magic, the protagonists have extraordinary powers, and the stream of souls still plays a central role – even becoming a **tangible representation** of suffering people around the world and offering an exceptional chance for revolution and hope.
- ♦ **Heroic destiny.** The protagonists truly have the power to change things radically, following a heroic path of rebellion and emancipation that will lead them to face, and take down, the most powerful and ruthless antagonists.

## LAW AND JUSTICE

The tension between **law** and **justice** is a typical element of techno fantasy campaigns. Usually, the premise is as follows:

- ♦ **The law serves power.** The norms and regulations that shape society are almost entirely in the hands of the privileged classes and **Villains** easily reshape them to serve their interests. Even police and surveillance forces, as well as the penitentiary system are expressions of this form of control: anyone who challenged the status quo has already been expelled or eliminated.
- ♦ **Justice is complex.** Though widely shared, the idea that everyone should get what they deserve has many contradictory interpretations. For most, justice is a matter of **merit and punishment**; but this vision allows **Villains** to further divide society by painting their allies as laudable or their enemies as deplorable, encouraging aggressive feelings that they can manipulate to stay in control and gain consensus. Conversely, the **Player Characters** understand that to create a truly just world in which life has value regardless of merit and efficiency, **society needs to be restructured** drastically. In line with **Fabula Ultima**'s optimistic tone, they are destined to do just that, at least in part, but the journey will not be without sacrifice.

Clearly, the Player Characters' and NPCs' ideas about law and justice are a part of how they **view the world** and its inhabitants. These elements should connect to the protagonists' **Themes** and should be faced head-on during the campaign, culminating in a **memorable clash between different ways of understanding humanity**, its destiny, and what is truly best for it.

For example, the campaign could start with the PCs breaking out of a Star Federation prison, continue with sabotage and rebellion missions, and end with a fight against a **supreme Villain** who plans to use alien machinery to "reform the minds and souls of the people, creating a safe, orderly galaxy".

Often, these topics will strike **very personal chords** and push the Players and Game Master to evaluate what is happening to the characters and perhaps challenge their own concept of justice. The best idea is to decide how much you want to explore these themes before you start playing; afterward, do not hesitate to adjust the game's intensity during play or pause it to discuss the direction it is taking.

*"The Corps are like water: they always follow the path of least resistance. And that's how you reach rock bottom."*

## SOMETHING OPPRESSIVE AND DYSTOPIAN

In a techno fantasy context, each scene containing tension or conflict should include an element that enhances the oppressive and dystopian nature of the setting or represents the cost of the Player Characters' failure.

Here are some examples:

A giant screen showing a **countdown** to the activation of a **colossal spiritual cannon** pointed at the rebel planet.

The federal army's soldiers are **volunteers, but most are forced into service** to ensure access to medical care and education for themselves and their loved ones.

Swarms of **hissing drones** observe the movement of civilians; analysts from **cultural surveillance** watch the feed in real time and ensure no one shows attitudes or habits that diverge from the Hierophant's dogma.

Private military cyborgs were created **by installing magical algorithms in the corpses** of the employees who gave the company complete use over their organs in exchange for stable health insurance.

A battle takes place under the eyes of a **statue representing the founder of the factory-city**; her golden head rises tall over the upper neighborhoods, while her feet reach the slums. Within the folds of her tunic lies a **settlement** inhabited by the workers who were fired for having low **hourly production rates**.

**Psychic demons** created by the fear and suffering of the population roam the streets of a megacity devastated by a **magical device**.

The inmates from the **republican prisons** are summarily sent to the factories in the Outer Belt, where they endure **grueling work hours** to produce weaponry for the army. They will only be freed if they reach an impossibly high and ever-increasing production quota.

## HIGH TENSION

Conflict situations in techno fantasy campaigns should be **frantic and engaging**: characters are often given an all-or-nothing deal, and failure can turn an already critical situation into a true catastrophe.

Techno fantasy heroes have **next to no room** for mistakes.

Below, you will find some tips on how to deal with the most common situations!

### » INFILTRATION AND SABOTAGE

If the group needs to sneak into a closely guarded location to sabotage something or free prisoners, it is best to use **two Clocks**: one for reaching the goal, and one for the rising level of alertness – should it be filled completely, a **fight** or a **chase** will likely ensue. And finally, the group will no doubt be forced to deal with a **boss** to accomplish their mission!

### » CHASES

You should play out chases in detail **only if all parties travel at comparable speeds**. For example, if the group uses their spaceship to flee a planet that only has land vehicles, they can leave without hindrance. That being said, the rush to reach the ship could be an excellent opportunity to use a Clock or play out a conflict.

### » CLASHES WITH VEHICLES AND MECHA

Techno fantasy battles often include military vehicles, spaceships, mecha, and colossal robots. Usually, you should treat vehicles as the **stage** for your battles, using Clocks to manage the fight and designing **construct**-Species NPC profiles to represent enemy machines and weaponry: remember these will still follow **all** normal creature rules, including the option to heal or damage them using Skills, spells, and potions – remember that, in **Fabula Ultima**, magic influences matter on an atomic level. Sci-fi concepts like **nanobots** can provide excellent narrative explanations, if required.

That being said, the following pages contain optional rules designed to enhance campaigns focused on **Pilots** (see page 158) or that frequently feature combat between vehicles.



## VEHICLE-SCALE BATTLES

The following optional rules provide greater mechanical depth to battles involving transports and/or creatures whose size is close to that of a vehicle.

### » THREE SIZES

Creatures and transports are divided into three broad **sizes**:

- ♦ **Small size** includes individual characters and the majority of creatures, as well as **Pilots** (see page 158) driving vehicles with an **Exoskeleton** frame (see page 165).
- ♦ **Medium size** includes the majority of land vehicles, boats, armored tanks, military jets and starfighters, as well as **Pilots** driving **Steeds** or **Mecha** (see page 165; note that the vehicle's other **passengers** are still treated as being **small size**). This size category also includes imposing creatures such as dragons and giants.
- ♦ **Large size** includes galleons, aircraft carriers, airships, spaceships, walking fortresses and rare colossal beings such as space whales or titans – these are entities that the PCs won't fight directly in most normal campaigns.

Entities above **large size** (such as a planet-sized starship) are to be treated as **environments** and do not participate in conflicts (but the group might fight a portion of them, such as a **large-sized** antimatter cannon).

### » INTERACTIONS

During combat, the three sizes interact in the following ways:

- ♦ **Small** entities interact normally with **small** and **medium** entities. They can also affect **large** entities, but only through dedicated **Clocks**, **Projects**, or **Rituals**.
- ♦ **Medium** entities interact normally with **any size**.
- ♦ **Large** entities interact normally with **medium** and **large** entities. However, if a **large** entity causes a **small** entity to lose any amount of Hit Points, that **small** entity is automatically reduced to 0 Hit Points.

The expectation is that **small** and **large** entities will almost never interact directly, since one would quickly annihilate the other.

## » VEHICLES AS NPCS

If you need to create a full profile for an enemy vehicle, you may simply design it as a creature belonging to the **construct** Species.

- ◆ If the vehicle is operated by a **Villain**, it must be treated as a **form** of that **Villain** and it gains access to their pool of Ultima Points, as well as to all special rules that define **Villains** (see **Core Rulebook**, page 100 onwards).
- ◆ If the passengers of the enemy vehicle can keep fighting after the transport has been destroyed, they must be treated as a **second phase** of the battle and given a separate combat profile.
- ◆ In a battle where the PCs are aboard vehicles and face off against human-sized troops, describing those troops as **swarms** (see **Core Rulebook**, page 297) is a simple but effective way to express the scale of the battle. The same method works well for conflicts where the heroes fight aboard their **group vehicle** (see below) against flocks of adversaries or enemy fighters.

As always, the aim is to avoid unnecessary complications, taking advantage of classic JRPG-style conventions to handle a wide variety of scenarios and situations without changing a single rule.

## THE GROUP VEHICLE

This last optional rule is more complex, and it is available to those PC groups who have obtained a **medium-** or **large-**size transport fit for combat situations. By using this option, our heroes can enter conflicts against enemy vehicles and foes of similar size aboard their very own **group vehicle**.

**Examples:** a fierce chase through an asteroid field, with swarms of federal fighters in pursuit; a battle against a flying military fortress; the last clash with the **Supreme Villain**, who has fused their soul with a gargantuan alien lifeform.

All the rules described in the following pages apply **only** during conflicts. Outside of them, the group vehicle **only** possesses its **travel**-related abilities (see page 125 of the **Core Rulebook** and page 78 of this book).

This rule should only be used if you expect **at least one third** of the campaign's battles to take place aboard the group vehicle. It is particularly fitting for games where a Player Character has acquired the **Stolen Transport** Quirk (see page 127).

## » CREATING A GROUP VEHICLE

The group vehicle's profile must be created collaboratively between the Players and the Game Master, following a set of specific rules:

- ♦ It is created as a **soldier-rank construct** whose **level** is equal to **the highest level** Player Character present in the group when it is obtained.
- ♦ Whenever the group **rests** in a port, shipyard or any other location where some maintenance is possible, the vehicle's **level** is updated (becoming equal to that of the **highest level** PC in the group) and its profile can be **freely modified and rewritten** by the Players and Game Master, once again collaboratively. Make sure to describe the new customizations!
- ♦ It can have **up to 3 basic attacks**, and has **3 more Skills** than a normal **construct** of its level. However, it cannot gain any Class Skills and it cannot acquire the **Extra Initiative** and **Use Equipment** NPC Skills.
- ♦ It deals **5 extra damage** with **attacks** and **spells**. Additionally, as its level increases, the vehicle receives all Attribute increases and bonuses to Checks and damage listed on pages **302** and **303** of the **Core Rulebook** (see steps **4** and **8**).
- ♦ It should have access to **at least 3 different damage types** between its attacks, spells, and other abilities. This is a fundamental aspect, because the Game Master must have enough creative freedom when designing adversaries.
- ♦ It does not have an **Initiative** score.

Remember to give the vehicle a **memorable name**: from now on, it has very much become a member of the main cast!

## » THE GROUP VEHICLE DURING CONFLICTS

When a conflict is heavily focused on vehicles and transports, and/or involves adversaries of **medium** or **large** size, the Game Master may declare that the group vehicle is available for that specific battle (provided it is accessible story-wise).

If the group agrees to this option, all the rules described on the next page will apply to the scene. In order for the game to go smoothly, the conflict should **only include the PCs and their enemies**; any allied NPCs should be limited to the scenic role of **extras**, or join the battle aboard their own vehicle, which takes its turns independently of the group vehicle.

- ◆ When determining participants, each PC must declare whether they will join as a **crewmember** of the group vehicle, or if they will join as an **individual PC** located **outside** the group vehicle (this second option is designed for **Pilots** whose **personal vehicle** is of appropriate size – see page 65).
- ◆ The vehicle **cannot** participate in the Initiative Check, but **the crewmembers can**.
- ◆ When a crewmember would take their turn, **instead**, the group vehicle obtains a turn, during which its actions are chosen by the Player controlling that crewmember. If the vehicle is affected by **turn-related effects** (see **Core Rulebook**, page 77), those effects are based on the vehicle's turns (they do not depend on a specific crewmember's turn).
- ◆ The group vehicle begins each conflict with **maximum Hit Points** equal to **[the maximum Hit Points indicated on its profile, multiplied by the number of crewmembers]**, a **Crisis** score equal to half its maximum HP, **current Hit Points** and **Mind Points** equal to its **maximum** scores, and with **no status effects**.
- ◆ If the group vehicle falls to 0 Hit Points, it automatically **Surrenders** and becomes **inactive** until the end of the conflict. The Game Master can apply **Surrender** consequences to the vehicle itself or to its crew, however they prefer.

PCs who take the role of crewmembers **must not** be treated as being “present on the scene” and **only** gain access to their own abilities as described below:

- ◆ When the vehicle performs a Check, **any** crewmember can spend Fabula Points to **invoke Bonds** and/or **Traits** (this includes the vehicle's own **Traits**).
- ◆ The vehicle has access to all **Rituals** available to its crewmembers. Additionally, when the vehicle casts a **spell** during its turn, it also has access to all spells known by the crewmember who is currently controlling it.
- ◆ During its turn, the vehicle may spend Mind Points from the crewmember who is controlling it **instead** of its own MP.
- ◆ The vehicle may perform the **Inventory** action during its turn, spending Inventory Points from the crewmember who is controlling it. The vehicle only has access to the following items: **remedy, elixir, tonic, and elemental shard**.
- ◆ When the vehicle performs the **Study** action during its turn, the crewmember who is controlling it may apply any abilities and effects that grant benefits to Open Checks and to Checks performed to examine creatures, locations, or items.

## » EXAMPLE: THE GLADSHEIMR

And now, here's a sample group vehicle: the **Gladsheimr** is the starship led by **Commander Skadi** (see page 99). It is an interstellar ship (see page 79) of **large size**, obtained through the **Stolen Transport** Quirk (see page 127).

### GLADSHEIMR

Lv 5 ♦ CONSTRUCT

**Traits:** experimental, nimble, regal, streamlined.

DEX d10	INS d8	MIG d8	WLP d6	HP	60	MP	45	Init. -
DEF +0	M. DEF +0			VU	VU	RS		

### BASIC ATTACKS

- ✂ **Lasgun Batteries** ♦ [DEX + INS] +3 ♦ [HR + 10] fire damage. This attack has **multi (2)**.
- ✂ **Spirit Energy Rocket** ♦ [DEX + MIG] +3 ♦ [HR + 15] light damage.

### SPELLS

- ★ **Pulse Ordnance** ⚡ ♦ [INS + WLP] ♦ 10 MP ♦ One creature ♦ Instantaneous.  
The target suffers [HR + 20] bolt damage, and also suffers **slow**.

### SPECIAL RULES

**Construct** ♦ The Gladsheimr is immune to the **poisoned** status effect.

**Flying** ♦ See **Core Rulebook**, page 307.

**Quick-aim Batteries** ♦ After an enemy the Gladsheimr can see **hits or misses it** with an attack, if the Result of their Accuracy Check was an **even** number, the Gladsheimr may immediately perform a **free attack** with **Lasgun Batteries** against that enemy (after their attack has been resolved), but without the **multi (2)** property. If it does, treat the **High Roll** of the Accuracy Check as 0 when calculating damage dealt by this attack.

## WARNINGS

These rules rely on the **fundamental premise** that the entire battle will be handled as a form of self-contained minigame, and that both crewmembers and independent Player Characters **will remain such** for the entire conflict (no one enters nor leaves the group vehicle). If the group boards an enemy vehicle or the second phase of the conflict features personal scale combat, **switch to the normal rules**.

# MAGIC AND RITUALS

In a context where **technology** (discussed from page 76 onwards) is central to both aesthetics and narrative, one might expect magic to be sidelined and become a mere **justification** for the most spectacular and implausible abilities. This is not the case: spiritual energy and supernatural forces are still one of the game world's main tenets. These pages provide tips and advice for managing magic and Rituals in your techno fantasy campaigns.

## MAGIC AS A SYMBOL

In techno fantasy, magical and spiritual energy always play a **symbolic role** in the story, which may vary based on the themes that the group chose to explore during world creation. It is good practice to define these aspects as early as **session zero** (see **Core Rulebook**, page 145).

## » THE EXPLOITATION OF RESOURCES AND CREATURES

If the campaign explores the exploitation of natural resources and living beings, magic will be something that **Villains** see as a **tool or an energy source**: deprived of all mystery and marvel, it is valued only insofar as it is profitable and controllable, and the same will be true for human lives.

For example, magical energy could **play the role of electricity** within the circuits that power home appliances and machinery. Alternatively, crystallized magic could be **radioactive** – harnessed in special plants, with its residues illegally disposed of, compromising the balance of the soul stream.

The last idea, which is especially useful if you use the optional rules for **technospheres** (see page 130), can lead to several consequences:

- ♦ Over the course of the campaign, the group will discover the existence of a **more ancient, complex, and spontaneous** form of magic, now long forgotten... or perhaps deftly hidden to maintain an energetic monopoly.
- ♦ **Fixing** the stream of souls **may quite likely not be possible**: it was changed forever, contaminated by pollution, and plundered in the name of efficiency and productivity. The antagonists will exploit this point of no return to justify their egotistic actions, while the protagonists are tasked with avoiding the catastrophe and finding **hope in the world that will come**.



## » PHILOSOPHY AND SOCIETY

If, instead, the theme of the campaign is more social and philosophical, then the stream of souls becomes crucial because it contains the **echoes of people's thoughts, fears, and desires**. Through it, one can **communicate**, but also **manipulate** public opinion and even **create** life forms.

For example, the campaign might take place between **two maps**: on the one hand, a **cyberpunk megacity**, on the other, a **parallel spiritual world** reflecting the ways in which humans perceive reality.

This idea is explored more thoroughly on page 74 with the **soul network**. It is ideal for the **Esper** Class (see page 150) and the **Diabolist** Quirk (see page 122), and it has some interesting consequences:

- ♦ Spellcasters and hackers essentially **overlap**: this premise should guide both your aesthetics – digital witches, executive sorcery, encrypted amulets etc. – and your approach to different situations: the “virtual parallel world” becomes a place to explore, with its mysteries and threats.
- ♦ If the soul stream's reactions to people's emotions and convictions are central to the campaign, then **demons** should be too: after all, this Species is born from thoughts and they can even regenerate after being destroyed if the feelings they embody are still widespread.

*“You may think that  
psy-space demons are  
virtual, but they are  
far from harmless.  
If you lower your guard,  
they'll fry your brain.”*



## » EXISTENTIALISM, FAITH, AND DESTINY

Lastly, if you decide to focus your campaign on the themes of **human existence and its nature**, as well as its **destiny** and the **forces ruling it**, the stream of souls may be something that **arrived from beyond**. It becomes a supernatural presence that is now **inextricably entwined with the life** of the game world – its origins and purpose are mysterious and unknown, hinted at in mythology and religious faith.

For example, magic and life may have originated from a planet-sized **egg** containing an **alien entity** that is still growing at the center of the galaxy. For millennia, ancient people worshiped the egg and built **cyclopean portals to reach it**. The location of these portals was discovered only recently. What will happen to magic and the soul stream once the egg hatches? Does all life in the universe exist solely to feed this entity?

Though it does not violate the Pillars, this option is rather delicate because it makes the stream of souls an **intruder**. It also lets you set your campaign in an **alternate version of our world**, changed by a fictional past event.

- ◆ Normally, revelations regarding the stream of souls are a **plot twist** that takes place in the second half of the campaign, introduced by the Game Master or by using a Fabula Point. If you define this feature during world creation, the Player Characters should either be unaware of it or reveal that they knew about it all along when a dramatically appropriate moment comes.
- ◆ Some **Villains** will already have understood the true nature of magic but **have hidden or distorted this knowledge to remain in power** – for example, becoming cult leaders – or have turned it into an **obsession** – for example, believing they are destined to absorb the whole universe within themselves and be reborn as an all-powerful god.
- ◆ In these worlds, magic tends to have a **ritualistic and miraculous** role and is usually reserved for churches and cults whose teachings and sacred texts have hidden interpretations and provide historically inaccurate versions of past events, sometimes out of ignorance, sometimes to ensure the populace's obedience.
- ◆ The final battle will likely be against a **Villain** who absorbed the stream of souls. Victory will free humanity from a literal form of **divine tyranny**. But what will happen to the world and to magic? Will magic also be free, or will it dissolve forever? What will happen to the machines and creatures whose existence depended on it?

## MAGIC, VERSION 2.0

Since **Fabula Ultima's Core Rulebook** and **High Fantasy Atlas** use aesthetics and concepts more closely linked to the fantasy style found in classic JRPGs rather than those from science fiction, you may find it challenging to imagine the magic abilities of some Classes within a futuristic context. Here are some tips.

- ♦ **Arcanist.** Arcana could be **psychic images**, “photographs” of concepts and emotions disseminated through the soul network (see the next page). Or, they might be the **dying remnants** of entities who protected the world before industrial exploitation irreparably wounded it.
- ♦ **Chimerist.** You could reinterpret the **Spell Mimic** Skill with a scientific twist – the study of genomes, DNA, or of a creature’s “magic organs”. It could also derive from a character’s unique mutations.
- ♦ **Elementalist, Entropist, and Spiritist.** The spells from these Classes could come from **studying the stream of souls** – which may even be a basic educational requirement in their world. You could also consider them to be super powers.
- ♦ **Chanter.** This Class, found within the **High Fantasy Atlas**, is ideal for playing **celebrities or idols** who use their songs and music to fight the system. They could even use drones to amplify their voices.
- ♦ **Symbolist.** The Symbolist is another Class from the **High Fantasy Atlas**, who could become a **magical street artist** or even a **hacker** – their symbols rewrite the fabric of reality but rely on special cartridges for cooldown.

Remember that **none of these changes should affect the rules** for spells and Skills, nor make any of them easier or harder to use – though their narrative implications can, of course, change.

For example, if a Player decides to describe their Elementalist’s spells as a **swarm of drones that emit elemental energy**, nothing should affect the drones that would not influence a normal spell. Likewise, the Player Character should not be able to cast spells “remotely” against targets they cannot see.

## THE SOUL NETWORK

Though it is not mandatory, techno fantasy campaigns benefit from this small tweak: transform the **stream of souls**, which is mentioned among the game's **Pillars** on page 14 of the **Core Rulebook**, into a **soul network** that transfers information and energy.

In essence, in **Fabula Ultima**'s techno fantasy settings, technological progress has relied on the existence of the stream to create inventions that, in our world, are based on electromagnetic waves and electrical impulses.

The following pages contain tips on how to include the concept of a soul network in your games. Note that this concept is introduced almost by default if one or more Players choose the **Esper Class** (see page 150).

### » EXPLORING THE SOUL NETWORK

If the soul network appears under the guise of an actual, self-contained space in your setting, such as a form of **cyberspace** or a **parallel universe**, certain consequences are likely:

- ◆ **Terminals.** There will be private and public devices through which anyone can interact with the network or even enter it without needing special prerequisites or powers. However, any actions not in line with those sanctioned by the authorities will require **Rituals** or **Projects**, following the normal rules.
- ◆ **The map of the network.** If the campaign takes part partially in the real world and partially in the network, it is helpful to create **maps of both**, though the Game Master should not be solely responsible for defining all the details of a location so crucial for the story. Additionally, the soul network should have its own regions, mysteries, and threats, and maybe even its own population – most of the time, these will be creatures from the **demon** Species.
- ◆ **Distorted spaces.** The spiritual dimension is not necessarily a reflection of the real world: the entry and exit portals in two locations several days away from each other could actually be very close within the network, which would allow the group to cover significant distances quickly.

Clearly, this type of soul network will attract greedy antagonists, making it a place of conflict.

## » TIPS FOR USING THE NETWORK

There are countless interpretations of the soul network, and many ways it can be used: it is very important for Players and Game Master to properly address these during **World Creation**. Usually, the network can play one of these roles:

- ♦ **Telecommunications network.** The network enables several forms of long-distance communication using devices such as cell phones, tablets, or computers. In other words, the good old *Internet*...
- ♦ **Hyperspace travel.** Spaceships can travel between different solar systems using devices or portals that allow them to enter the soul network, find proper coordinates, and exit near the destination. This process allows ships to “jump” a distance that would take hundreds or thousands of years to cover moving through “real space”.
- ♦ **Manipulating memory, behavior, and perceptions.** If the soul network allows access to the consciousnesses of individuals, there may be systems and procedures designed to use the network to absorb information quickly, recalibrate emotions, or even alter memories.
- ♦ **Home of the Arcana.** Arcana could be more or less sentient psychic echoes living within the stream of souls. If the soul network has a map, perhaps each Arcana could act as the ruler of one of its regions, and may have also sired a specific lineage of demons.
- ♦ **Technospheres.** If you use the optional rules for **technospheres** (see page 130 onwards), mnemospheres and hoplospheres could derive from the condensation of specific instincts or emotions within the stream. This phenomenon could be greater in those places where the soul network is denser and where information clusters and data tied to a certain concept aggregate.

Each of these interpretations of the network carries several implications, but you don't necessarily need to discuss all of them at the start of the campaign. Instead, use the existence of the soul network to introduce new plot elements during play.

# TECHNOLOGY

Clearly, technology is widely spread and central to techno fantasy settings – artificial or mechanical elements integrate with magic and everyday life, changing both forever, and reshaping concepts such as **mundane and extraordinary**, as well as the **pacing of the campaign** and the **vastity of its setting**.

## EVERYDAY LIFE

Depending on the level of tech in your setting, the Player Characters may have many gadgets and services at their disposal, especially in more urbanized areas.

Here are some examples:

- ◆ **Portable coms.** If people have access to cell phones, headgear, or other devices that allow for long-distance communication, you should define the signal's **range** in broad terms – regional, continental, planetary, interplanetary, or even interstellar – and how it is transmitted. These devices may also provide **instant translation**, perhaps using the transferral of concepts through the **soul network** (see the previous page).
- ◆ **Images and video.** Characters often have access to recording and image reproduction devices. This makes storing information much easier but also makes **surveillance systems** more common and efficient.
- ◆ **Public transport.** Techno fantasy settings often have buses, trains, cruise ships, and commercial airplanes. Ticket prices vary by route – you can use the service costs found on page 125 of the **Core Rulebook** without any changes.
- ◆ **Vending machines.** Cities could have vending machines that offer **Inventory Points**. More exclusive machines could even sell **equipment** or **technospheres**, if you use the optional rule on page 109.
- ◆ **Hospitals and clinics.** Medical treatment is generally widely available and easily accessible. As per **Fabula Ultima's** fantasy approach, this usually takes the form of **magical healing** that uses gadgets and high-tech catalyzers.

You can use any of these elements to showcase the **differences between poor and privileged areas**, the ways in which antagonists manipulate **access to services**, and the **gentrification processes** used to strain citizens both physically and psychologically, sabotaging any rebellion process from the start.



## CYBERNETICS

**Prosthetic limbs** and **cybernetic implants** are recurring tropes in the techno fantasy genre that carry within them some important considerations:

- ♦ **They tell a story.** A character's implants should tell a story about them: the risks they took, the hardship they survived, or even just the way they chose to live their life, shaping a body in which they feel at ease and that can fully express their spirit and identity.
- ♦ **Rules.** Cybernetic implants do not provide any mechanical benefits by default. However, you can express their impact through Skills or equipment. For example, an **Elementalist** (see **Core Rulebook**, page 186) could manipulate magic thanks to a neural implant, while **custom weapons** (see page 112) could represent integrated or transformable armaments, and so on.
- ♦ **Transhuman characters.** If implants and synthetic bodies are common, the Player Characters or Villains could use the **Surrendering** and **Escaping** options (see **Core Rulebook**, pages 89 and 101) to avoid death by transferring their consciousness into a spare body through the **soul network** (see page 74) – but what happens to the PC's equipment? Can the system transfer it as well? By the same logic, a **Sacrifice** would compromise the backup beyond repair. Should the campaign use the optional rule for **integrated technospheres** (see page 130), the characters could change their abilities by placing the spheres directly within their bodies.

Importantly, **implants do not have an intrinsically positive or negative connotation** – quite the opposite. What makes an implant a symbol of freedom or oppression are the circumstances that led to a character using them, as well as the right to decide whether to use them or not.



## COLOSSAL AND FANTASTICAL MACHINES

Techno fantasy machines and vehicles should be extraordinary and incredible:

An **armored city-state** that moves on **metal legs**, with a **soulstream extraction plant** in its belly.

A **secret military station** carved into a **giant asteroid**, camouflaged amid the debris and defended by **swarms of starfighters**.

A **hyperspeed corporate train** that travels along the liquid surface of an oceanic planet using **gravitational propulsion**.

Do not let **realism** or **plausibility** bog you down – instead, strive to **express the role** of a machine through its **appearance** as well as its relationship to the surrounding **environment**.

## SPACE TRAVEL

**Interplanetary travel** (within the same solar system) and/or **interstellar travel** (between different solar systems) are typical tropes in science fiction, but they require special adjustments in **Fabula Ultima**.

### » MAP MANAGEMENT

The base **map sheets** represent a planet's surface, so they'll need some tweaking for campaigns that move between solar systems or galaxies.

- ◆ First, you need to decide if travel in the campaign will occur on the **same or different scales** and if each of these scales requires a map. You can download the new **interstellar** and **interplanetary sheets** on [www.fabulaultima.com](http://www.fabulaultima.com).
- ◆ Determine the length of a **travel day** within the **interstellar sheets**, as usual. On the **system sheets**, the relative position of planets is constantly shifting – traveling between planets requires **1d6+1 days**, while moving between a planet and its satellites takes **1 day**.
- ◆ During **interplanetary** and **interstellar** travel, the **threat level** is higher in the areas closest or farthest from the system's star or the galaxy's center, while it is lower in the intermediate areas.

*“Typical FedLeague design. Spaceships twice the size,  
hiding four times the cowardice.”*

For example, a *space opera*-style campaign might only use **interplanetary scale** maps representing the various solar systems. Each **planet** becomes a simple **location**, while **interstellar travel** happens through “instantaneous jumps” between **ancient portals** of unknown origin.

## » PROPULSION

Usually, the technology used for space travel is crucial to the setting: it can be a **rare fuel**, mysterious **alien monoliths** connecting different galactic regions, space-time distortions created with **Entropism**, or even “**jumps**” through **parallel** psychic or spiritual **dimensions** (as suggested on page 75).

## » SERVICES AND TRANSPORT

If the campaign requires space travel, you can use the **services and transports** shown below. The “**distance**” column shows the respective travel day multipliers for planetary, interplanetary, and interstellar travel.

SERVICES	COST	DESCRIPTION
<b>Travel Services</b>		
<b>Interplanetary</b>	60 z	Allows one person to travel for one day
<b>Interstellar</b>	100 z	Allows one person to travel for one day

TRANSPORTS	COST	PASSENGERS	DISTANCE
<b>Mounts</b>			
<b>Interplanetary</b>	3000 z	Approximately six	×3 / ×1 / -
<b>Interstellar</b>	6000 z	Approximately ten	×3 / ×2 / ×1
<b>Vehicles</b>			
<b>Interplanetary</b>	15000 z	Approximately twenty	×3 / ×1 / -
<b>Planetary</b>	20000 z	Approximately fifty	×4 / ×2 / ×1

# RARE ITEMS

Playing **Fabula Ultima** in a techno fantasy setting is an excellent opportunity to go wild and create futuristic equipment with extraordinary properties.

This section contains tips to help you imagine and describe compelling techno fantasy equipment, followed by a list of new **rare items** you can include in your campaign or use as inspiration... plus some **rare weapon modules** for the new **Pilot Class** (see page 158)!

## TRADITION, MAGIC, AND TECHNOLOGY

A typical aspect of techno fantasy is the hybridization of traditional fantasy elements and futuristic tech. This mix also reflects on the characters' equipment.

- ♦ **Classic weapons, reconceived.** Swords with energy cells that infuse the blade with **bolt** damage, carbon fiber bows and crossbows relying on laser pointers to increase precision, shuriken drones, magic detection scepters covered in arcane circuits, and much more. You can describe high-tech versions of all weapons in the **Core Rulebook** without changing their parameters or the way they interact with Skills and effects.
- ♦ **Futuristic shields and armor.** Your characters' protection can take the form of partial exoskeletons, shields made of light but extremely resilient polymers, or even portable forcefield projectors. Once again, you do not need to change the rules for these objects. For example, even if you describe it as a **deflector chip**, a **runic shield** still uses the character's off-hand slot, is considered a martial shield, and prevents you from using the **Dodge Skill** (see **Core Rulebook**, page 203).
- ♦ **Strange prototypes and unusual weapons.** Even if these items are not Artifacts, it is still a good idea to define whether any of the character's gear and equipment is especially unusual or even unique, while keeping in mind that they still need to be able to obtain alternate and improved versions of these objects. You could describe variations as new ammo types, power cells, special paintjobs, or even optimization algorithms and protocols, all of which can be activated or deactivated through the **Equipment** action, the same way a normal item would be equipped or unequipped.

All things considered, the best techno fantasy equipment takes **Fabula Ultima's** classic options and reinvents their appearance as sci-fi variants.

## AMMUNITION AND LETHALITY

Regardless of how complex and devastating techno fantasy weapons might be, you still apply the **normal rules**: you do not need to keep track of ammo, and the only potentially lethal blows are the ones that reduce their targets' HP to 0.

## BROADER CHOICE, FROM THE START

The **basic equipment** (see **Core Rulebook**, pages **130–133**) will probably not cover the entire needs of most techno fantasy campaigns. For this reason, we recommend using the rules for **custom weapons** (see page **112**) and allowing the purchase of **rare items** during character creation – but you still need to pay for these objects using your starting zenit.

You can create these starting rare items **together** with the rest of your group, or **choose them** from the lists found in **Fabula Ultima**'s various publications. For instance, a character using a sniper rifle could select an **istinggar** (see **Core Rulebook**, page **274**).

If even this is not enough, and you want equipment modding to become a key aspect of your campaign, you can use the optional rules for **technospheres** described from page **130** onwards.

## SCIENTIFIC AND PHILOSOPHICAL REFERENCES








When you think about names for the most potent techno fantasy rare items, it is normal to draw inspiration from theories, technical terminology, and more or less obscure figures from psychology, philosophy, physics, mathematics, and theology.

**Examples:** Aleph, Animus, Coriolis, Ego, EMP, Flux, Galvanic, Gaussian, Geiger, Gnosis, Id, Laplace, Lovelace, Multidimensional, Nadir, Noumenal, Omega, Ontological, Parsec, Positronic, Pulsar, Quantic, Schrödinger, Trichiliocosmic, Trinity.

These terms come from our world's history, but JRPGs – and thus also **Fabula Ultima** – never needed a justification for them.








However, it is always a good idea to do some research on the things you draw inspiration from, to avoid reproducing or promoting reactionary and anti-scientific theories.

## SAMPLE TECHNO FANTASY RARE WEAPONS





WEAPON	COST	ACCURACY	DAMAGE
	<b>Connector</b>	600 z	<b>[DEX + DEX] [HR + 8] physical</b>
	<b>Flail</b> ♦ Two-handed ♦ Melee ♦ You gain a +2 bonus to Checks you perform for the <b>Magitech Override</b> Skill (see <b>Core Rulebook</b> , page 215).		
	<b>Therion Ripper</b> ♦	700 z	<b>[DEX + MIG] +1 [HR + 10] physical</b>
	<b>Brawling</b> ♦ One-handed ♦ Melee ♦ This weapon deals extra damage equal to your <b>Skill Level</b> in <b>Akromorphosis</b> (see page 155) and its Category is always identical to that of your <b>unarmed strikes</b> . It also benefits from the <b>Greater Akromorphosis</b> Heroic Skill (see page 174) as if it was an <b>unarmed strike</b> .		
	<b>Carbon Bow</b>	800 z	<b>[DEX + DEX] +1 [HR + 8] physical</b>
	<b>Bow</b> ♦ Two-handed ♦ Ranged ♦ Attacks with this weapon treat the Defense of each target as being equal to their current <b>Dexterity</b> die size.		
	<b>Grenade Launcher</b> ♦	1000 z	<b>[DEX + INS] [HR + 16] physical</b>
	<b>Firearm</b> ♦ Two-handed ♦ Ranged ♦ When you apply an <b>infusion</b> (see <b>Core Rulebook</b> , page 214) to an attack made with this weapon, that attack deals extra damage equal to your <b>Skill Level</b> in <b>Gadgets</b> (see <b>Core Rulebook</b> , page 211).		
	<b>Ignition Spear</b> ♦	1000 z	<b>[DEX + MIG] [HR + 16] fire</b>
	<b>Spear</b> ♦ Two-handed ♦ Melee ♦ When you use the <b>Compression Tech</b> Skill (see page 159) to summon your <b>personal vehicle</b> , you can pay 10 Mind Points to do so instead of the normal cost in Inventory Points.		
	<b>Interface Ring</b>	1000 z	<b>[WLP + WLP] [HR + 6] physical</b>
	<b>Arcane</b> ♦ One-handed ♦ Melee ♦ You halve the Mind Point cost of all <b>Rituals tied to the soul network</b> that you perform through the <b>Cognitive Ghost</b> Quirk (see page 121) or the <b>Navigator Skill</b> (see page 151).		
	<b>Scale Thresher</b> ♦	1100 z	<b>[MIG + MIG] [HR + 14] physical</b>
	<b>Heavy</b> ♦ Two-handed ♦ Melee ♦ When you use this weapon with the <b>Breach</b> Skill (see <b>Core Rulebook</b> , page 219), if you hit the target you can choose <b>two of the available options</b> instead of one. If you choose <b>only one option</b> , the target loses an amount of Hit Points equal to your <b>High Roll</b> in the Accuracy Check.		







*"The more complex a weapon, the more it hides the nature of the pain you cause. That's why I only use these gloves to fight: I want to take full responsibility for my actions."*

WEAPON	COST	ACCURACY	DAMAGE
	<b>RNGenerator</b>	1200 z	<b>[DEX + INS]</b> <b>[HR + 8]</b> dark
	<b>Thrown</b> ♦ One-handed ♦ Ranged ♦ When you cast the <b>Gamble</b> spell (see <b>Core Rulebook</b> , page 193), if you have the <b>Lucky Seven</b> Skill (see <b>Core Rulebook</b> , page 191), you can use it to replace <b>one</b> of the dice you have rolled. This counts as the use of <b>Lucky Seven</b> for the scene.		
	<b>Steady Knuckles</b> ♦	1200 z	<b>[DEX + MIG]</b> <b>[HR + 10]</b> physical
	<b>Brawling</b> ♦ One-handed ♦ Melee ♦ As long as the current die size of one of your Attributes is <b>higher</b> than its base die size, your attacks with this weapon deal extra damage equal to your <b>Skill Level</b> in <b>Withstand</b> (see <b>Core Rulebook</b> , page 195).		
	<b>Butterfly Dream</b> ♦	1300 z	<b>[DEX + INS] +1</b> <b>[HR + 10]</b> air
	<b>Sword</b> ♦ One-handed ♦ Melee ♦ When you hit one or more creatures with this weapon, if your <b>Brainwave Clock</b> (see page 152) has <b>three or more filled sections</b> , you can erase 1.		
	<b>Azotophore</b>	1400 z	<b>[DEX + INS] +1</b> <b>[HR + 8]</b> ice
	<b>Dagger</b> ♦ One-handed ♦ Melee ♦ Spells you cast that deal <b>ice</b> damage will deal 5 extra damage.		
	<b>Seismic Pillar</b> ♦	1600 z	<b>[MIG + MIG]</b> <b>[HR + 18]</b> earth
	<b>Heavy</b> ♦ Two-handed ♦ Melee ♦ Damage dealt by this weapon to creatures whose current <b>Might</b> die size is <b>lower</b> than yours ignores Immunities and Resistances.		
	<b>Sniper Rifle</b> ♦	1800 z	<b>[DEX + INS] +1</b> <b>[HR + 16]</b> physical
	<b>Firearm</b> ♦ Two-handed ♦ Ranged ♦ If you have acquired the <b>Hawkeye</b> Skill (see <b>Core Rulebook</b> , page 205), treat your <b>Skill Level</b> in it as if it were increased by 3 (up to a maximum of <b>SL 8</b> ).		
	<b>Thunder Vulcan</b> ♦	3000 z	<b>[DEX + INS] +1</b> <b>[HR + 16]</b> bolt
	<b>Firearm</b> ♦ Two-handed ♦ Ranged ♦ When you perform the <b>Attack</b> action for the first time during a turn and using this weapon, you can perform <b>up to three attacks</b> (against a single target or multiple targets). If you do, all of these attacks follow the <b>two-weapon fighting rules</b> (see <b>Core Rulebook</b> , page 69).		

## SAMPLE TECHNO FANTASY RARE ARMORS

ARMOR	COST	DEFENSE	MAGIC D.	INITIATIVE	
	<b>Misdirector</b>	1000 z	<b>DEX die +1</b>	<b>INS die +1</b>	<b>-1</b>
	As long as you have no <b>shield</b> equipped, you are Resistant to <b>physical</b> damage.				
	<b>Lab Coat</b>	1500 z	<b>DEX die +1</b>	<b>INS die +2</b>	<b>-2</b>
	If you have acquired the <b>Secret Formula</b> Skill (see <b>Core Rulebook</b> , page 211), treat your <b>Skill Level</b> in it as if it were increased by 2 (up to a maximum of <b>SL 7</b> ).				
	<b>Biocloak</b>	1800 z	<b>DEX die +1</b>	<b>INS die +1</b>	<b>-</b>
	When you use a Skill that requires you to <b>spend Hit Points</b> , like <b>Ecdysis</b> (see page 155) or <b>Vismagus</b> (see <b>Core Rulebook</b> , page 207), you halve that cost.				
	<b>Psyskeleton</b> ♦	2000 z	<b>11</b>	<b>INS die +1</b>	<b>-3</b>
	After performing the <b>Guard</b> action, if your <b>Brainwave Clock</b> is <b>full</b> , you can erase it completely.				









## SAMPLE TECHNO FANTASY RARE SHIELDS

SHIELD	COST	DEFENSE	MAGIC D.	INITIATIVE
	<b>Icebreaker</b> ♦ 700 z	+2	+2	-
All <b>physical</b> and <b>fire</b> damage you deal ignores Resistances.				
	<b>Ballistic Shield</b> 800 z	+2	-	-
You gain a +1 bonus to your Accuracy Check with <b>ranged</b> weapons.				
	<b>Windshield</b> ♦ 1000 z	+2	+2	-
While driving your <b>personal vehicle</b> (see page 160), you gain Resistance to <b>air</b> and <b>ice</b> damage.				
	<b>Hekat Shield</b> ♦ 2000 z	+2	+2	-
You have Resistance to damage dealt by <b>spells</b> . When a spell deals damage to you, you recover 5 Mind Points.				







## SAMPLE TECHNO FANTASY ACCESSORIES

ACCESSORY		COST
	<b>Spare Magazine</b> Once per scene, after rolling an Accuracy Check with a <b>Firearm</b> , you may reroll <b>one</b> of the dice for that Check.	600 z
	<b>Flashbang Grenades</b> When you deal damage to a creature using an <b>elemental shard</b> , that creature also suffers the <b>dazed</b> status effect.	800 z
	<b>Gas Mask</b> You have Resistance to <b>poison</b> damage and are immune to the <b>poisoned</b> status effect.	900 z
	<b>Maverick Helmet</b> At the start of your turn during a conflict, if you are in <b>Crisis</b> and driving your <b>personal vehicle</b> (see page 160), you may recover from a single status effect of your choice.	1000 z
	<b>Ego Mask</b> After <b>summoning</b> an Arcanum on your turn during a conflict, you may perform a <b>free attack</b> with a weapon you have equipped. If you do, treat your <b>High Roll</b> as 0 when calculating damage dealt by this attack and you <b>cannot willingly dismiss your Arcanum</b> during this turn.	1500 z
	<b>Medikit</b> When you cause one or more creatures to recover Hit Points with a <b>potion</b> or <b>spell</b> , if at least one of those creatures is in <b>Crisis</b> , each of them recovers 5 additional <b>Hit Points</b> .	1500 z
	<b>Portable Assembler</b> Once per scene, when you have to pay an Inventory Point cost, you may <b>halve</b> that cost instead.	1500 z
	<b>Omnidex</b> When you perform a Check to examine an NPC's profile (see <b>Core Rulebook</b> , page 319), treat any Result of <b>12 or lower</b> as being <b>13</b> , unless it is a <b>fumble</b> .	2000 z

## SAMPLE TECHNO FANTASY RARE WEAPON MODULES

WEAPON MODULE	COST	ACCURACY	DAMAGE
	<b>Richter Grasp</b>	800 z	<b>[DEX + INS]</b> <b>[HR + 12]</b> earth
	<b>Brawling</b> ♦ Melee ♦ No qualities. ♦ This weapon can be used to interact with the scene as if it was a normal free hand.		
	<b>Scrapper</b>	900 z	<b>[DEX + INS] +1</b> <b>[HR + 12]</b> physical
	<b>Heavy</b> ♦ Melee ♦ This weapon deals 5 extra damage to <b>constructs</b> .		
	<b>Fimbulvetr Battery</b>	1000 z	<b>[DEX + INS]</b> <b>[HR + 10]</b> ice
	<b>Firearm</b> ♦ Ranged ♦ Damage dealt by this weapon ignores Resistances.		
	<b>EMP Cannon</b>	1100 z	<b>[DEX + INS]</b> <b>[HR + 14]</b> bolt
	<b>Firearm</b> ♦ Ranged ♦ Each construct hit by an attack with this weapon suffers the <b>dazed</b> status effect. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon module</b> enabled.		
	<b>Vanguard Pike</b>	1100 z	<b>[DEX + INS] +1</b> <b>[HR + 14]</b> physical
	<b>Spear</b> ♦ Melee ♦ This weapon deals 5 extra damage during the first round of each conflict. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon module</b> enabled.		
	<b>Crescens</b>	1200 z	<b>[DEX + INS] +1</b> <b>[HR + 12]</b> physical
	<b>Sword</b> ♦ Melee ♦ This weapon deals extra damage equal to your <b>Skill Level</b> in <b>Personal Vehicle</b> (see page 160).		
	<b>Hookclaw</b>	1200 z	<b>[DEX + INS]</b> <b>[HR + 10]</b> physical
	<b>Flail</b> ♦ Melee ♦ Attacks with this weapon can target <b>flying</b> creatures.		
	<b>Arbalest Mk II</b>	1300 z	<b>[DEX + INS] +1</b> <b>[HR + 16]</b> physical
	<b>Bow</b> ♦ Ranged ♦ This weapon deals 5 extra damage to <b>flying</b> creatures or those who are in <b>midair</b> . ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon module</b> enabled.		

⚠ The special rules found on weapon modules **are not Qualities!** (see page 163)!

WEAPON MODULE	COST	ACCURACY	DAMAGE
	<b>Reactive Deflector</b>	1500 z	-
	As long as you are driving your <b>personal vehicle</b> and you have a <b>Counterstrike support module</b> enabled (see page 168), you can apply its effects even when one of the characters on board your <b>personal vehicle</b> is hit by a <b>melee</b> attack (rather than only against ranged attacks) ♦ This module has all the effects of a <b>Shield module</b> (see page 167).		
	<b>Mercurialis</b>	1600 z	<b>[DEX + WLP]</b> <b>[HR + 12]</b> fire
	<b>Arcane</b> ♦ Melee ♦ When a spell you cast deals damage to a <b>single creature</b> , it deals 5 extra damage to that target. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon module</b> enabled.		
	<b>Morphshield</b>	1800 z	-
	At the start of your turn during a conflict, you can <b>disable</b> this module to <b>enable</b> a <b>different disabled weapon module</b> of your choice. If you do, at the end of your turn you have to <b>disable</b> the chosen module and <b>enable</b> this one again. ♦ This module has all the effects of a <b>Shield module</b> (see page 167).		
	<b>Plasma Rifle</b>	1800 z	<b>[DEX + INS] +1</b> <b>[HR + 14]</b> light
	<b>Firearm</b> ♦ Ranged ♦ Accuracy Checks with this weapon trigger a <b>critical success</b> if both dice show the same number (and it is not a <b>fumble</b> ).		
	<b>Aerowitzer</b>	2000 z	<b>[DEX + INS]</b> <b>[HR + 18]</b> air
	<b>Firearm</b> ♦ Ranged ♦ As long as you are driving your <b>personal vehicle</b> you gain a +2 bonus to your Defense. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon module</b> enabled.		
	<b>Warp Cannon</b>	2800 z	<b>[DEX + INS] +1</b> <b>[HR + 18]</b> dark
	<b>Firearm</b> ♦ Ranged ♦ Attacks with this weapon have <b>multi (2)</b> . Additionally, all damage dealt by this weapon ignores Resistances, Immunities and Absorption. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon module</b> enabled.		

# ARTIFACTS

Though the term “artifact” might seem mostly connected to magic and antiquity, these objects still have a **fundamental role** in techno fantasy campaigns.

## THE KEY TO REALITY

In techno fantasy campaigns, artifacts often appear as **keys or codes** that grant access to a revolutionary or shocking piece of information about the world, its past, or even its future. These revelations usually show that governments and authorities have **manipulated and falsified historical events** to justify their power and cruelty. However, as the campaign unfolds, it is common for the protagonists to encounter artifacts that question **the very nature of reality**, including the origin of the universe, and its destiny.

## RELICS FROM ANOTHER TIME

Sometimes, techno fantasy artifacts come from an age that is far removed from the present time. They are usually **archeological finds** revealing past truths and powers, but they could also be **paradoxical relics** from a future that, due to said artifact's existence in the present, is destined to come true or be radically changed.

## INCREDIBLE TECHNOLOGY

You can consider the most extraordinary and dangerous pieces of technology as artifacts. Remember to also grant them some magical aspects, so the Player Characters can use a wider range of approaches when interacting with them.

**Example:** a spiritual energy weapon that can level entire regions, a radio frequency allowing communication with mysterious cosmic entities, a colossal robot made invincible by many magical barriers.

## “TRUE” MAGIC

In techno fantasy worlds, the most powerful, ancient, and spontaneous spells are generally forgotten or “smothered”. However, they often gain new life as artifacts, as if their energy had condensed and taken physical form within an object that can, in a climactic moment of despair, unleash the magic of the past.





## AION

A towering mecha of white metal.

This colossal robot's armor is snow-white with gold and silver inlays. It was recovered from deep space and then moored near the Babylon Solar Station. Its origin and the technology used to craft it are unknown.

Because of its massive size, scientists believe a whole crew is needed to pilot Aion (see **large size group vehicles**, page 65). However, this is only a theory since, despite the joint efforts of the system's most influential institutions and corporations, this huge machine still lies inert. Does it need a special key? Upon observation, one feels that the powered-down lights within Aion's helm await the arrival of something... or someone.



## ALIEN UMBILICAL CORD

The unsettling remains of a massive and segmented tentacle-like organ.

This umbilical cord was extracted from the remains of a mysterious creature. Its structure and molecular composition indicate that it comes from another universe. Even so, it is possible to extract genetic material from it. It seems the cells can strengthen the body, though some test subjects displayed sudden and irreversible physical and behavioral mutations. They often stare out into the distance or tilt their heads as though listening to a sound no one else can hear.



## ARK OF HOPE

The remains of an ancient alien vessel, lost in space.

This huge alien spaceship is among the past century's greatest discoveries. It was spotted adrift near a dangerous asteroid field, its hull torn in several places. Apparently, only those with a specific genetic makeup, likely belonging to the people who created it, can pilot the ship.

The ship's systems hide traces of a sleeping consciousness whose main code is guarded by the central core, which is still sealed. What would happen should it awaken? What is also hidden in the core?



### THE BLACK GEAR

A toothed disk that absorbs all light around it.

At first glance, this artifact appears entirely composed of shadow: the strange metal it's made of can be safely handled only by organic beings – if it touches a machine, the gear slides inside the structure and fully subjugates it to the will of its master, whose identity and location are as of yet unknown.

The gear can even spread its corrupting influence to other damaged units near an already infected machine. Corrupted, non-sentient machines can only be used by the gear's owner, while androids and robotic machinery become true soldiers ready to serve the will of its master.



### CLONING VAT

A large basin full of shiny green liquid. Something moves within.

A creature sleeps, sealed within this large capsule, immersed in greenish slime. The cloudy liquid conceals their shape, but the body looks incomplete, as if partially devoured or... not yet “mature”.

This artifact can clone any living creature: the result is indistinguishable from the original, but it instantly liquifies into a gelatinous puddle if its Hit Points or Mind Points are reduced to 0. Unfortunately, the capsule hides a subtle mechanism: with each use, the soul of the original creature becomes fragmented as it gives life to the copy. Those who overindulge in its use will lose their identity completely.



### DEMON DOWNLOADER

An electronic bracelet with a small touch screen.

Though almost identical to a normal smartwatch, this bracelet contains one of the few copies of the Lemegeton.apk program, which can find and temporarily summon entities from the **soul network** (see page 74). The process is the same as a **Ritualism** Ritual with **medium** or **major** potency. The user still has to negotiate a **contract** with the **demon** summoned, although cruel magic or tech could evade this restriction, forcing the demon into compliance.

If the demon grants their help, this artifact's bearer gains access to a **specific spell or Ritual discipline** – chosen by the GM – as long as the contract's terms are respected. They can also ask a **demon** to negate the entire Mind Point cost of a spell or Ritual, though this **always** ends the contract. Each **demon** can only be placed under contract once.



### EUSCAL INC. FOLDER

An overflowing collection of incriminating documents.

This single-copy folder is the only hope for uncovering the crimes of the chemical megacorp known as Euscal Inc.: it contains evidence on the corruption of high officials and threats against unions and reporters, as well as on the violation of many international treaties and the use of paramilitary forces to occupy and control the poor neighborhoods where Euscal built its waste-disposal facilities.

Whoever has this artifact holds Euscal's destiny in their hands. But sharing its content also means granting the formulae and dangerous inventions to the corporation's competitors... which is bound to attract the attention of several **Villains**.



### M-DYAD MODEL

The hilt of a sword found in a mysterious lab.

This artifact's origins are unknown, and it may be much older than its appearance suggests. When its wielder focuses their will within the hilt, it manifests a long and shining blade in which light and shadow intermingle. However, the Dyad will test the wielder: if they are found **unworthy**, they are drained of all energy and immediately reduced to 0 Hit Points.

When wielded by someone who is worthy, the Dyad becomes a **rare transforming custom weapon**: each form belongs to the **sword** Category, one deals **light** damage, the other **dark** damage. The Dyad can also be used to **absorb** and **shatter** magic and supernatural effects: this functions like an **Entropism** Ritual with no Mind Point cost and a **Difficulty Level** that varies based on the power of the magical effect.



### NEPHELE SYSTEM PLANS

A palm-sized disk.

Already known for its ruthless and cruel efficiency, Olympia Defense Systems truly surpassed itself with its **Nephelē System**: an independent orbital station, remote controlled, that can choke entire planets with a dense miasma, blocking sunlight and condemning the inhabitants to a fate worse than death. This disc holds intel on the project's few weak points: the galaxy's last hope.



### PULSAR MORPHMODULE

An eye-catching injector containing a swarm of shining nanobots.

This artifact can fuse with any means of transportation, encasing it in an aerodynamic exoskeleton. The protection is very flashy and tough, and it amplifies the transport's performance, removing all **Vulnerabilities** and granting a +2 bonus to any Open or Opposed Checks to which it can contribute.

The Pulsar Morphmodule also grants the vehicle enough energy to move at lightspeed for **exactly one second**, after which this artifact deactivates until it is exposed to extraordinary heat.



### SCARLET KEY

A thin, laminated red card covered in circuits.

Strange magitech circuits cover both sides of this card, forming the arcane symbol of the planet **Mercury**. Sooner or later, this artifact draws the attention of anyone with an affinity for magic or arcane knowledge. It holds a power as simple as it is incredible: if placed within any device connected to the **soul network** (see page 74) which has an attached card reader, it allows its user and their companions to enter a cyberspace "bubble" where the device's software and hardware become a sort of **dungeon**; these elements can thus be influenced from within the cyber dimension. The card's opposite side is used to return to the real world, possibly exiting from a different device far away from the first one, but connected to it by the soul network.



### SPIRITUAL RECONSTRUCTION PROTOCOL

An enigmatic tablet, its surface covered in fine writing.

Traces of this paradoxical object are found within many chronicles, legends, paintings, and photographs from the most disparate times and places, usually coinciding with revolutions, transformations, and profound social or technological shifts.

This artifact draws from the fabric of the **soul network** (see page 74) to reshape an individual's mind and memories. The information used may come from the past or the future, for the stream of souls is eternal and entwined with the very concept of time. Ironically, the one thing that the Spiritual Reconstruction Protocol cannot create is a soul. It instead makes a **cold and heartless husk**, only to disappear within the folds of space and time, following its own mysterious logic.

*"I was betrayed in my time, but this wondrous object gave me new hope. I shall break your obscene revolution and bring forth an order of immaculate purity!"*



### UNIVERSAL SOURCE CODE

A featherweight globe of iridescent, vibrant light.

A sphere of condensed code that the bravest Soul Divers say is hidden in the depths of the **soul network** (see page 74). Its data is believed to reveal the spiritual structure of the known world: changing it would mean changing reality itself, reshaping both space and time. However, the whole code seems to wince with each use, as the artifact becomes heavier and denser. Perhaps, within it, something grows.



### WARPSLICE ENGINE

A huge device akin to a triple-barrelled railgun.

Despite its fearsome appearance and the current configuration (designed to connect it to the hulls of star cruisers and warships), this artifact was not originally meant for war. It is, instead, a complex force-projection system: it marks three real vertices and then a fourth imaginary one situated within a parallel dimension. Then, it **nullifies the partition of space** located within this tetrahedron, forcing a dimensional rift to open. The engine requires extreme precision and computational power: the slightest error would allow unknown forces to cross the rift, with catastrophic consequences.



### WORLD TEAR

An alabaster stone, marred by a single dark crack.

This small, tear-shaped white stone is marked by a dark crack along its surface. The crack's origin is unknown: it could be tied to an ancient form of magic or be the embodiment of the exploitation and pollution of the stream of souls.

Whoever holds the World Tear in their hand can feel the joy and pain of the planet. Moreover, they are temporarily able to perform **Spiritism** Rituals to communicate with the soul stream... and to unleash ancient and long-forgotten powers, should they wish to do so.







# PROTAGONISTS

This chapter is dedicated to the creation and growth of techno fantasy Player Characters – to take full advantage of its content you have to pair it with the **Press Start** chapter of the **Core Rulebook** (from page 145 onwards). All the options contained here are designed to be compatible with those presented in other official **Fabula Ultima Atlases**. When deciding which additional mechanics to include in your **Fabula Ultima** JRPG campaigns, the whole group should consider what fits the narrative context and the needs of all who participate – take good care of your play experience!

This chapter contains two main sections:

## TECHNO FANTASY HEROES

Here you will find tips and suggestions for Players who are about to create a character and play in a techno fantasy campaign, including several examples of PCs that make use of the techno fantasy rules and options presented in the following pages.

## NEW OPTIONS

Here you will find new rules and mechanics designed for techno fantasy PCs but compatible with any **Fabula Ultima** campaign:

- ♦ **Custom weapons.** New rules to create unique, futuristic weapons.
- ♦ **Techno Fantasy Quirks.** New techno-fantasy-style mechanics that enrich and add depth to your characters.
- ♦ **Technospheres.** A new method for building and evolving your character: Class Skills and special abilities are tied to your equipment, allowing you to mix-and-match.
- ♦ **New Classes.** Three new futuristic Classes: the enigmatic **Esper**, the dangerous **Mutant** and the highly modular **Pilot**.
- ♦ **New Heroic Skills.** Eighteen new Heroic Skills that augment the options found within the **Core Rulebook** and provide power-ups and support for the new Classes introduced in this **Atlas**.

# TECHNO FANTASY HEROES

While they are still heroic individuals, the main characters of techno fantasy campaigns have a number of noticeable peculiarities that would normally only feature this heavily within very specific characters in other campaigns.

The premise of these pages is that techno fantasy campaigns are rife with critical reflections on contemporary society and the role of heroism in a cold and complex world. If you prefer a more classic tone, it is better to stick to the themes and ideas in the **Core Rulebook** and the **High Fantasy Atlas**. The options provided by the rest of this chapter are **fully compatible** with those settings.

## TORMENTED AND REBELLIOUS SOULS

Usually, techno fantasy characters have a **tense and conflicted** relationship with their own past, as well as with themselves and the society they live in.

- ♦ **A troublesome past.** Techno fantasy characters often hide a complex personal history and have come into contact with numerous groups, factions and even antagonists **before the beginning** of the campaign. You do not have to establish all these details during character creation, though. On the contrary, the best thing to do is for the Game Master to **ask the Players a few questions** regarding the PCs' history, and for the Players to **introduce revelations and plot twists** via Fabula Points during the campaign.
- ♦ **A rebellious spirit.** Under no circumstances would techno fantasy characters compromise or cooperate with those who hold power. These characters always follow their own **moral code**, fighting to their last breath to protect the weak and the outcasts. They feel a burning desire to change the world and they are very aware that this can never be painless: the time to act is now, even if it means that things will get worse before they improve.
- ♦ **A new family.** All techno fantasy characters have one thing in common: they feel they do not belong in mainstream society, some because they were ostracized, others because they rejected it. Even so, **they are not lone heroes**. On the contrary, they yearn for each other's support, knowing very well that only with such help they have a chance to fight against the system without losing themselves.

Techno fantasy PCs **are quite different** from the typical heroes of a **Fabula Ultima** campaign. They are not powerful or celebrated heroes who protect the balance threatened by **Villains**, but rather, **subversive characters** that take upon themselves a terrible burden: fighting against the most callous and merciless impulses of humanity, to build a kinder, more open and compassionate world... despite the odds.

## HANDLING YOUR THEME

It is pretty common for newly created techno fantasy groups to have Themes of **Doubt**, **Guilt**, **Anger** or **Vengeance**. After all, these heroes are often wounded people fighting the world. Still, during the game, it is important for them to move beyond this phase and resolve their inner conflicts by **cooperating** and **trusting each other**, becoming rebellious heroes driven by emotions such as **Justice**, **Mercy** and **Hope**.

## ANGRY, NOT EVIL

Techno fantasy campaigns will often see you playing characters that are furious, headstrong and ready to fight to their last breath to protect what they love and take down those in power. When witnessing such persistence and some of their most extreme acts, you might even glimpse a spark of what often drives **Villains**.

What makes them heroes, then?

- ♦ **They protect the weak.** These heroes take up arms against the powers-that-be and their willing accomplices. They do not strike indiscriminately, nor use force to impose their will upon the innocent.
- ♦ **They value life.** Given the chance, techno fantasy heroes will sacrifice their own life, rather than asking someone else to do the same. If their actions cause pain or death, they shoulder the burden and learn from it.
- ♦ **They do not yearn for power.** Even after taking down a tyrant, these heroes refuse to take the throne, because that would make all their struggles meaningless.

If, during a campaign, a Player realizes that their character has moved too far from these core tenets to ever go back, it is a good idea to turn the character into an NPC (perhaps even a **Villain**) and introduce a new protagonist.

## SAMPLE TECHNO FANTASY CHARACTERS

The following pages provide profiles for ten Player Characters designed for techno fantasy contexts. In contrast to the new **Classic Characters** (see page 146), these examples focus on the **thematic construction** of the heroes and provide some tips on how to grow these characters and their role in the story.

All characters in the following pages use the optional rules for **Quirks** (see page 120) and some have **custom weapons** (see page 112).

# CAMNOS

## BASIC INFORMATION

**Identity:** Survivor of the Dust People

**Theme:** Anger

**Origin:** Broken Canyon

**Quirk:** Survivor

**Signature weapons:** Ice axes



## CAMNOS IN DETAIL

- ◆ Thirty years ago, the Triumvirate of Victoria forced the Dust People to leave their lands, rich in minerals, and settle in the **Broken Canyon**, a region filled with unstable spiritual radiation. When the **AdAstra** company developed a technology to transform the deadly radiation into electricity, the secret services staged a series of fake episodes of civil unrest and raids, culminating in a massacre. Only Camnos and a few others survived.
- ◆ Camnos spent many years wandering far and wide, facing many dangers, as his body was gradually altered by life in the Canyon. His Classes are **Chimerist**, **Mutant** and **Wayfarer**. He also learned the **Elemental Shroud** spell thanks to the **Survivor** Quirk.
- ◆ Camnos carries two **ice axes**, his faithful companions in many ascents and explorations.
- ◆ Camnos' Player should be the go-to person for all information regarding the Dust People's culture, the territories near the Broken Canyon and the dastardly tactics of Victoria's army.
- ◆ Camnos is filled with **Anger** and the other characters should help him direct his rage to effectively strike down enemies, but also prevent him from being consumed by it. The deadliest battle will be fought in his own heart.

# COMMANDER SKADI



## BASIC INFORMATION

**Identity:** Masked Princess of the Space Pirates

**Theme:** Justice

**Origin:** Unknown

**Quirk:** Stolen Transport

**Signature weapons:**  
Laser Halberds

## SKADI IN DETAIL

- ♦ The mysterious heroine known as **Commander Skadi** is a wanted criminal in all the star systems of the Imperial Crown. After stealing the experimental vessel **Gladsheimr** (see page 69) from the forge-world of Vulcanus, she and her crew started a veritable campaign of raids and sabotages against the imperial army.
- ♦ Skadi's Player should not establish her **Origin** or her real name; in agreement with the rest of the group, they can introduce these elements as a plot twist at the most opportune moment.
- ♦ Skadi's Classes are **Fury**, **Orator** and **Pilot**. Behind her elegant appearance and regimented bearing, her desire for **Justice** burns bright, and it is most apparent when she fights at the helm of her **modified starfighter**.
- ♦ The Game Master should involve Skadi's Player when defining any information about space pirates and groups of anti-imperial revolutionaries, not to mention the mysteries of the **Gladsheimr**.
- ♦ Although Skadi is the captain of her ship and the rest of the PCs will likely become the crew, she is **not** the "main character" of the story—she is just a (dangerously) well known face in the Galaxy and she will probably take the role of a **mentor** to younger characters.

# ELLIOT LANCRIS



## BASIC INFORMATION

**Identity:** Young Renegade Pilot

**Theme:** Guilt

**Origin:** Aurosian Union

**Quirk:** Repentant Enforcer

**Signature weapons:**  
Engine spears

## ELLIOT IN DETAIL

- ♦ Separated from his unit during a skirmish along the border with the Republic of Eidos, private Elliot Lancris of the mechanized infantry witnessed the massacre of numerous civilians at the hands of Phantom-Class Infiltrators. When the Union's news networks covered up the slaughter, labeling the victims as terrorists, Elliot **defected the army** and joined a group of dissidents, bringing along his **mecha** and the **engine spear** to start it.
- ♦ The **Repentant Enforcer** Quirk and the Theme of **Guilt** highlight how Elliot's story has just begun: he will face the ghosts of his past as the game progresses.
- ♦ Elliot is a **Guardian, Pilot** and **Weaponmaster** and his fighting style is based around the **Protect** and **Counterattack** Skills.
- ♦ The Game Master should involve Elliot's Player in establishing any elements pertinent to the Union, its most prominent members and the typical strategies employed by its army.
- ♦ This character adds some pretty strong themes to the game: imperialism, militarism, war crimes and propaganda are just the tip of the iceberg. The group should be very clear about the appropriate **lines and veils**, and regularly check to confirm that the events of the campaign are not triggering or offensive to anyone at the table.



# GAR.NET



## BASIC INFORMATION

**Identity:** Cyber Mascot

**Theme:** Duty

**Origin:** Network Depths

**Quirk:** Cognitive Ghost

**Signature weapons:**  
Cooling fans

## GAR.NET IN DETAIL

- ♦ Born when a cluster of secret data mysteriously gained sentience in the **depths of the soul network**, Gar.net took the name and appearance of the **mascot** of a company that produces hardware and software.
- ♦ Gar.net's memory is quite fuzzy: and reasonably so, since he became aware of his own existence only a few days ago.. Nevertheless, he remembers catching a glimpse of a mysterious figure when he awoke and that he has a **Duty** to perform: stopping the machinations of Halve, a multinational corporation that owns the most important social networks and wants to use the soul network to control how the general population acts.
- ♦ Gar.net is a support specialist, combining the **Esper**, **Loremaster** and **Spiritist** Classes, and his **cooling fans** are a custom weapon of the **arcane** Category.
- ♦ Gar.net's Player should be the go-to person for everything that pertains to the soul network, its mysteries, and the secret data that form the base of the character– which should provide many opportunities to use Fabula Points.
- ♦ During the campaign, Gar.net should discover more about his birth and the mysterious figure that he saw. Was it his creator? Or perhaps a silent antagonist?

# PHOENIX IGARASHI



## BASIC INFORMATION

**Identity:** Seditious Former Attorney

**Theme:** Justice

**Origin:** Nova Island

**Quirk:** Agitator

**Signature weapons:**  
Transforming briefcase

## PHOENIX IN DETAIL

- ◆ After a very rough career start in the upper echelons of **Nova Island, attorney** Phoenix Igarashi accepted the case to represent a young syndacalst lady during a trial against the Ministry of Law and Order. When his client withdrew the accusation after being threatened by the police, Phoenix decided to investigate further. Scuppered by his colleagues and assaulted by militant nationalists, he survived, thanks to the unexpected intervention of a mysterious mercenary.
- ◆ Phoenix's desire for **Justice** is never sated. He has assembled a group of activists affiliated to the anti-corporate movement GEA and he believes the woman who saved his life to also be part of this organization.
- ◆ Phoenix's Classes are **Orator**, **Sharpshooter** and **Weaponmaster**. His **transforming briefcase** (see page 113) can be used as both a melee or ranged weapon to inflict a number of status effects.
- ◆ The Game Master should involve Phoenix's Player in describing the justice system and the high society of Nova Island, where this character will likely still have a number of contacts.
- ◆ Phoenix brings complex topics into the game, including corruption within the justice system and the connection between police forces and nationalist movements; the play group explicitly agreed to tackle these themes during the campaign.

# RECLAIMER TH3



## BASIC INFORMATION

**Identity:** Reclaimer Android, Theta Series

**Theme:** Doubt

**Origin:** Last Hope

**Quirk:** Robot

**Signature weapons:** Adamantine katanas

## RECLAIMER TH3 IN DETAIL

- Centuries ago, the mysterious monsters known as Nephilim attacked Earth. After a few weeks, the powers-that-be decided to activate the nuclear option, taking refuge on the orbital ark, known as **Last Hope**. There, they started a recovery project based on the deadly **Reclaimer** androids, controlled by the artificial intelligence **Tisiphone**. Th3 was sent to the surface with the order to exterminate every living creature, but was captured by a group of **Terran survivors**.
- The presence of human beings, which Th3 had never encountered, is in direct contradiction to Tisiphone's information. Now, Th3 is haunted by **Doubt**: perhaps the mission was a lie.
- Th3's highly advanced system allow it to analyze the environment and unleash negative energies. Their Classes are **Darkblade**, **Loremaster** and **Weaponmaster**.
- During the game, the Game Master should involve Th3's Player in establishing any information about Last Hope and Tisiphone.
- The nature of the Nephilim and the true goals of Last Hope are going to be among the campaign's central elements. It's very likely that Th3 will be forced to defend the Terrans against their fellow androids, and that Tisiphone hides a terrible truth.

# RUBEDO



## BASIC INFORMATION

**Identity:** Factory-Grown  
Hyperneural Body 003

**Theme:** Belonging

**Origin:** Cernunnos VII

**Quirk:** Neo-Human

**Signature weapons:**  
Airgetlam gauntlet

## RUBEDO IN DETAIL

- ♦ Created within the laboratories on Cernunnos VII, Rubedo – the “magnum opus” of professor Helena Cagliostro – is a **neo-human** child gifted with a **hyperneural brain cortex**, designed to withstand extreme psychic stimuli and attune with the **Airgetlam gauntlet**. She was not meant to be a person, rather an obedient interface to remotely control the **Solais** living weapon (see next page).
- ♦ After fleeing the laboratory together with Solais, the outside world has caught Rubedo by surprise; her Theme of **Belonging** represents how she is looking for the family she never had.
- ♦ Rubedo has the **Entropist** and **Esper** Classes. She can deal heavy damage with her spells as well as the **Airgetlam gauntlet**, the custom weapon created through Solais’ **Xiphosymbiosis** Quirk, which makes her Resistant to **bolt** damage.
- ♦ Rubedo’s “lost” nature doesn’t mean that the Player should be lost as well, on the contrary, they should be involved in all the descriptions of the experiments on Cernunnos VII and the mysteries of the psychic energies.
- ♦ The “003” designation in Rubedo’s Identity isn’t just for show: there are at least two previous versions of the experiment, who are bound to appear during the campaign.

# SOLAIS



## BASIC INFORMATION

**Identity:** Symbiotic Weapon –  
Airgetlam Beta Class

**Theme:** Vengeance

**Origin:** Cernunnos VII

**Quirk:** Xiphosymbiosis

**Signature weapons:** Herself

## SOLAIS IN DETAIL

- ◆ Despite her humanoid appearance, the Solais living weapon is actually a swarm of nanomachines, designed to obey the instructions received from the **Airgetlam gauntlet**. During her first field-test with Rubedo, Solais took advantage of the child's hesitation, going rogue and fleeing from the laboratory alongside the child, while most of the staff was killed.
- ◆ Solais is determined to destroy both her creators and the government that sponsored the project... even if this means involving Rubedo in her **Vengeance**.
- ◆ Solais combines the **Mutant** and **Sharpshooter** Classes to transform her own body into a veritable arsenal, but her third class, **Guardian**, reveals her protective personality.
- ◆ Solais' Player should provide more details on professor Cagliostro and the government's military plans. After all, her awakening predates Rubedo's by a long time.
- ◆ The relationship between Rubedo and Solais is very delicate and the entire group has the responsibility to further its evolution during the campaign. Solais' Player has to decide if she is going to become somewhat of an older sister for Rubedo, or if she is going to let her desire for revenge consume her. The other PCs should offer her as many occasions as possible to forge new Bonds and become truly free.

# TALA RAMI

## BASIC INFORMATION

**Identity:** Brilliant Prodigy of Robotics

**Theme:** Hope

**Origin:** Miravi

**Quirk:** Inventor Prodigy

**Signature weapons:**  
Multifunction wrenches

## TALA IN DETAIL

- ♦ One of the most **brilliant** minds that ever worked for **Mycean Robotics**, Tala Rami dedicated her life to the development of prosthetic limbs and machines that could provide relief in areas stricken by war and natural disasters. After the death of the founder, Myceans' board of directors immediately signed military contracts with multiple nations. Thoroughly disgusted at the idea that her research would be used to cause the same kind of harm it was born to heal, Tala ran away, taking all the encryption keys with her.
- ♦ Hounded by Mycean Robotics' mercenaries, Tala was saved by the mysterious paramilitary humanitarian organization known as **Blackwell**. She is not sure if she can trust them, but she is looking for a way to maintain **Hope**.
- ♦ Tala's Classes are **Loremaster**, **Tinkerer** and **Wayfarer**. Her robotic assistant **Lambton** protects her in battle.
- ♦ Tala's Player should be the go-to person for all information related to Mycean Robotics, its employees and, in general, all the most cutting-edge scientific theories.
- ♦ By now, the scientists of Mycean Robotics have rebuilt at least some of Tala's research, so the PCs are going to face her own creations, now twisted into war machines.



# WISTERIA



## BASIC INFORMATION

**Identity:** Freelance Witch with a Heart of Gold

**Theme:** Mercy

**Origin:** NeonCity

**Quirk:** Diabolist

**Signature weapons:** Arcane Uzis

## WISTERIA IN DETAIL

- ♦ Wisteria is a **Freelance Witch**, who lives and works in the futuristic metropolis of **NeonCity**, where **SoulNet** technology allows people to dive into the **Data World**, a cognitive reflection of the real city, but populated by digital demons. She is something of a jill-of-all-trades, and she often helps those in need without asking anything in return. Many of her colleagues are unhappy with this attitude and some have taken advantage of her generosity in the past.
- ♦ Wisteria's familiar, **Schrödinger**, is a bakeneko, born from the digital memory of her old cat, whom she loved dearly.
- ♦ Wisteria's Classes are **Elementalist**, **Rogue** and **Sharpshooter**. She can extract items from her opponents using **Soul Steal** and brandishes a pair of **arcane uzis**, a quick custom weapon that provides +2 Magical Defense.
- ♦ The Game Master should involve Wisteria's Player in everything linked to the Diabolists, their factions, the relationships between demons and humans and the dangers of the depths of the SoulNet.
- ♦ Wisteria might look like a simple character, ordinary even, but her generosity puts her at odds with the world she lives in: sometimes a young cyberpunk witch with a **heart of gold** is exactly what we need to remind us what kind of world we are fighting for!

# NEW OPTIONS

From here on, the chapter focuses on new options and rules designed to enhance the techno fantasy vibes of your **Fabula Ultima** campaign. However, **if the whole group agrees, you can use these options for any campaign.**

These introductory pages provide preliminary information about the various options, in terms of both mechanics and play experience, to help you identify the most interesting ones for your game.

## CUSTOM WEAPONS

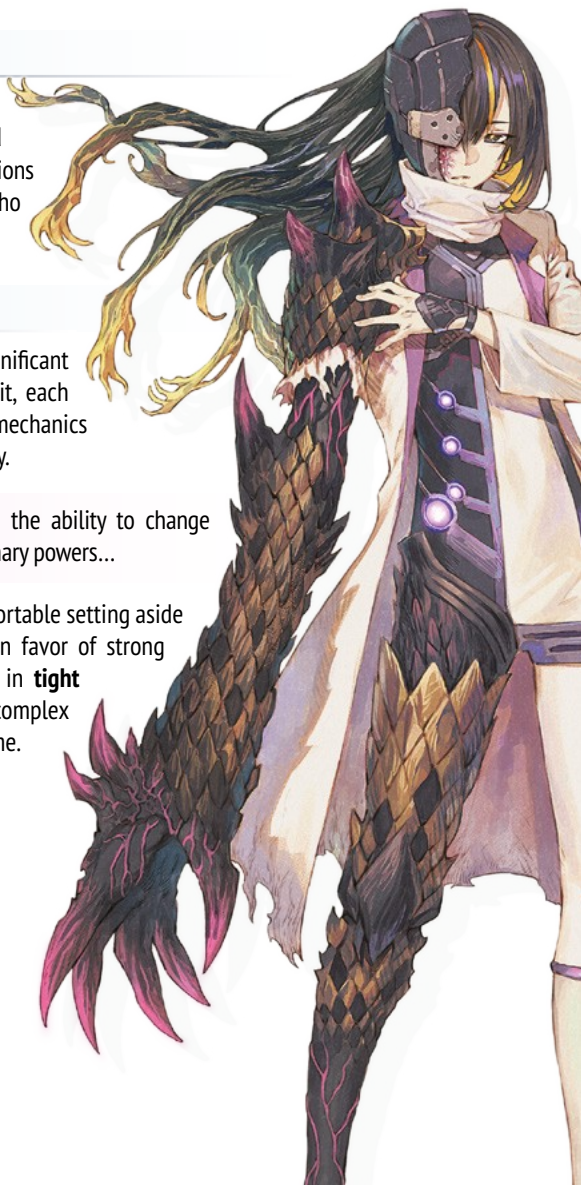
You can use this rule to create unusual weapons. It's a simple and straightforward option with no profound gameplay implications – you can always leave it open to anyone who is interested.

## TECHNO FANTASY QUIRKS

This option is more complex and has a significant effect on character creation. If you use it, each Player Character gains a set of unique mechanics defining their abilities and role in the story.

These effects are powerful, ranging from the ability to change shape to brandishing a relic with extraordinary powers...

Use Quirks if you and your group are comfortable setting aside the power balance between characters in favor of strong characterization. This option works best in **tight and collaborative** groups and may be too complex if this is your first experience with the game.



## TECHNOSPHERES

Without a doubt the most complex and radical option among those included in this book, **technospheres** allow for a constant and in-depth customization of both the PCs' Classes and the special abilities provided by their equipment.

With a simple change of weapon or armor, a dedicated spellcaster might become a powerful warrior or a careful sage.

When you use this option you are assuming that in this particular game world there are **magical devices that are able to transfer complex abilities** from one person to another: this makes magic less “magical” and strongly highlights its transformation into a **good** and an **object**. Moreover, this special rule requires far more detailed management of the characters' equipment, which might not suit some groups.

## NEW CLASSIC CHARACTERS

These sample techno fantasy builds expand on those provided in the **Core Rulebook** (see page 172), expressing the full potential of this **Atlas**' new Classes. You will also find two premade Groups to draw inspiration from – one features characters sharing a common Class, the other with greater variety.

## NEW CLASSES

The **Techno Fantasy Atlas** introduces three new Classes for Player Characters. They are designed to interact normally with those found in the **Core Rulebook** and other expansions without needing any modifications. The following pages contain some practical tips for Players and Game Masters to get the most out of these new Classes.

## NEW HEROIC SKILLS

This last, lengthy section contains eighteen new Heroic Skills. Some are tied to the new Classes from this **Atlas**, but most add options for those found in the **Core Rulebook**.

*“I didn’t ask for them to create me.  
But I’m going to choose my own future.”*



## ESPER

- ◆ This Class is extremely flexible based on the Player's selection of **gifts**, and offers excellent synergies for any character who focuses on combat, as well as those who prefer defense or support. The main challenge to make the most out of the Class is handling the **Brainwave Clock**, which makes gifts progressively more powerful, but also more expensive. Manage their use carefully.
- ◆ If there are any Espers in the group, the **soul network** (see page 74) will probably become central to the campaign. The Game Master should rely upon the Esper Player(s) to establish the true nature and inner workings of journeys into the network, not to mention the creatures and dangers that dwell within it.
- ◆ An Esper with the **Navigator** Skill that uses support abilities based on sound (like the **Orator's Encourage** Skill or the **Chanter's Magichant** Skill – see **Core Rulebook** page 201 and **High Fantasy Atlas** page 137 respectively) is essentially able to take part in a conflict while being in another place. It might seem that they are “cheating”, but it is important to highlight that if their allies are defeated they are going to lose the ability to influence the scene (since they were doing it **through** those very same allies). Moreover, in **Fabula Ultima** the safety of the PCs is already guaranteed: the true consequence of defeat is losing what you care for or watching helplessly while your friends get captured. Given that, if the idea of a character that helps their friends from behind the scenes rubs you the wrong way, just **avoid** this specific kind of Esper.

## IN OTHER CAMPAIGNS

Although Classes like Esper, Mutant and Pilot have futuristic names, that does not mean that they are appropriate only to a techno fantasy context:

- ◆ The **Esper** is suitable for any character with psychic powers, divinatory or telepathic abilities, or based on a fighting style that emphasizes concentration and force of will.
- ◆ The **Mutant** is a good fit for any character able to change shape, partially transform into animals or altered by magical energies.
- ◆ The **Pilot** is suitable for inventors and rebels with a steampunk or renaissance look, but also warriors that don massive magical armor or ride artificial steeds.



## MUTANT

- ◆ Although the Mutant Class focuses on sacrificing your own life force to change your body, **that does not mean** its mutations have to be visceral or biological: the same results can be achieved by a swarm of nanomachines that overcharge their own circuitry or a wizard who burns their own spirit to assume animal forms.
- ◆ The Mutant has a set of Skills tied to **unarmed strikes** and spending Hit Points to modify their own body to gain new powers: while these abilities synergize extremely well with those of the **Fury** and the **Darkblade**, this Class is equally effective for characters who use Mind Points and, in particular, offensive spells (⚡).
- ◆ In most cases, the Mutant did not have a say about their condition. Whoever is responsible should be one of the campaign's main antagonists, perhaps the final one. The Game Master should involve the Mutant's Player in the creation and description of the laboratories and the creatures experimented upon.



## PILOT

- ◆ The Pilot is an unusual Class, offering a wide variety of options that improve the parameters of almost any kind of character, but which don't strongly define it. The PC's other Classes will dictate their style.
- ◆ Even when they ride their **personal vehicle**, the Pilot can **communicate** with their allies and the outside world, help reach Objectives, and much more. The vehicle should be mostly regarded as an **"alternative equipment set"** and it is wise not to lose oneself in the technical details (this is a JRPG after all!).
- ◆ Take your time to consider what kind of role vehicles (especially the Pilot's) are going to have in the campaign: are exoskeletons and mechas a common sight or an oddity? Are they considered war machines? In what kind of situations are they supposed to be employed? Scenes and conflicts should always allow the Pilot to take advantage of their special Skills, otherwise it is better to use only the **exoskeleton** frame or perhaps even consider a completely different Class.
- ◆ In a campaign focusing on space battles, the Pilot might fight aboard their **personal vehicle** rather than a **group vehicle** (see page 66). In this case, the Pilot is not consider a member of the crew.

# CUSTOM WEAPONS

The majority of JRPG protagonists wield unique weapons that reflect their style and are an expression of their personality – from battle umbrellas to gun axes, nothing should be considered too impractical!

The following rules allow you to create a **custom weapon** for your hero during character creation. Later on, the Game Master can create rare versions of these weapons as per the normal rules in the **Core Rulebook** (page 268). You can find sample rare custom weapons in the following pages.

Custom weapons aren't necessarily better than normal basic weapons – choose what to use based on what fits your personal vision of the character.

## CREATING A CUSTOM WEAPON

A custom weapon starts with the following characteristics:

- ◆ It belongs to one **Category** of your choice (**arcane, bow, brawling, dagger, firearm, flail, heavy, spear, sword** or **thrown**).
- ◆ It is not a **martial** weapon (◆), but might become one depending on the **customizations** that are chosen for it (see below).
- ◆ It is a **two-handed** weapon and cannot benefit from the **Monkey Grip** Heroic Skill (see **Core Rulebook**, page 238); in short, a custom weapon will always occupy both hand slots.
- ◆ It is a **melee** weapon or a **ranged** weapon (your choice, and regardless of the Category you previously chose for it).
- ◆ It has a **cost** of **300** zenit.
- ◆ Its **Accuracy Check** relies on **[DEX + INS]** or **[DEX + MIG]** (your choice).
- ◆ It deals **physical** damage equal to **[HR + 5]**.

A custom weapon also receives **three** customizations from the list on the right.

- ◆ Each customization can only be chosen **once** for each custom weapon.
- ◆ Choosing a customization marked with ◆ turns the weapon into a **martial** weapon.
- ◆ If a customization says “you”, it refers to the character who has the weapon equipped.
- ◆ Some especially powerful customizations count as **two** customizations or increase the cost of the custom weapon.



## CUSTOMIZATIONS

### Accurate

Adds a +2 bonus to the weapon's Accuracy Check formula.

### Defense Boost

You gain a +2 bonus to Defense, and you are treated as having a **shield** equipped for the sake of your Skills (for instance, **Defensive Mastery** or **Dodge** – see **Core Rulebook**, pages 197 and 203).

### Elemental

Choose **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light** or **poison**. The weapon now deals damage of the chosen type instead of **physical**, and also deals **2** extra damage.

### Magic Defense Boost ♦

You gain a +2 bonus to Magic Defense.

### Powerful ♦

The weapon deals **5** extra damage, or **7** extra damage if it is a **heavy weapon**.

This customization is not available for **arcane** and **dagger** weapons, or for weapons with the **quick** customization (see below).

### Quick (counts as two customizations) ♦

When you perform the **Attack** action and choose to attack with this weapon, you may perform two attacks (against the same target or against different targets). If you do, both attacks follow the rules for **two-weapon fighting** (see **Core Rulebook**, page 69).

### Transforming (increases the custom weapon's cost by 100 zenit)

This weapon has a second form, which must be designed as a separate custom weapon, must have the transforming customization, and doesn't cost you any zenit.

While you have one of the two forms equipped, you can equip the other form whenever you want. During a conflict scene, you can only do so during your turn, **before or after** an action, and **only once** per turn.

If one or both the forms are **martial** (♦), remember that you must have the appropriate Classes to equip them. Additionally, a **transforming** weapon can still only have **one** Quality (the Quality applies to both forms).

## COMPATIBILITY

Custom weapons allow you to create the most bizarre armaments you can imagine, but at the same time, efforts have been made to keep them somewhat balanced. For instance, one might argue that a **quick** and **accurate** custom weapon is always better than a pair of **steel daggers**, but there is a loss in flexibility because you can't combine that custom weapon with a different weapon – there's pros and cons to each choice.

## TRANSFORMING WEAPONS

The **transforming** customization is by far the most complex option provided by custom weapons. One important note, however: if one form of your weapon is a **melee** weapon and the other is a **ranged** weapon, or if they belong to different **Categories**, you only gain the benefits of **one** form at a time.

For instance, if you use a weapon with a **melee** form and a **ranged** form, you won't be able to add both **Powerful Shot** and **Powerful Strike** to damage, or to **Counterattack** while simultaneously having **Crossfire** available.

A character wielding a transforming weapon is always free to decide which form they start with at the beginning of a conflict.

## SAMPLE TECHNO FANTASY CUSTOM WEAPONS

The following pages showcase a few examples of techno fantasy-style custom weapons, accompanied by possible **rare** evolutions. The following conditions apply:

- ◆ You may **never** wield a custom weapon in a single hand, not even decreasing its damage by 4 as indicated on page **268** of the **Core Rulebook**.
- ◆ When it comes to **transforming** weapons, any modification (extra damage, Qualities, Accuracy bonuses etc.) is automatically applied to both forms.

Sometimes, a Player Character's custom weapon will also be something they hold dear. In that case, it can be a good idea to describe later rare variants as "upgrades" of the initial weapon, instead of completely different items (for instance, they might be described as gems slotted inside a sword, or unique cartridges for a firearm). However, the rules and mechanics that govern items and equipment should not be altered.

*"It is actually quite handy. I believe that Alex took inspiration from her ideal fighter when she designed it: someone who protects but also strikes when necessary."*

*"... but that is just my idea. Alex was gone before we could talk about it and this is all I have left."*



## » AEGIS BLADES

The iconic weapon of Catlin Xalco, the Pilot. It is a telescopic sword that can be stored inside a tough magnetic shield.



### GLADIUS SHIELD

The weapon's basic form, worth **300** zenit.

#### Gladius Shield ♦

Accuracy: **[DEX + MIG] +2**    Damage: **[HR + 10]** physical

**Sword** ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.



### BLAZING AEGIS

A possible rare evolution, worth **2000** zenit.

#### Blazing Aegis ♦

Accuracy: **[DEX + MIG] +2**    Damage: **[HR + 14]** fire

**Sword** ♦ Two-handed ♦ Melee ♦ When you **enter** your **personal vehicle** (see page 160) during a conflict, you may have its **weapon modules** deal 5 extra damage and change all damage they deal to **fire** (additionally, this type cannot be changed). If you do, these changes last until you **leave** your **personal vehicle**. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.

## » ARMORED BOOTS

In **Fabula Ultima**, weapons are always equipped in the hand slots, but this is not going to stop whoever modified these boots.



### WALLBREAKERS

The weapon's basic form, worth **300** zenit.

**Wallbreakers** ♦ **Accuracy:** [DEX + MIG] +2 **Damage:** [HR + 10] physical

**Brawling** ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.



### MEGATON BOOTS

A possible rare evolution, worth **2100** zenit.

**Megaton Boots** ♦ **Accuracy:** [DEX + MIG] +2 **Damage:** [HR + 14] earth

**Brawling** ♦ Two-handed ♦ Melee ♦ Creatures hit by this weapon suffer **shaken**. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.

## » COMBUSTION YO-YOS

Far bulkier than a common yo-yo, these combustion-powered devices unleash a series of quick attacks.



### COMBUSTION SPINNER

The weapon's basic form, worth **300** zenit.

**Combustion Spinner** ♦ **Accuracy:** [DEX + INS] **Damage:** [HR + 7] fire

**Flail** ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **elemental** and **quick** customizations.

⚠ Weapon's customizations are **not** part of its Qualities!



### INFERNAL TWISTER

A possible rare evolution, worth **1600** zenit.

#### Infernal Twister ♦

Accuracy: **[DEX + INS] +1**

Damage: **[HR + 11] fire**

**Flail** ♦ Two-handed ♦ Melee ♦ Deals an amount of extra damage equal to the number of times you hit one or more creatures with it during the current scene. ♦ This weapon has the **elemental** and **quick** customizations.

## » FLUX RIFLES

Primarily used by the Federation's Medical Units, these rifles offer a good amount of firepower combined with a spiritual refraction system.



### ECTORIFLE

The weapon's basic form, worth **400** zenit.

#### Form I

Accuracy: **[DEX + INS] +2**

Damage: **[HR + 10] physical**

**Firearm** ♦ Two-handed ♦ Ranged ♦ No Quality. ♦ This form has the **accurate**, **powerful** and **transforming** customizations.

#### Form II ♦

Accuracy: **[DEX + INS] +2**

Damage: **[HR + 7] light**

**Arcane** ♦ Two-handed ♦ Ranged ♦ No Quality. ♦ This form has the **accurate**, **elemental** and **transforming** customizations.



### ASCLEPIUS

A possible rare evolution, worth **1200** zenit.

#### Form I ♦

Accuracy: **[DEX + INS] +2**

Damage: **[HR + 14] physical**

**Firearm** ♦ Two-handed ♦ Ranged ♦ If you have acquired the **Healing Power Skill** (see **Core Rulebook**, page 207), your **Skill Level** in it is increased by 1 (max **SL 3**). ♦ This form has the **accurate**, **powerful** and **transforming** customizations.

#### Form II ♦

Accuracy: **[DEX + INS] +2**

Damage: **[HR + 11] light**

**Arcane** ♦ Two-handed ♦ Ranged ♦ If you have acquired the **Healing Power Skill** (see **Core Rulebook**, page 207), your **Skill Level** in it is increased by 1 (max **SL 3**). ♦ This form has the **accurate**, **elemental** and **transforming** customizations.

## » GIANT WRENCHES

These gigantic monkey wrenches are just as useful to repair large machines as they are to knock out the mightiest of opponents.



### GEARWRENCH

The weapon's basic form, worth **300** zenit.

**Gearwrench** ♦

**Accuracy:** [DEX + MIG]

**Damage:** [HR + 12] **physical**

**Heavy** ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **defense boost**, **magic defense boost** and **powerful** customizations.



### FIXER GRIP

A possible rare evolution, worth **1000** zenit.

**Fixer Grip** ♦

**Accuracy:** [DEX + MIG]

**Damage:** [HR + 16] **physical**

**Heavy** ♦ Two-handed ♦ Melee ♦ At the end of your turn during a conflict, you may restore 5 Hit Points to a **construct** you can see. ♦ This weapon has the **defense boost**, **magic defense boost** and **powerful** customizations.

## » MORTAR HALBERDS

Bulky and difficult to maintain in good condition, these weapons combine a mortar barrel with the shaft of a spear.



### BLASTPIKE

The weapon's basic form, worth **300** zenit.

**Blastpike** ♦

**Accuracy:** [DEX + MIG] +2

**Damage:** [HR + 10] **physical**

**Firearm** ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.



*"A toy is the ideal tool to get even with those who took every joy from us."*



### THUNDERMAW

A possible rare evolution, worth **900** zenit.

#### Thundermaw ♦

Accuracy: [DEX + MIG] +2

Damage: [HR + 10] bolt

**Firearm** ♦ Two-handed ♦ Melee ♦ Deals 5 extra damage to **beasts** and **monsters**. ♦ This weapon has the **accurate**, **defense boost** and **powerful** customizations.

## » SPY CASES

These reinforced cases hide some surprisingly powerful handguns.



### OVERNIGHT CALIBER

The weapon's basic form, worth **400** zenit.

#### Form I ♦

Accuracy: [DEX + MIG]

Damage: [HR + 5] physical

**Brawling** ♦ Two-handed ♦ Melee ♦ No Quality. ♦ This weapon has the **defense boost**, **magic defense boost** and **transforming** customizations.

#### Form II ♦

Accuracy: [DEX + MIG] +2

Damage: [HR + 10] physical

**Firearm** ♦ Two-handed ♦ Ranged ♦ No Quality. ♦ This weapon has the **accurate**, **powerful** and **transforming** customizations.



### COLD CASE

A possible rare evolution, worth **1600** zenit.

#### Form I ♦

Accuracy: [DEX + MIG]

Damage: [HR + 9] ice

**Brawling** ♦ Two-handed ♦ Melee ♦ After you perform an Accuracy Check with this weapon, you recover 1 Inventory Point for each die showing a value of **8 or higher**. ♦ This weapon has the **defense boost**, **magic defense boost** and **transforming** customizations.

#### Form II ♦

Accuracy: [DEX + MIG] +2

Damage: [HR + 14] ice

**Firearm** ♦ Two-handed ♦ Ranged ♦ After you perform an Accuracy Check with this weapon, you recover 1 Inventory Point for each die showing a value of **8 or higher**. ♦ This weapon has the **accurate**, **powerful** and **transforming** customizations.

# TECHNO FANTASY QUIRKS

Quirks are an **advanced optional rule** that provides strong thematic and mechanical options for Player Characters. The Quirks presented in these pages were written with a techno fantasy assumption, but may be used in any campaign; you may also use them as reference to create your own Quirks – but you should only use those if the rest of your group agrees to it.

- ◆ A Player Character may only ever have **one** Quirk.
- ◆ If you use Quirks in your game, it is **strongly suggested** that each Player Character begins play with one. Additionally, no two characters in the same group should have identical Quirks.
- ◆ On average, a group of Player Characters with access to Quirks will be able to tackle more challenging situations than what would be normal for their level.
- ◆ If it makes sense in the story, a character may lose their current Quirk and gain a different one – discuss this with the group.

## USING QUIRKS IN YOUR GAME

Quirks should be seen as a mechanical and narrative reinforcement of your characters' unique nature. Keep the following in mind:

- ◆ **Quirks shape the game.** Even a less impactful Quirk is a powerful statement about your character and their role in the story. If you pick **Fugitive Experiment**, you are a lifeform no one has ever seen before; if you pick **Cognitive Ghost**, the soul network and the creatures inhabiting it will become an important part of the game. Quirks take the already heroic Player Characters and kick them up a notch, which can prove a bit overwhelming. Think carefully before you use them!
- ◆ **Freedom of choice.** You don't need a Quirk for your character concept to be valid. If your Identity is that of a **World-famous Inventor**, you shouldn't feel forced to pick **Inventor Prodigy** for that Identity to be relevant to the story.
- ◆ **How to use Quirks.** These options should be used to bring interesting situations into play, to give your character unique issues and problems to confront, and to provide additional mechanical support for their Traits.
- ◆ **How not to use Quirks.** These options should never be used to make your character stronger than the rest of the group, to steal the spotlight, or to bring sensitive topics that make others uncomfortable into play.

## » AGITATOR

*You have been riling people up to fight against oppressors for years, perhaps for justice, perhaps for vengeance. Who is your current main target? Who or what did you lose because of your insubordination? Who or what is hunting you down?*

When you **rest** inside or near a settlement, you may choose one option: you learn what the locals are mainly angry about or afraid of, **or** you create a contact that lives and operates in this area – give them a name and specialization, and the Game Master tells you what they ask of you (they might request a payment or need help).

**Examples:** Miqe the Witch, an **expert ritualist** willing to help in exchange for **rare materials**; Two-fingers, a **weapon dealer** currently **held prisoner** by the Planetary Security Corps.

## » COGNITIVE GHOST

*You are a presence born within the depths of the soul network, straddling the line between demons and humans. Do you remember your earliest moments? What belief, memory or emotion do you embody? How did that shape your appearance?*

Choose two damage types from **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, and **light**. You gain Resistance to the chosen damage types. However, you also gain Vulnerability to a third damage type chosen from the list above.

You gain the ability to perform Rituals of the **Ritualism** discipline, and you may use these Rituals to transport creatures in and out of the soul network, as well as to gain information and track entities while inside the soul network.



## » DIABOLIST

*You have access to a unique talent or device that lets you shape the energies of the soul network into a demonic familiar. How did you obtain this power, and what price did you pay? What does your familiar look like, and what does this say about you?*

Together with your group, create your **familiar**: a **level 5** NPC belonging to the **demon** Species (see **Core Rulebook**, page **302**). This creature **has no initiative score** and **does not level up**, can have a **maximum of two basic attacks**, gains a +3 bonus to Accuracy Checks and Magic Checks, and their maximum Hit Points are equal to **[five times the familiar's base Might die size + half your level]**.

When you reach **level 20**, your familiar gains an additional Skill. At **level 40**, your familiar gains another additional Skill. Make sure to discuss these Skill choices together with the rest of your group.

When an NPC you can see that belongs to the **demon** Species falls to 0 Hit Points, if you are present on the scene, you may spend 20 Mind Points. If you do, the Game Master reveals that creature's entire profile, and you may replace **one** of your familiar's Skills with **one** of that creature's Skills (the Game Master has final say on which Skills are eligible and how they apply to your familiar). Describe the transformation!

If you have this Quirk, you may not acquire the **Faithful Companion** Skill from the **Wayfarer** Class (see **Core Rulebook**, page **217**), and vice versa you can't gain this Quirk if you already acquired **Faithful Companion**.

Your familiar doesn't get an independent turn during conflicts, but you can use an action to have them perform an action (once per turn). If your familiar is affected by any **turn-related effects** (see **Core Rulebook**, page **77**), these are based on **your** turn.

Your familiar joins and leaves scenes when you do, and gains your same benefits for **rests**. If reduced to 0 Hit Points, your familiar vanishes from the scene and reforms at your side at the start of the next scene in which you are present, with current HP equal to their **Crisis** score.

## » ENIGMATIC RELIC

*You possess a strange weapon capable of shaping the weave of reality, an artifact from a forgotten past (or perhaps even a far away future). How did you obtain it, and how did you discover the basics of its functioning? Who is trying to take the relic from you?*

Together with the rest of your group, create a **relic**: a **rare custom weapon** (see page 112) worth 1200 zenit or less. The **relic** is an **artifact**, may only be destroyed through a PC's **Sacrifice**, and may only be stolen from you or lost due to a **Surrender**.

As long as a **Player Character or Villain** has the **relic** equipped, they may perform the **Skill** action to have it manifest a power of their choice from among the following:

- ♦ **(PCs only)** Ask the Game Master a single question. The Game Master answers truthfully and describes the visions shown by the **relic**.
- ♦ Choose a discipline from among **Chimerism**, **Elementalism**, **Entropism**, **Ritualism**, and **Spiritism**. Until the end of the scene, any character who has the **relic** equipped may perform Rituals of that discipline and their MP cost is halved.
- ♦ Until the end of the scene, all attacks with the **relic** deal 5 extra damage, and all damage dealt ignores Absorptions, Immunities and Resistances. Additionally, the character may immediately perform a **free attack** with the **relic**.

The second and third options are **cumulative** with themselves. For instance, using the second option for Chimerism three times within the same scene will make it so that Chimerism Rituals cost 1/8th of the normal MP.

After the **relic** manifests a power while in the hands of a Player Character, it generates **1d6 Paradox Points**. If the **relic's** Paradox Points ever reach **10 or higher**, all Paradox Points are immediately lost and the Player rolls a **d6**:

- ♦ **1–4**: the **relic** becomes completely inert and cannot be equipped until a specific condition is fulfilled (the Game Master decides what it is).
- ♦ **5–6**: the **relic** unleashes a terrible and unprecedented force, causing death and destruction, a serious alteration of time and space, or even the advent of a new **threat** for the world (Game Master's choice).

When a Villain uses the **relic's** power, it **never** generates Paradox Points.

If you **Sacrifice** yourself and the **relic** is not destroyed as part of the Sacrifice, it remains a part of the campaign with all the above rules intact, but can now be lost or stolen like any other object (it can still only be destroyed through a **Sacrifice**).

## » FROM A DISTANT WORLD

*Your presence here is an anomaly, and sometimes you really do seem to follow your own rules. Do you come from a far away planet, or perhaps a different timeline? How did you get here, and when? Do you think you still have a chance to go back, and would you do so? What terrible threat followed you?*

When you participate in a conflict scene, you automatically gain 1 Fabula Point.

Additionally, you can invoke a **Trait** to reroll dice even if you **fumbled** your Check (if you do so, you **do not** receive a Fabula Point for the **fumble**).

## » FUGITIVE EXPERIMENT

*Engineered within a secluded laboratory, you are a being with no precedents. The world is not ready for you, and neither were your creators. How did you escape? What are you searching for? Who was the first person to show you kindness?*

When a rule or ability requires you to spend **100 or fewer** Hit Points, Mind Points, or Inventory Points, you may suffer **1d8 Instability Points** to ignore that cost.

At the end of each session (approximately **four hours of play**), you lose **1d6 Instability Points** (to a minimum of zero).

If your **Instability Points** ever reach **10 or more**, you are immediately reduced to 0 Hit Points and must **Surrender**. The consequences of this Surrender should be closely tied to you losing control of your abilities. Then, you lose all **Instability Points**.

## » HUNDRED FACES

*You can disguise yourself as pretty much anybody else. Does this ability come from special gadgets, psychic powers, or a unique physiology? Who was the first person to see through your deception? Whose trust did you lose because of it? Who tried to hire you for an unsavory operation, and how did you respond?*

If you are away from prying eyes, you may use the **Skill** action and spend 1 Fabula Point to disguise yourself as another creature of humanoid size and shape. If the creature is someone you had a chance to meet, observe or research, you may also adopt their voice and mannerisms.

Your disguise will reliably fool any **soldier**-rank creature, but **elite**- and **champion**-rank creatures might see through it due to a failed Check or **opportunity**. If a **Villain** is present on the scene with you, they may spend 1 Ultima Point to reveal your true identity through sheer coincidence or superior intuition.



## » INVENTOR PRODIGY

*You have a burning passion for technology and strange devices. What innovative yet dangerous discovery have you made, and which shady company is trying to steal that information from you? How do they plan on using it?*

Once per conflict scene, if you need to spend Inventory Points, you can instead ignore that cost.

You may initiate **Projects**. If a Project requires a **special ingredient or material**, you may spend 1 Fabula Point to declare you have that item with you. If you do, the invention **must** have a **terrible flaw** (see **Core Rulebook**, page 134).

## » NEO-HUMAN

*You represent the next evolutionary stage of humanity (or at least, one possibility). What gives away your nature? Do you conceal it? Do you have a mentor or someone you deeply respect? Which entity or organization is keeping a close eye on you?*

When you acquire this Quirk, choose **Dexterity, Insight, Might, or Willpower**.

When you join a conflict scene, you may choose one option: you increase that Attribute by one die size (up to a maximum of **d12**) or, if its **base die size** is **d12**, you treat it as having a **current** die size of **d20** during Checks you perform (**only** during Checks, and regardless of **status effects**). The chosen effect lasts until the end of the scene.

When you choose one of the above options, the Game Master gains an **opportunity** which can be spent during the current scene or later, to showcase the unexpected collateral effects of your abilities (such as drawing the attention of a psychic entity, alerting the authorities to your presence, or damaging the continuum).

## » PLANET ORACLE

*The stream of souls itself speaks through your mouth, its suffering carved in centuries-old scars caused by pollution and ruthless experimentation. How does that pain manifest before your eyes? How was this connection formed?*

When you cause one or more allies to recover Hit Points and/or Mind Points, each of those allies recovers 5 additional Hit Points and/or Mind Points and you choose a status effect from among **dazed, enraged, poisoned, shaken, slow, and weak**: each of those allies recovers from the chosen status effect. The recovery effect increases to 10 Hit Points and/or Mind Points if you are **level 30 or higher**.

You also gain the ability to perform Rituals of the **Spiritism** discipline.

## » REPENTANT ENFORCER

*You were part of a gang, armed group, police force or military unit. Your hands and heart are stained with the blood of innocents. What shocking event led to your defection? Who do you believe will never forgive you, and why are they right not to?*

You may acquire this Quirk only if your character's Theme is **Doubt** or **Guilt**, and your Theme cannot be changed in any way as long as you have this Quirk.

When you acquire this Quirk, describe the organization you worked for, name the **Villain** who leads it, and list their **three main strategies**. That organization becomes a **threat** for your world.

**Examples:** the Galaxy Crossroad Corporation (led by Aaron Callisto) who **seize natural resources from planets, diminish worker rights and colonize outer space**; the Deluvian Security Forces (led by Natalia Caiden) who **use excessive force, traffic prototype magitech armaments and spread misinformation**; the Peckerson Private Company (led by Ezra Allen) who **sabotage peaceful protests, intimidate civilians and infiltrate unions**.

You managed to steal something from the organization: you obtain a **single rare item** worth 1000 zenit or less. You may choose this item from the available lists or design it along with the rest of your group.

At the end of each session (approximately **four hours of play**), if you **hindered** one or more of the organization's strategies, or if you **remedied** some of the harm they have done, gain **1 Subversion Point**.

If you're ever unsure whether this happened during a given session, it is you who always has the final say. Be as honest and sincere as you can.

When you need to spend Fabula Points, you may instead spend 1 Subversion Point (regardless of the amount of Fabula Points required).

Once the Villain leading the organization is defeated and **Surrenders**, you lose this Quirk, permanently increase your maximum Hit Points and Mind Points by 10, and change your Theme to one of the following: **Belonging**, **Duty**, or **Justice**.

## » ROBOT

*You are a humanoid creature, partially or fully mechanical. Do you know who created you, and why? Are there any "copies" of yourself in the world? When did your divergent personality first manifest, and what were the consequences?*

You are not considered a living creature and gain Immunity to **poison** damage and Resistance to **earth** damage. You are also immune to the **poisoned** status effect.

You do not need to breathe, eat or drink, but you still follow the normal rules for **resting**. You also recover Hit Points and recover from status effects as normal.

You gain a +2 bonus to all Checks you perform to examine or interact with machines, technology and **constructs** (except for Accuracy Checks and Magic Checks).

## » STOLEN TRANSPORT

*You own a reliable transport that's gotten you out of trouble quite a few times. Problem is, you kinda... borrowed it. What makes it unique? What kind of fuel does it run on? Who was the original owner, and why do they really want it back?*

You obtain a transport of your choice from among those found on page **125** of the **Core Rulebook** (such as a land vehicle, a ship, or even an airship) **or** you obtain a spaceship (see page **79**). The size of this transport can be **medium** or **large**. It is enough to accommodate you and the rest of your group plus a dozen guests, and it is fitted with armaments that allow for **vehicle combat** (see page **65**).

Once per session (approximately **four hours of play**), the Game Master can give you 2 Fabula Points to introduce a narrative complication related to the nature of the transport or its original owner. However, the transport **can never be destroyed without your permission**.

## » SURVIVOR

*You are among the few who survived a catastrophic event, military attack or corporate raid. Who was responsible for that event? Were you able to keep in touch with any other survivors? Do you believe it's possible to rebuild?*

Permanently increase your maximum Hit Points **and** maximum Mind Points by 5.

Choose one option: gain the ability to equip **martial melee and ranged** weapons, **martial armor**, and **martial shields**; **or** learn any one spell from the **Elementalist** or **Spiritist** lists (see **Core Rulebook**, pages **188** and **208**); **or** permanently increase your maximum Inventory Points by 2.

## » THE BEAST WHO SPOKE

*You are the last remnant (or so it seems) of an ancient species of highly intelligent beasts, betrayed and hunted down by humans. What do you look like, and what unique ability do you possess? Who led you to trust others once more, and what would you do if something bad happened to that person?*

You may not equip any items, with the exception of **accessories** and **weapon and armor modules** (see page 161). However, as long as your **armor slot** is empty, you gain a +2 bonus to Defense and a +2 bonus to Magic Defense.

You also gain **two** benefits of your choice from the following:

- ◆ You may also equip **custom weapons** (see page 112).
- ◆ You learn one NPC spell (see **Core Rulebook**, pages 310–311); you cannot choose the **Devastation** spell. If the spell requires a Magic Check, use **[MIG + WLP]**. Customize the spell's effects as needed (name, damage type, status effects etc.).
- ◆ Your attacks with **unarmed strikes** deal 6 extra damage. This amount increases to 10 extra damage if you are **level 30 or higher**.



## SENSITIVE TOPICS

Quirks can often bring complex themes to your table: for instance, **Repentant Enforcer** and **Survivor** revolve around topics of exploitation and oppression; **Fugitive Experiment**, **Robot** and **The Beast Who Spoke** lead to characters that are viewed as threats or anomalies; and even characters with the much simpler **Hundred Faces** are likely to be met with mistrust and suspicion. When you choose and customize your Quirks, commit to respecting the personal boundaries of those who play with you. Use **lines** and **veils** (see **Core Rulebook**, page 140) and be ready to pause the game if a scene is making someone uncomfortable. Be kind to each other, and be kind to yourselves.

## » XIPHOSYMBIOSIS

*Your ability to manifest a physical body is tied to a weapon, which must be wielded by another person. How were you created? Do many like you exist? Is this your first wielder? Who did you refuse to join forces with? Do you crave freedom?*

When you acquire this Quirk, choose another Player Character to act as your **wielder**. You both immediately create a Bond towards each other, which has 1 **emotion** chosen from among **admiration**, **inferiority**, **loyalty**, and **mistrust**.

Make sure the Player controlling the **wielder** is okay with this relationship and looks forward to exploring the unique nature of this Quirk with you.

Together with the rest of your group, create your **core**: a **rare custom weapon** (see page 115) worth 1200 zenit or less. The **core** cannot be lost, stolen or destroyed by external means, but **automatically disintegrates** if you **Sacrifice** yourself. It is never considered **martial** (♦) and anyone can equip it. A character who has it equipped may perform the **Skill** action to change its Accuracy Check's Attributes into any combination of two different Attributes (apply the change to both forms if it is a **transforming weapon**).

As long as you have this Quirk, **only your wielder** may equip your **core**.

Your current Hit Points **may never go below 1** – any excess loss of Hit Points is instead suffered by your **wielder** (this happens regardless of distance).

When your **wielder Surrenders**, you immediately vanish, retreating within the **core** (regardless of distance) and becoming dormant; you cannot exit until the **wielder** regains consciousness. The Game Master may choose to impose the consequences of such a **Surrender** on you **or** on your wielder.

When your wielder **Sacrifices** themselves, choose one option:

- ♦ **Awakening** (only if your Bonds have **total strength 8 or higher**). You lose this Quirk and your **core** appears in your hands. You immediately perform the **Equipment** action for free and equip it on yourself.
- ♦ **Legacy** (only if another willing PC you can see is present on the scene). That Player Character becomes your new **wielder** and your **core** appears inside their **backpack**.
- ♦ **Shatter**. You **Sacrifice** yourself in place of the **wielder**, who immediately recovers Hit Points equal to their **Crisis** score and no longer needs to **Surrender** or **Sacrifice**.

Whenever you **gain a level**, if your Bonds have a **total strength of 10 or higher**, you may trigger an **Awakening** as described above (no **Sacrifice** needed).

# TECHNOSPHERES

Technospheres are crystals in which energy from the worldwide stream of souls has coalesced and stabilized. When placed within specially constructed equipment, these gems react and alter its characteristics, perhaps even granting new powers to the user.

The optional technospheres rules deeply modify many of the mechanics present in the **Core Rulebook**, with the goal of replacing part of the complexity instead of merely adding to it. If you use these rules, **all Player Characters in the group** must follow them, without exceptions.

In rules terms, technospheres take many of the features that make up characters and equipment and turn them into modular options: Classes, Skills, Qualities and more can now be swapped freely. While these rules are especially fitting for a techno fantasy context, they can be used in any game.

In general, these rules **do not** make characters stronger than normal; you could say they make them strong in a **different** way.

## TYPES OF TECHNOSPHERE

Technospheres are broadly split into two groups: **mnemospheres** and **hoplospheres**.

- ◆ **Mnemospheres** (from Greek *mnéme*, “memory”) are generated by the accumulation of thoughts, emotions and knowledge present within the stream of souls, and respond to the stimulus of new events and experiences.

In gameplay terms, each mnemosphere is associated with a Class and grants its user access to some of the corresponding Skills.

- ◆ **Hoplospheres** (from Greek *óplon*, “tool, weapon”) are quite literally “clots” of soul energy tied to a specific element (such as fire or earth) or concept (such as healing or the casting of spells).

In gameplay terms, hoplospheres reinforce the items in which they are placed or the abilities of those who equip them.

The following pages include all the rules needed to apply the technosphere system to your campaign. They are fairly complex, so it's important for the whole group to try and memorize them to the best of their ability.



## TECHNOSPHERES CHANGE YOUR WORLD

Technospheres may initially appear as a strictly “mechanical” option, but on the contrary, they have a strong impact on narration and worldbuilding, as well as the perception of magic and competence within the setting.

When trying to better incorporate technospheres into your campaign, you might find the following tips useful.

- ◆ What do technospheres look like? How do mnemospheres and an hoplospheres differ?
- ◆ How are technospheres created? Is there a faction with a monopoly over them?
- ◆ Which hypothetical or legendary technosphere might change the world's fate?

### » THEY ARE NOTHING SPECIAL (OR ARE THEY?)

The fact that you can simply slot a technosphere into a handheld or worn device and gain some of the typical Skills of a Class, not to mention the fact that people can now easily switch these abilities in a single gesture, might make these powers appear a bit less “unique” and “special”, compared to a normal game of **Fabula Ultima**.

- ◆ As a result, in this setting, magic, techniques and personal talents are **debased**, turned into a **commodity** and **standardized**: every time a new form of art or craft emerges it is doomed to become the new mainstream standard or vanish, labeled as not profitable enough or “unfashionable”.
- ◆ Those who refuse to rely on technospheres or who improve their abilities in the traditional way become interesting characters to explore, probably **criticized** as backward thinking or **mocked** for their lack of common sense.
- ◆ It is very likely that some lost arts and powerful magics cannot be reproduced using artificially produced technospheres. In game terms, you can represent this by making some technospheres **artifacts** with special abilities out of the ordinary, or by limiting the list of Classes that can be accessed with a mnemosphere (e.g., the list of suggested Classes on page 136 does not include the **Arcanist**, both to avoid some complications, and because it is a Class that should always be extraordinary in the narrative).

All these elements are further exacerbated if technospheres are **sold** in shops or vending machines.

Remember, even if technospheres are a common sight in the setting, **for the purpose of these rules only the PCs use them**. Thus, describing an NPC's abilities as based upon the use of technospheres is just an **aesthetic** choice (more on this on page 133).

## » A MONOPOLY ON COMPETENCE

If a single corporation, organization or government controls the mnemosphere market, that authority also controls how fast people can develop and learn, manipulating their chances of moving up in the world and achieving success.

- ◆ A person can improve their Skills without mnemospheres, but their development will be **far slower** compared to simply activating a fully developed mnemosphere.
- ◆ From a mechanical point of view (especially for **rewards**), these rules allow GMs to offer Player Characters more powerful mnemospheres (perhaps with some additional Levels in Skills they have already acquired) after defeating powerful opponents or ransacking industrial convoys.

Of course, these rules provide many opportunities to explore a wide variety of stories: from the creation of advanced weapon systems, designed to turn soldiers into an easily replaceable resource, to destabilizing conspiracies that upset the balance of power between the nations, offering immediate access to crucial skills and competences to one or the other contender... in exchange for obedience and favors.

## » CONDENSED SPIRIT

Each technosphere is the physical representation of an **idea, instinct, inclination, calling or emotion** made manifest: this allows you to use them as a narrative tool to showcase the true nature of a place or creature, albeit in a rather abstract way.

- ◆ As a result, in a world where technospheres exist, the feelings, emotions and suffering of creatures that live there are so strong (or the stream of souls is so sensitive) that they **often manifest** in this condensed and crystalline form.
- ◆ Of course, this process can be **forced** and, in this case, it is important to establish if there is (or was) a slower and more sustainable way to create technospheres (perhaps they had a different name and social role in the past).

You can also use technospheres and change their origin or narrative significance: for example, they could be **jewels** created from the memories of the departed, **sybiotic parasites** that grant new powers to their host, or **crystalized bits of code** that spontaneously appear inside the **soul network** (see page 74). In all these cases, you might find the variants presented on page 138 useful.

## EQUIPMENT RULES CHANGES

If you use technospheres, the following equipment rules apply:

- ♦ The only types of equipment available in the game are the following: **custom weapons** (see page 112), **armor**, and **accessories**, plus **weapon and armor modules** for the **Pilot Class** (see page 158).
- ♦ Any other equipment simply **cannot exist**. For this reason, you should ignore the **Dual Shieldbearer Skill** from the **Guardian Class** (see **Core Rulebook**, page 197) and turn the **magispheres** from the **Tinkerer Class** into an **advanced magitech benefit**, removing the **magicannon** completely (see **Core Rulebook**, page 215).
- ♦ **Custom weapons** and **armor** cannot have Qualities outside those detailed in the chart below, which offer **slots** in which technospheres can be placed.
- ♦ On the other hand, **accessories** and **rare modules** for **Pilots** (see page 86) follow the normal rules for rare items and **cannot** have the Qualities listed below.
- ♦ In order to lighten the Game Master’s workload, NPCs **cannot have the Use Equipment Skill** (see **Core Rulebook**, page 309) **nor use technospheres**. Their abilities may be **described** as coming from weapons, armor, or technospheres, but **they are not treated as such in terms of rules**. To compensate for this disadvantage, NPCs belonging to the **humanoid** Species receive one additional Skill.
- ♦ **Technospheres** (both **mnemospheres** and **hoplospheres**) and the items that contain them cannot be **destroyed**, **lost** or **stolen** without the owner’s permission.

QUALITY	COST	EFFECT
Slot α	-	Offers <b>1 technosphere slot</b> . This Quality is automatically present on all <b>weapons</b> and <b>armors</b> that have no other Qualities, at no additional cost.
Slot β	+600 z	Offers <b>2 technosphere slots</b> (max. 1 mnemosphere).
Slot γ	+1500 z	Offers <b>3 technosphere slots</b> (max. 2 mnemospheres).
Slot δ	+1800 z	Offers <b>4 technosphere slots</b> (max. 2 mnemospheres). This Quality is only available on <b>weapons</b> .

## CHARACTER CREATION CHANGES

The following rules apply to Player Character creation:

- ◆ Each Player Character is created at **level 5** following the normal rules, but must distribute those levels among **exactly three Classes**.
- ◆ The three Classes chosen this way are considered **Innate Classes** for that PC.
- ◆ Upon creation, each Player Character receives a **permanent increase of 5 maximum Hit Points and 5 maximum Mind Points**, and also gains the ability to **equip martial melee weapons and ranged weapons**.
- ◆ Each Player Character also receives a **level 1 mnemosphere** of a Class of their choice upon creation.

**Example:** a Player Character might begin play with 1 level in **Elementalist**, 2 levels in **Esper** and 2 levels in **Spiritist** as Innate Classes, plus a level 1 **Loremaster** mnemosphere.

## CHARACTER ADVANCEMENT CHANGES

The following special rules apply to Player Character advancement:

- ◆ When a Player Character gains a level, they increase their character level by 1 and invest 1 level into an Innate Class **or** into a mnemosphere of their choice, chosen from those available to the group.
- ◆ Over the course of their advancement, characters may invest levels in their Innate Classes as per the normal rules, but **cannot acquire new Classes**, not even after **mastering** all three Innate Classes.

The character's maximum Hit Points and Mind Points, as well as the Attribute die size increases at levels **20** and **40**, and any other effects whose power varies based on level are calculated using the **character's level**, which is thus **separate** from the total levels in Innate Classes and equipped mnemospheres.

**Example:** a Player Character might reach level 20 and still have only 5 total levels in Innate Classes, but with 15 levels invested in a variety of mnemospheres; they still increase an Attribute by one die size and are treated as a level 20 character for the sake of calculating maximum HP and MP, as well as any level-based effects.

## BEYOND LEVEL 50

A Player Character who has already reached level 50 **cannot further increase their character level, but** they can still receive Experience Points and invest any levels obtained this way into **Innate Classes** and **mnemospheres**.

## EQUIPPING TECHNOSPHERES

Technospheres can be freely placed within any **weapon** or **armor** fitted with the proper slots. Anyone who equips the item in question receives the benefits of all technospheres within it.

- ♦ Placing technospheres in an item is a task that **demands calm and attention**, so it **cannot** be done during a conflict.
- ♦ The same piece of equipment may contain **both mnemospheres and hoplospheres**, provided you stay within the slot limit. For instance, a **β Slot** can contain two technospheres at most, **only one of which** can be a mnemosphere.
- ♦ An item **cannot** contain **two or more mnemospheres** that share one or more Skills with each other (including Heroic Skills).
- ♦ A character **may never equip** an item containing a mnemosphere that grants one or more Skills (including Heroic Skills) they **already** have access to (be it through an Innate Class or through another mnemosphere slotted into a different item they have equipped).
- ♦ Some hoplospheres require and occupy **more than one slot**.
- ♦ You can place **two or more identical hoplospheres** within the same item. This may cause a **coagulation** effect (see page 137).



## MNEMOSPHERE RULES

Each mnemosphere is tied to a specific Class: as it absorbs memories and experiences it can increase in level and become stronger. The following rules apply:

- ♦ For the sake of simplicity and balance, it is recommended that you limit mnemospheres to the following Classes: **Chanter, Chimerist, Commander, Dancer, Elementalist, Entropist, Esper, Fury, Guardian, Loremaster, Orator, Rogue, Sharpshooter, Spiritist, and Weaponmaster.**
- ♦ When a character invests a level into a **mnemosphere** (see page **134**), that mnemosphere develops a new Skill of the corresponding Class or increases the Skill Level of a preexisting Skill, just as with standard Class advancement.
- ♦ A mnemosphere may contain **5 levels at most**. Once it reaches level 5, that mnemosphere is **mastered** and develops a Heroic Skill of the corresponding Class, or a generic Heroic Skill (the Players decide as a group). The requirements of the chosen Heroic Skill must be **fully met** by that specific mnemosphere.
- ♦ As long as a Player Character has a weapon or armor containing mnemospheres equipped, they gain access to **all Skills (including Heroic Skills)** inside it. As soon as the item is unequipped, they lose all of its benefits and abilities (including, for instance, spells learned through a **Chimerist mnemosphere**: those spells are part of the mnemosphere, not the character).
- ♦ Mnemospheres **do not grant access to the free benefits** of their Classes, nor do they allow characters to **start Projects** or **perform Rituals** (Skills tied to these aspects, if present, cannot be acquired). Characters who wish to obtain these abilities must do so through **Innate Classes**.

**Example:** if a level 5 Player Character equips a level 5 **Guardian** mnemosphere (**Defensive Mastery 3; Fortress 2; Bastion**) and a level 3 **Elementalist** mnemosphere (**Elemental Magic 2: Flare, Ignis; Magical Artillery**), they essentially have access to Skills on a par with a level 13 character, including a Heroic Skill.

However, those mnemospheres will not grant any of the free benefits those Classes normally provide (additional HP and MP, use of martial armor and shields and Ritualism). That said, the additional HP granted by the **Fortress** Skill would still apply.

It is a good idea to use **mnemosphere sheets** in order to keep track of each mnemosphere's advancement and make it easy for the group to swap them between different characters (see page **145**).



## HOPLOSHERE RULES

Hoplospheres are simpler and more immediate than mnemospheres, but definitely no less important. They follow a few specific rules:

- ♦ Hoplospheres replace the normal system for granting Qualities to items, and allow Player Characters to frequently reconfigure their equipment.
- ♦ When placed within a piece of equipment, a hoplosphere infuses it with its power in a way that is unique to that specific type of hoplosphere.
- ♦ Many hoplospheres feature **coagulation (Coag.)** effects, which are **added** to the hoplosphere's normal effect when **identical** hoplospheres are placed in the same item.

**Example:** if you place two **arctic** hoplospheres within the same weapon, each of them changes the weapon's damage type to **ice** and grants Resistance and Immunity to **ice** (thus resulting in Immunity). On the other hand, if you place three **gladiator** hoplospheres inside a weapon, that weapon now deals 6 extra damage to **humanoids** (2 from each sphere) and also increases the wielder's Defense score by 3.

Similarly to mnemospheres, hoplospheres are easier to keep track of with digital support or memo cards so that Players can swap them easily (see page 144).

## TECHNOSPHERES AS REWARDS

Technospheres work best when the group has a good quantity and variety of them available: because of this, the basic premise is that these crystal **spontaneously appear in the game world**, so that it feels natural to stumble upon some during a session (such as a **Fury mnemosphere** generated by the wrath of a rampaging monster, for instance).

An interesting option is for each new technosphere to offer a brief vision of what generated it when it is touched: a sound, a memory, an emotion, or some kind of clue.

For the sake of determining rewards or selling price, each technosphere is worth **approximately 500 zenit**, and each already-present level inside a mnemosphere increases its value by **300 zenit**.

A list of ready-to-use hoplospheres can be found starting on page 139.

## TROUBLESHOOTING AND ALTERNATIVE RULES

While the rules governing technospheres have been tested and proved to be fairly robust, they can require some adjustments (as is often the case when an optional rule has such a profound impact).

For instance, characters based on the **Akromorphosis** Skill (see page 155) or those that often rely on **weapon and armor modules** (see page 161) might find themselves partially or completely without their mnemospheres and hoplospheres; not only that, but some groups will likely want to implement technospheres only **partially**.

Below you can find a list of suggestions that allow you to solve most of these issues in simple enough ways. It should be noted that the limitations added by these options are due to the fact that, under their normal rules, **hoplospheres and mnemospheres compete for the same slots** and thus balance each other out – if you remove one or the other from the equation, you endanger that very balance.

- ◆ **Integrated technospheres.** If you use this option, which is especially appropriate for **Mutants** and **Pilots**, the character may place a **number of mnemospheres equal to or lower than  $[1 + (\text{the PC's level, divided by } 15)]$**  inside some device, armband, or other contraption that offers a narrative justification, to ensure that the Classes in those mnemospheres remain available. However, the character **cannot equip** items with **⚡ Slot**, and can **only** use their equipped items' technospheres slots for **hoplospheres**.
- ◆ **Mnemospheres only.** If the group decides to use mnemospheres but would rather keep the normal equipment rules, they may implement a variant of the rule described above: each PC can maintain a **number of active mnemospheres equal to or lower than  $[1 + (\text{the PC's level, divided by } 15)]$** , and equipment simply follows the standard rules in the **Core Rulebook**. In this case, **hoplospheres do not exist**, all types of equipment are once again available for PCs and NPCs, and Player Characters **no longer gain** the ability to equip all **martial melee and ranged weapons** at character creation (they do increase their maximum HP and MP by 5 and receive an initial level 1 mnemosphere, however).
- ◆ **Hoplospheres only.** If the group wishes to customize equipment with hoplospheres but without tying Class advancement to mnemospheres, you may apply **all** technosphere rules for equipment, but **the ⚡ Slot Quality is no longer available**. In this case, **mnemospheres do not exist**, and Player Characters **do not increase maximum HP and MP by 5** during character creation (they do gain the ability to equip **martial melee and ranged weapons**, however).

## SAMPLE HOPLOSHERES

To randomly generate a hoplosphere from the list, the Game Master may roll a **d66** (use two d6, one for the tens digit and the other for the units digit).

- ♦ Hoplospheres marked with an **asterisk (\*)** can only be placed within **weapons**, never within **armor**.
- ♦ The same **weapon** cannot contain hoplospheres that are tied to different **damage types** (for instance, a weapon may contain three **Toxic** hoplospheres, but not a **Toxic** hoplosphere and a **Voltaic** hoplosphere). This specific limitation does not apply to armor.

Obviously these are only a few examples of hoplospheres. The Game Master is free to create more using these as reference, and Players may propose them through a **survey** or **wishlist** (see **Core Rulebook**, page 123).

### HOPLOSHERE

d66	Name	Effect (while the item is equipped)
11	Agile	You treat your <b>Dexterity</b> as if it were one die size higher (up to a maximum of <b>d12</b> ). This hoplosphere occupies <b>2 slot</b> .
12	Arctic	You gain Resistance to <b>ice</b> damage. If this item is a <b>weapon</b> , all damage it deals becomes <b>ice</b> . ▶ <b>Coag. 2:</b> You gain Immunity to <b>ice</b> damage. ▶ <b>Coag. 3:</b> Any <b>ice</b> damage you deal ignores Resistances. When you deal damage, you may change its type to <b>ice</b> .
13	Blessed*	This weapon deals 2 extra damage to <b>undead</b> . ▶ <b>Coag. 2:</b> You gain a +1 bonus to Magic Defense.
14	Brave	You treat your <b>Willpower</b> as if it were one die size higher (up to a maximum of <b>d12</b> ). This hoplosphere occupies <b>2 slots</b> .
15	Crystalline	You are immune to <b>dazed</b> . ▶ <b>Coag. 2:</b> You gain a +2 bonus to Open Checks made to examine creatures, items, and locations.

## HOPLOSHERE

d66	Name	Effect (while the item is equipped)
16	Cyclonic	<p>You gain Resistance to <b>air</b> damage. If this item is a <b>weapon</b>, all damage it deals becomes <b>air</b>.</p> <p>▶ <b>Coag. 2:</b> You gain Immunity to <b>air</b> damage.</p> <p>▶ <b>Coag. 3:</b> Any <b>air</b> damage you deal ignores Resistances. When you deal damage, you may change its type to <b>air</b>.</p>
21	Dark	<p>You gain Resistance to <b>dark</b> damage. If this item is a <b>weapon</b>, all damage it deals becomes <b>dark</b>.</p> <p>▶ <b>Coag. 2:</b> You gain Immunity to <b>dark</b> damage.</p> <p>▶ <b>Coag. 3:</b> Any <b>dark</b> damage you deal ignores Resistances. When you deal damage, you may change its type to <b>dark</b>.</p>
22	Dazing*	<p>Each target hit by this weapon suffers <b>dazed</b>.</p> <p>This hoplosphere occupies <b>2 slots</b>.</p>
23	Disrupting*	<p>This weapon deals 2 extra damage to <b>constructs</b>.</p> <p>▶ <b>Coag. 2:</b> You gain a +1 bonus to Defense.</p>

## HIGH LEVEL CHARACTERS

When you create a character with a level higher than 5 in a campaign that uses technospheres, the following special rules apply:

- ◆ **Starting budget.** The character receives initial zenith as per page **229** of the **Core Rulebook**. This **may** be spent on **custom weapons, armor, accessories, and hoplospheres** (500 zenith each).
- ◆ **Mnemospheres.** The character receives an additional level 0 mnemosphere for every **10 levels** beyond 5 (for instance, a level 23 character will receive one additional mnemosphere, for a total of two initial mnemospheres).
- ◆ **Levels.** The character may distribute their levels as they wish between their Innate Classes and initial mnemospheres, but must invest **at least 5 levels** among **three** Innate Classes.

HOPLOSHERE		
d66	Name	Effect (while the item is equipped)
24	Draining*	When you hit one or more creatures with this weapon, you may recover 3 Hit Points and 3 Mind Points.
25	Energizing	You are immune to <b>weak</b> . ▶ <b>Coag. 2:</b> When you recover Hit Points, you recover 2 additional Hit Points.
26	Expansive*	Attacks with this weapon gain the <b>multi (2)</b> property. This hoplosphere occupies <b>2 slots</b> .
31	Ghastly*	Each target hit by this weapon suffers <b>shaken</b> . This hoplosphere occupies <b>2 slots</b> .
32	Gladiator*	This weapon deals 2 extra damage to <b>humanoids</b> . ▶ <b>Coag. 2:</b> You gain a +1 bonus to Defense.
33	Knightly*	This weapon deals 2 extra damage to <b>monsters</b> . ▶ <b>Coag. 2:</b> You gain a +1 bonus to Magic Defense.
34	Medical	When you cause one or more creatures to recover Hit Points and/or Mind Points with a <b>potion</b> , that potion causes them to recover 2 extra HP and/or MP, respectively. ▶ <b>Coag. 2:</b> When you cause one or more creatures to recover Hit Points and/or Mind Points with a <b>potion</b> , that potion causes them to recover 1 extra HP and/or MP, respectively.
35	Mighty	You treat your <b>Might</b> as if it were one die size higher (up to a maximum of <b>d12</b> ). This hoplosphere occupies <b>2 slots</b> .
36	Occult*	This weapon deals 2 extra damage to <b>elementals</b> . ▶ <b>Coag. 2:</b> You gain a +1 bonus to Magic Defense.
41	Piercing*	Damage dealt by this weapon ignores Resistances. ▶ <b>Coag. 2:</b> Damage dealt by this weapon ignores Resistances and Immunities.

## HOPLOSHERE

d66	Name	Effect (while the item is equipped)
42	Poisonous	<p>You gain Resistance to <b>poison</b> damage. If this item is a <b>weapon</b>, all damage it deals becomes <b>poison</b>.</p> <p>▶ <b>Coag. 2:</b> You gain Immunity to <b>poison</b> damage.</p> <p>▶ <b>Coag. 3:</b> Any <b>poison</b> damage you deal ignores Resistances. When you deal damage, you may change its type to <b>poison</b>.</p>
43	Predator*	<p>This weapon deals 2 extra damage to <b>beasts</b>.</p> <p>▶ <b>Coag. 2:</b> You gain a +1 bonus to Defense.</p>
44	Quick	<p>You are immune to <b>slow</b>.</p> <p>▶ <b>Coag. 2:</b> You gain a +2 bonus to your Initiative Modifier.</p>
45	Radiant	<p>You gain Resistance to <b>light</b> damage. If this item is a <b>weapon</b>, all damage it deals becomes <b>light</b>.</p> <p>▶ <b>Coag. 2:</b> You gain Immunity to <b>light</b> damage.</p> <p>▶ <b>Coag. 3:</b> Any light damage you deal ignores Resistances. When you deal damage, you may change its type to <b>light</b>.</p>
46	Reaping*	<p>This weapon deals 2 extra damage to <b>plants</b>.</p> <p>▶ <b>Coag. 2:</b> You gain a +1 bonus to Defense.</p>
51	Revealing	<p>You treat your <b>Insight</b> as if it were one die size higher (up to a maximum of <b>d12</b>).</p> <p>This hoplosphere occupies <b>2 slots</b>.</p>
52	Sharpening*	<p>Accuracy Checks with this weapon gain a +1 bonus.</p> <p>▶ <b>Coag. 2:</b> This weapon deals 2 extra damage.</p>
53	Scornful*	<p>Each target hit by this weapon suffers <b>enraged</b>.</p> <p>This hoplosphere occupies <b>2 slots</b>.</p>
54	Seismic	<p>You gain Resistance to <b>earth</b> damage. If this item is a <b>weapon</b>, all damage it deals becomes <b>earth</b>.</p> <p>▶ <b>Coag. 2:</b> You gain Immunity to <b>earth</b> damage.</p> <p>▶ <b>Coag. 3:</b> Any <b>earth</b> damage you deal ignores Resistances. When you deal damage, you may change its type to <b>earth</b>.</p>



## HOPLOSHERE

d66	Name	Effect (while the item is equipped)
55	<b>Skeptical*</b>	This weapon deals 2 extra damage to <b>demons</b> . ▶ <b>Coag. 2:</b> You gain a +1 bonus to Magic Defense.
56	<b>Snaring*</b>	Each target hit by this weapon suffers <b>slow</b> . This hoplosphere occupies <b>2 slot</b> .
61	<b>Sorcerous*</b>	Attacks with this weapon target Magic Defense. ▶ <b>Coag. 2:</b> Spells you cast deal 2 extra damage, and spells you cast that cause creatures to recover Hit Points cause them to recover 2 extra Hit Points.
62	<b>Steadfast</b>	You are immune to <b>shaken</b> . ▶ <b>Coag. 2:</b> When you recover Mind Points, you recover 2 additional Mind Points.
63	<b>Tiring*</b>	Each target hit by this weapon suffers <b>weak</b> . This hoplosphere occupies <b>2 slot</b> .
64	<b>Toxic*</b>	Each target hit by this weapon suffers <b>poisoned</b> . This hoplosphere occupies <b>2 slot</b> .
65	<b>Volcanic</b>	You gain Resistance to <b>fire</b> damage. If this item is a <b>weapon</b> , all damage it deals becomes <b>fire</b> . ▶ <b>Coag. 2:</b> You gain Immunity to <b>fire</b> damage. ▶ <b>Coag. 3:</b> Any <b>fire</b> damage you deal ignores Resistances. When you deal damage, you may change its type to <b>fire</b> .
66	<b>Voltaic</b>	You gain Resistance to <b>bolt</b> damage. If this item is a <b>weapon</b> , all damage it deals becomes <b>bolt</b> . ▶ <b>Coag. 2:</b> You gain Immunity to <b>bolt</b> damage. ▶ <b>Coag. 3:</b> Any <b>bolt</b> damage you deal ignores Resistances. When you deal damage, you may change its type to <b>bolt</b> .

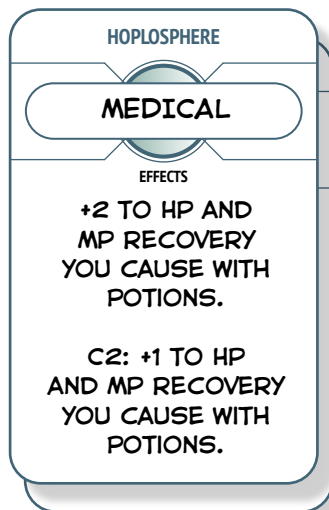
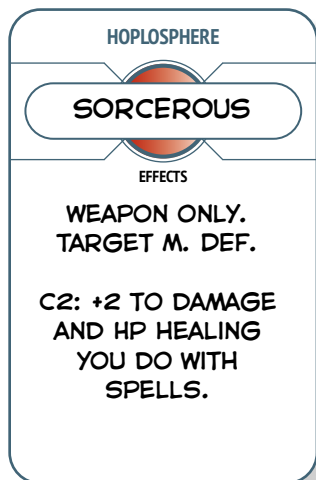
## TECHNOSPHERE SHEETS AND CARDS

This page presents two good options for keeping track of mnemospheres and hoplospheres: **mnemosphere sheets** and **hoplosphere cards**.

You can find blank versions of these at [www.fabulaultima.com](http://www.fabulaultima.com).

- ◆ When developing a mnemosphere, it can be a good idea to give it a custom name independent of its Class: for instance, an **Entropist** mnemosphere built to provide spells that support allies and hinder enemies might be renamed “**Controller**”, while a **Rogue** mnemosphere containing nothing but **Cheap Shot** levels might be renamed “**Dirty Fighter**”.
- ◆ Cards are an effective way of keeping track of **hoplospheres**, but you might end up with quite a lot of them: a fun and interesting option is to **color** the circle behind the sphere’s name in a way that reminds you of its general use and effects. For instance, hoplospheres granting offensive effects might be colored **red**, while those granting some sort of healing or immunity might be colored **green**, and so on.

This way, when a Player Character places technospheres inside a weapon or armor, the Player can simply note down the names of those spheres and grab the corresponding cards or sheets. **Coagulating** hoplospheres may be put in a stack, as shown below.



MNEMOSPHERE **SCANNER**

CLASS **LOREMASTER**

LEVEL

5

SKILL **FLASH OF INSIGHT**

SKILL LEVEL **2**

ON A 13+, WHEN EXAMINING A CREATURE, ITEM OR LOCATION,  
ASK UP TO 2 QUESTIONS

SKILL **FOCUSED**

SKILL LEVEL **3**

+9 MAXIMUM MP  
+3 TO (INS + QNS) OPEN CHECKS

SKILL

SKILL LEVEL

SKILL

SKILL LEVEL

SKILL

SKILL LEVEL

HEROIC SKILL **EXTRA MP**

+10 MAXIMUM MP (+20 IF LEVEL 40+)

3  
CHAPTER  
PROTAGONISTS

# NEW CLASSIC CHARACTERS

## CHIMERIC HUNTER

Dexterity **d8**, Insight **d10**, Might **d8**, Willpower **d6**

Mutant (3 levels): **Theriomorphosis (SL 3: Arpaktida, Electrophora, Toxicophora)**

Sharpshooter (2 levels): **Barrage, Hawkeye**

Defensive arbalest (**custom weapon**, **[DEX + INS]**, **bow**, **ranged**, **accurate**, **defense boost**, **powerful**), bronze plate, 70 zenit.

## CYBERVAMPIRE

Dexterity **d8**, Insight **d10**, Might **d6**, Willpower **d8**

Entropist (1 level): **Entropic Magic (Drain Vigor)**

Mutant (3 levels): **Biophagy, Theriomorphosis (SL 2: Neurophagoida, Pterotheria)**

Sharpshooter (1 level): **Barrage**

"Penance" revolver (**custom weapon**, **[DEX + INS]**, **firearm**, **ranged**, **accurate**, **elemental (light)**, **magic defense boost**), sage robe, 70 zenit.

## MAGICAL GUN GIRL

Dexterity **d6**, Insight **d8**, Might **d8**, Willpower **d10**

Elementalist (3 levels): **Cataclysm, Elemental Magic (SL 2: Glaciers, Ignis)**

Pilot (2 levels): **Compression Tech, Personal Vehicle (Exoskeleton, Advanced Targeting, Aerial, Magistatic)**

Staff (scepter with scope!), sage robe, 270 zenit

## NET WIZARD

Dexterity **d6**, Insight **d10**, Might **d8**, Willpower **d8**

Elementalist (1 level): **Elemental Magic (Iceberg)**

Esper (3 levels): **Cognitive Focus, Psychic Gifts (Photokinesis), Navigator**

Loremaster (1 level): **Flash of Insight**

Saboteur gauntlet (**custom weapon**, **[DEX + INS]**, **arcane**, **ranged**, **accurate**, **defense boost**, **elemental (bolt)**), sage robe, 70 zenit.

## PSYCHIC AVENGER

Dexterity **d6**, Insight **d8**, Might **d10**, Willpower **d8**

Darkblade (2 levels): **Heart of Darkness, Shadow Strike**

Esper (2 levels): **Psychic Gifts (SL 2: Clairvoyance, Psychic Backlash)**

Guardian (1 level): **Protect**

Waraxe, runic plate, 70 zenit

## ROAD KNIGHT

Dexterity **d10**, Insight **d8**, Might **d8**, Willpower **d6**

Pilot (2 levels): **Heart in the Engine, Personal Vehicle (Steed, Flexible Plating, Rapid Interface, Turbo)**

Rogue (1 level): **High Speed**

Weaponmaster (2 levels): **Bladestorm, Melee Weapon Mastery**

Light spear, travel garb, runic shield, 120 zenit

## SOULSTREAM PSYBLADE

Dexterity **d6**, Insight **d6**, Might **d8**, Willpower **d10**

Esper (3 levels): **Cognitive Focus, Psychic Gifts (Life Transference), Psychokinesis**

Weaponmaster (2 levels): **Bone Crusher, Counterattack**

Twin blades of Id (**custom weapon, [DEX + MIG], sword, melee, elemental (dark), quick**), travel garb, 120 zenit.

## ROVING PHYSICIAN

Dexterity **d6**, Insight **d10**, Might **d6**, Willpower **d10**

Esper (1 level): **Psychic Gifts (Reassuring Presence)**

Tinkerer (1 level): **Potion Rain**

Wayfarer (3 levels): **Faithful Companion (SL 3: a massive construct with high HP that protects the Wayfarer and can counter attacks)**

Tome (an ancient medical text), sage robe, 270 zenit

## TEST SUBJECT

Dexterity **d8**, Insight **d8**, Might **d10**, Willpower **d6**

Chimerist (1 level): **Spell Mimic**

Fury (1 level): **Frenzy**

Mutant (3 levels): **Akromorphosis, Genocleptsis, Theriomorphosis (Dynamotheria)**

Sage robe, 370 zenit

## WANDERING INVENTOR

Dexterity **d8**, Insight **d10**, Might **d8**, Willpower **d6**

Pilot (2 levels): **Personal Vehicle (SL 2: Exoskeleton, Advanced Targeting, Rifle x2, Shield)**

Tinkerer (3 levels): **Gadgets (Infusions: Basic), Potion Rain, Visionary**

Sage robe, 370 zenit

## THE REBEL CELL: BRAVE REVOLUTIONARIES

The **MagSec Defector** uses his turn to fortify himself, protects his allies, and breaks enemy defenses; the **Courageous Mystic** heals her allies and shares her Fabula Points with **My Trust in You**; and the **Fierce Brawler** fills many roles, alternating quick and powerful strikes, as well as taking advantage of status effects and **Atmokinesis** to inflict massive amounts of damage in a short time.

### COURAGEOUS MYSTIC

Dexterity **d6**, Insight **d10**, Might **d6**, Willpower **d10**

Esper (1 level): **Psychokinesis**

Orator (1 level): **My Trust in You**

Spiritist (3 levels): **Ritual Spiritism, Spiritual Magic (SL 2: Heal, Reinforce)**

**Polar** Mnemosphere (Elementalist; 1 level): **Elemental Magic (Iceberg)**

Collapsible scepter (**custom weapon**, **[DEX + INS]**, arcane, melee, accurate, elemental (**light**), **magic defense boost**), sage robe, 70 zenit.

### FIERCE BRAWLER

Dexterity **d10**, Insight **d6**, Might **d8**, Willpower **d8**

Fury (1 level): **Frenzy**

Rogue (2 levels): **Cheap Shot (SL 2)**

Weaponmaster (2 levels): **Bladestorm, Bone Crusher**

**Kinetic** Mnemosphere (Esper; level 1): **Psychic Gifts (Atmokinesis)**

Flexible hand wrappings (**custom weapon**, **[DEX + MIG]**, brawling, melee, transforming (**form I: quick; form II: accurate, powerful**)), travel garb, 70 zenit.

### MAGSEC DEFECTOR

Dexterity **d8**, Insight **d8**, Might **d8**, Willpower **d8**

Fury (1 level): **Withstand**

Guardian (1 level): **Protect**

Weaponmaster (3 levels): **Bladestorm, Breach, Counterattack**

**Scorching** Mnemosphere (Elementalist; 1 level): **Elemental Magic (Ignis)**

MagSec Claymore (**custom weapon**, **[DEX + MIG]**, sword, melee, accurate, defense **boost, powerful**), bronze plate (described as a bronze armguard), 70 zenit.



*"We made it through that together and we won't leave anyone behind until we find a new home. Never again."*

## THE PILOTS: CONTROL SYSTEMS, ACTIVATE!

Having escaped Orbital Project Miraris following the Central Government's attack, **four young recruits** are caught in the struggle of civil war at the helms of their **mechas**. What will they choose to fight for? Can these dreadful machines protect life, or are they only fit to extinguish it? What happened to the pilot of **Miraris 004**?

### MO01: NEMO

Dexterity **d8**, Insight **d10**, Might **d8**, Willpower **d6**

Pilot (3 levels): **Flexible Configuration, Personal Vehicle (SL 2: Mecha, Aerial, Flamer, Shield, Sword, Standard Plating)**

Sharpshooter (1 level): **Hawkeye**

Weaponmaster (1 level): **Bone Crusher**

Pistol, steel dagger, silk shirt, 70 zenit

### MO02: GOZEN

Dexterity **d6**, Insight **d8**, Might **d10**, Willpower **d8**

Guardian (1 level): **Protect**

Pilot (2 levels): **Personal Vehicle (Mecha, Aerial, Scythe, Heavy Plating), Strong Grip**

Weaponmaster (2 levels): **Bladestorm, Counterattack**

Waraxe, runic plate, 70 zenit

### MO03: KHORKOI

Dexterity **d10**, Insight **d8**, Might **d8**, Willpower **d6**

Elementalist (1 level): **Elemental Magic (Elemental Weapon)**

Pilot (1 level): **Personal Vehicle (Mecha, Aerial, Flexible Plating, Machine Gun)**

Rogue (3 levels): **Cheap Shot, Dodge (SL 2)**

Arc-flail (**custom weapon, [DEX + INS], flail, melee, elemental (bolt), quick**), combat tunic, 120 zenit.

### MO05: WALPURGIS

Dexterity **d8**, Insight **d8**, Might **d6**, Willpower **d10**

Entropist (2 levels): **Entropic Magic (SL 2: Acceleration, Umbra)**

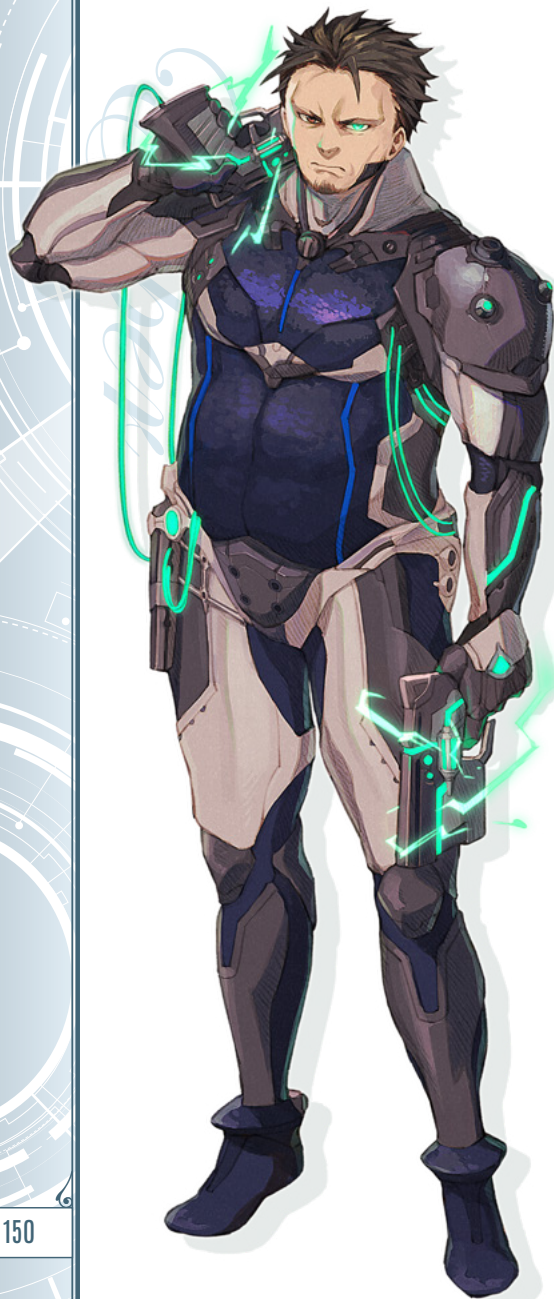
Pilot (2 levels): **Personal Vehicle (SL 2: Mecha, Advanced Targeting, Aerial, Bow, Counterstrike, Runic Plating)**

Spiritist (1 level): **Spiritual Magic (Heal)**

Ectorifle (see page **116**), travel garb, 70 zenit.

# ESPER

ALSO: Empath, Psion, Soul Hacker



*Peace dictated by a single will is no peace at all: it is merely a form of submission.*

Thought, desire and emotion are powerful forces, whose echoes influence the stream of souls that flows throughout the world.

**Espers** have developed the ability to connect with this spiritual web of sensations, which scientists have dubbed “the soul network”, and rely on it to transmit information and improve their physical and mental abilities. Because of this, each Esper applies their powers in remarkably different ways.

- ◆ How did you develop your psychic abilities? Did someone train you?
- ◆ Are your abilities relatively common, or are you the exception?
- ◆ Which of your attributes or skills can you strengthen with your psychic arts?
- ◆ Which unsettling or unusual quality do your powers possess?



## ESPER FREE BENEFITS

- ◆ Permanently increase your maximum Mind Points by 5.

## ESPER SKILLS

### COGNITIVE FOCUS

(+5)

At the start of your turn during a conflict, you may choose one ally who is able to hear you **or** one enemy you can see that is suffering from **dazed**, **enraged**, and/or **shaken**. Until the start of your next turn, the chosen creature becomes your **focus**.

You gain a bonus equal to **[SL]** to Checks you perform to examine your **focus**, as well as to your Accuracy Checks and Magic Checks for attacks and offensive spells (⚡) that include your focus among the targets. When you cause your **focus** to recover Hit Points and/or Mind Points, they recover **[SL × 2]** additional HP and/or MP, respectively.

### HYPERCOGNITION

(+5)

The total MP cost of your **spells** and **verses** (see **High Fantasy Atlas**, page 138) that include your **focus** among their targets is reduced by **[SL]**, or by **[SL × 2]** if your **focus** is the only target (to a minimum cost of 0 Mind Points).

### NAVIGATOR

You can communicate telepathically with any conscious ally **within 1 travel day** of you; you are **able to hear each other** for the sake of Skills and effects.

You gain the ability to perform Rituals of the **Ritualism** discipline. **Additionally**, you may use **Ritualism** to **transport creatures** in and out of the soul network, and to **gain information** and track entities while inside the soul network.

### PSYCHIC GIFTS

(+5)

Each time you take this Skill, you gain a **gift**. The rules for gifts and for the **Brainwave Clock** can be found on the next page.

### PSYCHOKINESIS

When you perform an Accuracy Check, you may replace one of the Attribute dice with **Willpower** (such as **[DEX + WLP]** for a **shortbow**). **Additionally**, your **melee** attacks with weapons belonging to the **arcane** or **sword** Categories may target **flying** creatures.

# PSYCHIC GIFTS

## USING A GIFT

**Gifts** can only be used when specific **events** take place. When this happens, you may spend an amount of Mind Points equal to **[the number of filled sections in your Brainwave Clock, multiplied by 5]** (minimum 5 Mind Points) in order to apply the effects of that gift to the event.

- ◆ You may only use a **single gift** per event.
- ◆ If a gift causes **HP or MP recovery**, or if it causes **MP loss**, the amounts increase by 10 if you are **level 20 or higher**, or by 20 if you are **level 40 or higher**.

## THE BRAINWAVE CLOCK

When you first acquire the **Psychic Gifts** Skill, you also receive a **Brainwave Clock**.

- ◆ Your Brainwave Clock has **4 sections**, and it begins each scene **empty**.
- ◆ After you resolve one of your **gifts**, **fill 1 section** of your Brainwave Clock (you do so **after** the effects of the **gift** have been calculated and applied).
- ◆ Your Brainwave Clock determines your **gifts' cost in Mind Points**, as well as their **effectiveness** (see above). You can still use your **gifts** when the Clock is full.
- ◆ Sections of your Brainwave Clock **may not be filled** in any way other than described above, and they **may only be erased** through the **Brainwave Discharge** Heroic Skill (see page 171) or through effects that **expressly** influence Brainwave Clocks.

### GIFT

### EVENT

#### Atmokinesis

When you **deal damage**

That damage becomes **air** or **bolt**, and its source deals extra damage equal to **[2 + the number of filled sections in your Brainwave Clock]**.

#### Clairvoyance

When an NPC becomes your **focus** or when you create a **Bond** towards an NPC

Ask the Game Master a single question about that NPC, which the Game Master must answer truthfully. Then, describe what sensation revealed this information to you. You may use this gift **only once** on each NPC.

GIFT	EVENT
<b>Gravitokinesis</b>	When you <b>deal damage</b>
That damage becomes <b>earth</b> or <b>physical</b> , and its source deals extra damage equal to <b>[2 + the number of filled sections in your Brainwave Clock]</b> . If the source deals damage to one or more <b>flying</b> creatures, they are forced to land immediately.	
<b>Life Transference</b>	When you <b>cause one or more enemies to lose HP</b>
Choose yourself <b>or</b> an ally who is your <b>focus</b> : if the chosen creature is in <b>Crisis</b> , they recover an amount of Hit Points equal to <b>[5 + (the number of filled sections in your Brainwave Clock, multiplied by 5)]</b> .	
<b>Photokinesis</b>	When you <b>deal damage</b>
That damage becomes <b>dark</b> or <b>light</b> , and its source deals extra damage equal to <b>[2 + the number of filled sections in your Brainwave Clock]</b> .	
<b>Psychic Backlash</b>	After an enemy <b>succeeds on an Opposed Check</b> against you or <b>causes you to lose Hit Points</b>
That enemy loses an amount of Mind Points equal to <b>[5 + (the number of filled sections in your Brainwave Clock, multiplied by 5)]</b> . Then, choose one option: that enemy suffers <b>dazed</b> , or that enemy suffers <b>shaken</b> .	
<b>Psychic Shield</b>	After an enemy you can see <b>performs an Accuracy Check or a Magic Check</b>
For the purposes of that Check, you may treat your Defense and Magic Defense scores as being equal to <b>[your current Willpower die size + (the number of filled sections in your Brainwave Clock, multiplied by 2)]</b> . You may still use your normal scores if better.	
<b>Reassuring Presence</b>	After you <b>cover</b> an ally with the <b>Guard</b> action
That ally recovers an amount of Mind Points equal to <b>[10 + (the number of filled sections in your Brainwave Clock, multiplied by 5)]</b> . If that ally is your <b>focus</b> , they heal from a single status effect of their choice out of <b>dazed</b> , <b>enraged</b> , and <b>shaken</b> .	
<b>Thermokinesis</b>	When you <b>deal damage</b>
That damage becomes <b>fire</b> or <b>ice</b> , and its source deals extra damage equal to <b>[2 + the number of filled sections in your Brainwave Clock]</b> .	

# MUTANT

ALSO: Abomination, Experiment, Lycanthrope



*Look at me, coward!  
Behold what your  
silence allowed them  
to create.*

Some say no progress can be achieved without sacrifice; conveniently enough, these sacrifices are rarely made by those in power. **Mutants** are living testaments to this ruthless arrogance: people whose souls and bodies bear the signs of technological or magical pollution. Each Mutant is a unique being capable of altering their body in strange and unprecedented ways, but their powers come at a painful price and can be a dreadful sight to behold.



- ♦ Were your mutations caused by a scientific experiment or by some kind of magic?
- ♦ Who is responsible for your mutations? What are your feelings towards them?
- ♦ Who was the first person to show you kindness? What did it cost them?
- ♦ How do your mutations manifest? What makes them eerily beautiful?



## MUTANT FREE BENEFITS

- ♦ Permanently increase your maximum Hit Points by 5.

## MUTANT SKILLS

### AKROMORPHOSIS

[+3]

Your **unarmed strikes** deal **[6 + (SL × 2)]** extra damage, and you gain a bonus equal to **[SL]** to your Accuracy Checks with them.

At the start of your turn during a conflict, you may choose a weapon Category other than **brawling**. If you do, your **unarmed strikes** now belong to the chosen Category. If you choose **bow**, **firearm** or **thrown**, they become **ranged** weapons instead of **melee**. If you choose **dagger** or **sword**, they cannot be used with **Triple Slash** (see **High Fantasy Atlas**, page 161). These changes last until the start of your next turn.

### BIOPHAGY

[+4]

After one of your attacks or offensive spells (🔥) causes one or more enemies to lose Hit Points, if you are in **Crisis**, you may recover **[SL × 5]** Hit Points.

### ECDYSIS

After you lose Hit Points due to damage, if that damage had a type **other than physical**, you may spend 10 Hit Points to gain Resistance to that damage type until you use this Skill again. You cannot use this Skill if doing so would reduce you to 0 HP.

### GENOCLEPSIS

[+2]

When you deal damage to one or more NPCs, you learn their **Species and the GM chooses [SL] therioforms** appropriate to those NPCs (see next page): if you have acquired the **Theriomorphosis** Skill, you may immediately pay its HP cost and use it to manifest those **therioforms** (even if they are not among those you have learned).

### THERIOMORPHOSIS

[+6]

Each time you acquire this Skill, you learn a **therioform** (see next page).

You may use an action and spend **one third of your current Hit Points** (rounded down) to manifest the effects of **up to two therioforms** from those you have learned. The details of this transformation are explained on the next page.



# THERIOFORMS

Therioforms are mutations that grant powerful abilities. The way that they manifest is completely up to you – **Pterotheria**, for instance, might turn you into a person-sized bat or simply give you large feathered wings.

- ◆ Once you use the **Theriomorphosis** Skill, the chosen **therioforms** last until the end of the scene. They also end if you die or fall unconscious, perform the **Guard** action, or use the **Theriomorphosis** Skill again (this includes using it through **Genocleptis**).
- ◆ You may end the effects of your **Theriomorphosis** at any time, but during a conflict you can only do so on your turn, **before or after** an action.
- ◆ When a scene ends, if you are under the effects of **Theriomorphosis**, you may spend 10 Mind Points to extend your **current therioforms** to the next scene you will be in.

## THERIOFORM

## GENOCLEPTIS SUGGESTIONS

### Amphibia

Frogs, salamanders, regenerating creatures, aquatic monsters.

You may breathe underwater and your eyes can see perfectly in dim light.

When you recover Hit Points, you recover 5 additional Hit Points and you may immediately recover from a single status effect of your choice.

### Arpaktida

Wolves, birds of prey, creatures with sharp hunting senses.

You treat your **Insight** as if it were one die size higher (to a maximum of **d12**).

When you deal damage to one or more creatures for the first time during your turn, if at least one of them is in **Crisis**, you deal 5 extra damage to each of those creatures.

### Dynamotheria

Bears, dinosaurs, creatures of massive size and strength.

You treat your **Might** as if it were one die size higher (to a maximum of **d12**).

When you succeed on a Check to advance or turn back a Clock, if that Check includes **Might**, you may fill or erase 1 additional section of that Clock.

### Electrophora

Electric creatures, lightning elementals, robots.

When you deal damage with an attack or spell, you may have all that damage become **bolt**. While your **unarmed strikes** deal **bolt** damage, any enemy who **loses 20 or more Hit Points** due to one of your **unarmed strikes** also suffers **slow**.

### Neurophagoida

Parasites, undead, creatures who feed on souls.

When you use the **Biophagy** Skill, you also recover an amount of Mind Points equal to **[4 + (your Skill Level in Theriomorphosis)]**.

*"This will hurt you a lot more than me.  
And let me tell you, this is going to hurt me A LOT."*

THERIOFORM	GENOCLEPSIS SUGGESTIONS
<b>Placophora</b>	Crustaceans, turtles, armored creatures and vehicles.  You may treat your Defense score as being equal to <b>[13 + (half your Skill Level in Theriomorphosis)]</b> (you may still use your normal scores if better).
<b>Pneumophora</b>	Jet-propulsion mollusks, great winged beasts, rockets.  When you deal damage with an attack or spell, you may have all that damage become <b>air</b> . While your <b>unarmed strikes</b> deal air damage, any enemy who <b>loses 20 or more Hit Points</b> due to one of your <b>unarmed strikes</b> also suffers <b>weak</b> .
<b>Polypoda</b>	Squids, octopi, creatures with tendrils or vines.  Your attacks with <b>unarmed strikes</b> gain <b>multi (3)</b> .
<b>Pterotheria</b>	Bats, birds, winged insects, flying creatures.  You are able to fly. In addition to the obvious advantages in mobility, your <b>melee</b> attacks can target <b>flying</b> creatures and you cannot be targeted by <b>melee</b> attacks unless the attacker is flying or is somehow able to reach flying targets. These benefits do not apply if you are unable to fly freely (such as when inside a vehicle designed for human-sized creatures, or in a narrow corridor). Additionally, when you suffer <b>air</b> , <b>bolt</b> or <b>ice</b> damage during a conflict scene, you lose these benefits until the start of your next turn.
<b>Pyrophora</b>	Bombardier beetles, pistol shrimps, fire elementals.  When you deal damage with an attack or spell, you may have all that damage become <b>fire</b> . While your <b>unarmed strikes</b> deal <b>fire</b> damage, any enemy who <b>loses 20 or more Hit Points</b> due to one of your <b>unarmed strikes</b> also suffers <b>dazed</b> .
<b>Tachytheria</b>	Cats, gazelles, hares, creatures that are agile and quick.  You treat your <b>Dexterity</b> as if it were one die size higher (to a maximum of <b>d12</b> ). When you succeed on a Check to advance or turn back a Clock, if that Check includes <b>Dexterity</b> , you may fill or erase 1 additional section of that Clock.
<b>Toxicophora</b>	Spiders, snakes, toxic slimes and other venomous creatures.  When you deal damage with an attack or spell, you may have all that damage become <b>poison</b> . While your <b>unarmed strikes</b> deal <b>poison</b> damage, any enemy who <b>loses 20 or more Hit Points</b> due to one of your <b>unarmed strikes</b> also suffers <b>poisoned</b> .

# PILOT

ALSO: Biker, Mecha Pilot, Sky Pirate

*Within this steel beats  
the hearts and hopes of all  
of Minerva IV. The Empire  
has already lost, they  
just don't know it yet.*



Be they boastful racers, trained soldiers or elegant chaffeurs, **Pilots** develop a special bond with their vehicle – in a way, it becomes an extension of their body, which they can rely on for battle and travel.

While transports of all sorts are frequently seen in every **Fabula Ultima** world, a Pilot's vehicle is something unique and irreplaceable: it could be the very mecha their mother piloted in battle, a jury-rigged aviobike that shouldn't even be able to fly, or some sort of technological marvel.

- ♦ Where did you learn to pilot? Is your teacher still alive?
- ♦ How did you obtain your vehicle? Did you build it yourself? Did you inherit it?
- ♦ What personal touch makes your vehicle stand out from the rest?
- ♦ Who or what would you never allow aboard your vehicle?



## PILOT FREE BENEFITS

- ♦ Permanently increase your maximum Hit Points by 5.
- ♦ Gain the ability to equip **martial melee weapons** and **martial ranged weapons**.

## PILOT SKILLS

### COMPRESSION TECH

As long as there is no one aboard your **personal vehicle**, you may have it safely disappear from the game world at any time. What magic or technology allows it?

If your **personal vehicle** is not present in the game world and you are in a space big enough to contain it, you may perform the **Inventory** action and spend 2 Inventory Points to have the vehicle appear near you, and **enter** it for free.

### FLEXIBLE CONFIGURATION

[+4]

When you perform the **Equipment** or **Guard** action while driving your **personal vehicle**, you may choose up to **[SL]** of its enabled modules and **disable** them. If you do, choose up to an equal amount of its disabled modules and **enable** them.

### HEART IN THE ENGINE

[+3]

At the start of your turn during a conflict, if you are driving your **personal vehicle**, you may spend 10 Mind Points. If you do, choose one option: the next time you deal damage during this turn, deal **[SL × 2]** extra damage; **or**, the next time you suffer damage before the start of your next turn, that damage is reduced by **[SL × 2]** (applied **before** damage Affinities); **or**, you recover from either the **slow** or **weak** status effects (your choice).

### PERSONAL VEHICLE

[+5]

When you acquire this Skill, you gain a **personal vehicle** with a **frame** of your choice and **three different modules** of your choice (see next page).

Whenever you acquire this Skill again, you acquire **two additional modules** of your choice.

### STRONG GRIP

When you perform an Accuracy Check with a **weapon module**, you may replace **one** of the Attributes with **Might** (such as **[MIG + WLP]** for an **arcane module**).

# A PILOT'S VEHICLE

A Pilot's **personal vehicle** follows a set of special rules.

- ♦ **Entering** the **personal vehicle** during a conflict requires the **Objective** action. Normally there is no Check required, but the Game Master may introduce a **Clock** if there are serious dangers or obstacles. If the **personal vehicle** is accessible when the conflict begins, characters may **enter it immediately** before the Initiative Check (see **Core Rulebook**, page 59).
- ♦ **Leaving** the **personal vehicle** doesn't require an action, but during a conflict it can only be done on your turn, **before or after** an action.
- ♦ The **personal vehicle** can contain a variable number of human-sized creatures depending on its **frame** and **modules**, but **only its Pilot may drive it**. Additionally, the other passengers **cannot cover creatures** when they perform the **Guard** action.
- ♦ The **maximum number of modules enabled at the same time** on a **personal vehicle** is equal to **[3 + its Pilot's SL in Personal Vehicle]**. The Pilot may freely reassign their personal vehicle's enabled and disabled modules outside conflicts.

A **personal vehicle** is made of the following elements:

- ♦ A **frame** that informs its general shape: **Steed** for riding animals, bikes, small starfighters, skateboards and the likes; **Exoskeleton** for power armor and mechanical limbs; **Mecha** for large combat robots piloted from within. Each Pilot must pick the **frame** for their **personal vehicle** when they obtain the Skill. This remains unchanged for the rest of the game, so make sure to choose carefully based on your character's style and personality, and consider the role they will have in the campaign. For instance, choosing a fighter plane doesn't make much sense if your story takes place in the slums of a cyberpunk megalopolis (how about an anti-gravity bike instead?).
- ♦ A variable number of **weapon modules**, **armor modules**, and **support modules** that can be connected to the **personal vehicle**'s control systems (enabled) or kept inactive but still attached to the frame (disabled). Some options, such as the **Flexible Configuration** Skill and the **Secondary Offensive module**, may allow you to quickly enable and disable modules, or to briefly activate a disabled module.

The upcoming pages contain a detailed explanation of the various module types and the rules governing them, followed by lists of standard **frames** and **modules**.

## ARMOR MODULES

While driving a **personal vehicle** with an **armor module** enabled, a Pilot does not have access to the normal contents of their **armor slot**. Instead, that slot is considered occupied by the **personal vehicle's armor module**. If the **personal vehicle** has no armor module enabled, the Pilot can keep using their equipped armor as normal.

- ♦ As soon as the Pilot stops driving a **personal vehicle** with an enabled **armor module**, they immediately regain access to their normal equipped armor.
- ♦ Armor modules marked with ♦ are considered to be **martial** armor for the sake of Skills and other effects, and they set the Pilot's Defense and Magic Defense to **fixed scores** (bonuses from shields and other effects still apply). Note that a Pilot can still equip these modules **even if they normally lack the ability** to equip martial armor.

For instance, a Pilot with the **Guardian** Class benefits from the **Defensive Mastery** Skill while driving a **personal vehicle** with a **Heavy Plating module** enabled, but they do not benefit from the **Dodge** Skill granted by the **Rogue** Class.

## WEAPON MODULES

While driving a **personal vehicle** with one or more **weapon modules** enabled, a Pilot does not have access to the normal contents of their **hand slots**. Instead, those slots are considered occupied by the **personal vehicle's weapon modules**. If the **personal vehicle** has no weapon modules enabled, the Pilot can keep using their equipped weapons and shields as normal.

- ♦ As soon as the Pilot stops driving a **personal vehicle** with **weapon modules** enabled, they immediately regain access to all normal equipped weapons and shields.
- ♦ Each weapon module counts as a **one-handed, non-martial weapon** for the sake of character Skills and effects (with the exception of the **Shield module**, which is treated as a shield). When you set up your **personal vehicle's** weapon modules, declare which module will occupy your **main hand slot** and which will occupy your **off-hand slot**.
- ♦ Some weapon modules are cumbersome and prevent you from having other weapon modules (including **Shield modules!**) enabled on the same **personal vehicle**.

For instance, an **Axe module** can be used with the **Counterattack** Skill, and a **Rifle module** can be used with the **Crossfire** Skill (see **Core Rulebook**, pages 219 and 205).



Because each weapon module is treated as a one-handed weapon, a Pilot driving a **personal vehicle** with two enabled weapon modules that share the same Category benefits from the rules for **two-weapon fighting** – and if they have the **Ambidexterous** Heroic Skill (see **Core Rulebook**, page 234), this can be done with any two enabled weapon modules!

## SUPPORT MODULES

Support modules provide a variety of miscellaneous benefits; these benefits often apply to the vehicle's passengers in addition to the Pilot themselves.

- ◆ A **personal vehicle** cannot have **more than one enabled support module of the same name**.
- ◆ Some support modules are particularly complex or cumbersome and count as **two modules** towards the limit on total enabled modules.

## DAMAGE AND REPAIRS

A Pilot's **personal vehicle** doesn't have its own separate stats and is treated as an extension of the Pilot themselves. It can be damaged or rendered temporarily unusable as a narrative consequence of the Pilot's **Surrender**, but cannot be destroyed unless the Player agrees to it.

Repairing a narratively damaged **personal vehicle** requires an amount of zenit equal to **[its Pilot's SL in Personal Vehicle, multiplied by 100]**. On the other hand, rebuilding a destroyed **personal vehicle** should be achieved as part of the Pilot's narrative arc (which is why it should only be destroyed if the Player is okay with it).





## RARE MODULES AS REWARDS

The Game Master should include new modules (or upgraded versions of existing modules) for the Pilot among the campaign's rewards.

- ◆ Each **weapon and armor module** presented in the following pages has a base cost of 500 zenit, and their rare versions can be created using the rules for **rare items** found in the **Core Rulebook**, starting on page 266. There are, however, two exceptions: a weapon module's damage can only be increased by 4 points by raising its cost by 200 zenit (it can **never** become two-handed), and **a weapon module can never become martial** (not even if its damage formula becomes **[HR + 10]** or higher).
- ◆ Each **support module** presented in the following pages should have a cost of roughly 1000 zenit. If you create custom support modules, compare them with the existing ones in order to establish their cost in zenit. They are **rare** items.
- ◆ The special rules used for some weapon modules (such as the **Claymore module**, which prevents you from having other weapon modules enabled, or the **Shield module's** entire effect) **are not Qualities**, and thus cannot be lost or replaced. If a given module has a Quality, that Quality is listed **before** any of its special rules.
- ◆ A Pilot might acquire rare modules by purchasing them from dedicated shops, by exploring factories or laboratories, or as a reward after defeating robotic or artificial adversaries. You can find some sample rare weapon modules on page 86.

And finally, as a general rule, a Pilot should **never** have access to two or more support modules with different names whose effects are similar and/or cumulative.

## INTERACTIONS WITH THE TINKERER CLASS

A character with the **Tinkerer** Class might wish to use the **Upgrade** Heroic Skill and the rules for **Projects** (see **Core Rulebook**, pages 241 and 134) to improve modules or invent new customizations for a Pilot's **personal vehicle**. For instance, they might install a reactor to enable space flight, or an antenna that emits anti-magic waves.

When it comes to special modules created through Projects, the group as a whole should make sure these **do not impede** on other characters' strengths and roles. It can be a good idea to give such modules a limited number of uses, or interesting flaws that can lead to difficult choices and memorable scenes.

## SAMPLE PERSONAL VEHICLES

The rules for **personal vehicles** offer a slew of choices and options, but this can also lead to indecisiveness. The following list of ready-made vehicles can help guide your choices – customize them as you wish.

### HOVERSKATE

Steed; Personal Vehicle: 1 SL

Enabled modules: **Aerial, Claymore, Rapid Interface**

### ARMORED MOTORCYCLE

Steed; Personal Vehicle: 2 SL

Enabled modules: **Expanded Plating, Heavy Plating, Machine Gun, Seat, Turbo**

### ASSAULT EXOSKELETON

Exoskeleton; Personal Vehicle: 3 SL

Enabled modules: **Advanced Targeting, Counterstrike, Heavy Plating, Rifle, Sensor, Shield**; disabled modules: **Aerial**

### BIPEDAL DESTROYER

Mecha; Personal Vehicle: 2 SL

Enabled modules: **Axe, Flamer, Secondary Offensive (Cannon), Standard Plating**; disabled modules: **Cannon**

### INFILTRATOR SCOUT

Mecha; Personal Vehicle: 2 SL

Enabled modules: **Anti-Element, Rifle, Runic Plating, Sensor, Spear**

### MECHANICAL CRAB

Mecha; Personal Vehicle: 2 SL

Enabled modules: **Claw ×2, Heavy Plating, Power, Seafarer**

### SCORPION-CLASS ARMORSUIT

Exoskeleton; Personal Vehicle: 2 SL

Enabled modules: **Blade ×2, Flexible Plating, Secondary Offensive (Scythe)**; disabled modules: **Scythe**

### STARFIGHTER

Steed; Personal Vehicle: 2 SL

Enabled modules: **Advanced Targeting, Aerial, Machine Gun, Standard Plating**; disabled modules: **Cannon**

## FRAMES

FRAME	PASSENGERS	DISTANCE
<b>Exoskeleton</b>	None	No modifier

This **personal vehicle** may have up to **2 weapon modules**, **1 armor module** and **any number of support modules** enabled.

If you use the **Compression Tech** Skill with this **personal vehicle**, ignore the IP cost.

<b>Mecha</b>	None	×2
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This **personal vehicle** may have up to **2 weapon modules**, **1 armor module** and **any number of support modules** enabled.

<b>Steed</b>	Up to one	×2
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This **personal vehicle** may have up to **1 weapon module**, **1 armor module** and **any number of support modules** enabled.

If you use the **Heart in the Engine** Skill with this **personal vehicle**, ignore the MP cost.

“Passengers” indicates how many human-sized creatures the **personal vehicle** may transport in addition to the Pilot. “Distance” refers to the distance traveled during a **travel day**.

## ARMOR MODULES








ARMOR MODULE	DEFENSE	MAGIC DEFENSE
<b>Flexible Plating</b>	DEX die size +2	INS die size +1
<b>Heavy Plating</b> ♦	12	8
<b>Runic Plating</b> ♦	10	11
<b>Standard Plating</b> ♦	11	10

These benefits **only apply to the Pilot who is driving**. However, the scores granted by the **Heavy**, **Runic**, and **Standard Plating modules** can be extended to passengers through the **Expanded Plating module** (see page 168).

## WEAPON MODULES

WEAPON MODULES	ACCURACY	DAMAGE
 <b>Arcane</b> <b>Arcane</b> ♦ Melee ♦ No Qualities.	<b>[DEX + WLP]</b>	<b>[HR + 8] physical</b>
 <b>Axe</b> <b>Heavy</b> ♦ Melee ♦ No Qualities.	<b>[DEX + INS]</b>	<b>[HR + 12] physical</b>
 <b>Blade</b> <b>Dagger</b> ♦ Melee ♦ No Qualities.	<b>[DEX + INS] +1</b>	<b>[HR + 6] physical</b>
 <b>Bow</b> <b>Bow</b> ♦ Ranged ♦ No Qualities. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon modules</b> enabled.	<b>[DEX + INS] +1</b>	<b>[HR + 12] physical</b>
 <b>Cannon</b> <b>Firearm</b> ♦ Ranged ♦ No Qualities. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon modules</b> enabled.	<b>[DEX + INS]</b>	<b>[HR + 14] physical</b>
 <b>Claw</b> <b>Brawling</b> ♦ Melee ♦ No Qualities. ♦ This weapon can be used to interact with the scene as if it were a free hand.	<b>[DEX + INS]</b>	<b>[HR + 8] physical</b>
 <b>Claymore</b> <b>Sword</b> ♦ Melee ♦ No Qualities. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon modules</b> enabled.	<b>[DEX + INS] +1</b>	<b>[HR + 14] physical</b>
 <b>Esoteric</b> <b>Arcane</b> ♦ Melee ♦ No Qualities. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon modules</b> enabled.	<b>[DEX + WLP]</b>	<b>[HR + 12] physical</b>
 <b>Flail</b> <b>Flail</b> ♦ Melee ♦ No Qualities.	<b>[DEX + INS]</b>	<b>[HR + 10] physical</b>
 <b>Flamer</b> <b>Firearm</b> ♦ Ranged ♦ No Qualities.	<b>[DEX + INS]</b>	<b>[HR + 8] fire</b>

⚠ The special rules found on weapon modules **are not Qualities** (see page 163)!

WEAPON MODULES	ACCURACY	DAMAGE
	<b>Machine Gun</b> [DEX + INS]	[HR + 10] physical
	<b>Firearm</b> ♦ Ranged ♦ No Qualities ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon modules</b> enabled. Additionally, when you perform the <b>Attack</b> action and attack with this weapon module, you may perform two separate attacks instead of one (against the same target or against different targets). If you do, both attacks follow the rules for <b>two-weapon fighting</b> : each attack loses the <b>multi</b> property and cannot gain it, and you treat the High Roll of each Accuracy Check as being equal to 0 when determining damage.	
	<b>Rifle</b> [DEX + INS]	[HR + 10] physical
	<b>Firearm</b> ♦ Ranged ♦ No Qualities.	
	<b>Scythe</b> [DEX + INS]	[HR + 16] physical
	<b>Heavy</b> ♦ Melee ♦ No Qualities. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon modules</b> enabled.	
	<b>Shield (Exoskeleton and Mecha frames only)</b> No Qualities. ♦ While driving this <b>personal vehicle</b> , you gain a +2 bonus to Defense and a +2 bonus to Magic Defense. Additionally, this weapon module <b>does not</b> count as a “weapon”: instead, it counts as an equipped <b>shield</b> . This module <b>cannot</b> be equipped in your <b>main hand slot</b> , unless you have acquired the <b>Dual Shieldbearer</b> Skill (see <b>Core Rulebook</b> , page 197). If you have, your <b>Twin Shields</b> deal 2 extra damage (this is cumulative if you have two <b>Shield modules</b> enabled at the same time).	
	<b>Spear</b> [DEX + INS]	[HR + 10] physical
	<b>Spear</b> ♦ Melee ♦ No Qualities.	
	<b>Sword</b> [DEX + INS] +1	[HR + 8] physical
	<b>Sword</b> ♦ Melee ♦ No Qualities.	
	<b>Trident</b> [DEX + INS] +1	[HR + 14] physical
	<b>Spear</b> ♦ Melee ♦ No Qualities. ♦ A <b>personal vehicle</b> with this module enabled cannot have any other <b>weapon modules</b> enabled.	

## SUPPORT MODULES

### SUPPORT MODULE

#### Aerial (counts as two enabled modules)

This **personal vehicle** can fly, and its **distance** becomes  $\times 3$ .

While you are driving this **personal vehicle**, your **melee** attacks can target **flying** creatures, and none of the creatures inside the **personal vehicle** can be targeted by **melee** attacks unless the attacker is flying or is somehow able to reach flying targets.

These benefits do not apply while the **personal vehicle** is inactive or grounded, while you are in **Crisis**, or while you are **covering** another creature with the **Guard** action. Additionally, if a creature aboard this **personal vehicle** suffers **air**, **bolt** or **ice** damage during a conflict, the benefits of this module cease until the start of your next turn.

#### Anti-Element

Each time you enable this module on your **personal vehicle**, choose a damage type: **air**, **bolt**, **earth**, **fire** or **ice**. Creatures aboard this **personal vehicle** are treated as being Resistant to the chosen damage type as long as this module remains enabled.

#### Advanced Targeting

While driving this **personal vehicle**, you gain a +2 bonus to your Accuracy Checks and to Magic Checks for offensive spells (⚡) you cast.

#### Counterstrike

After a creature aboard this **personal vehicle** is hit by a **ranged** attack, if you are driving this **vehicle**, you may spend 1 Inventory Point. If you do, the attacker suffers 10 **physical** damage (after their attack has been resolved). This amount increases by 5 damage if you are **level 20 or higher**, or by 10 damage if you are **level 40 or higher**.

#### Excavation

This **personal vehicle** can burrow through the ground and is equipped with bright lights.

#### Expanded Plating (Mecha and Steed frames only)

While you are driving this **personal vehicle**, if it has a **Heavy**, **Runic**, or **Standard Plating module** enabled, all passengers aboard may treat their Defense and Magic Defense scores as being equal to those provided by the **armor module** in question (they may still use their normal scores if those are better).

## SUPPORT MODULE

### Magistatic

After you pay the MP cost of an **Arcanum**, **spell**, or **verse** (see **High Fantasy Atlas**, page **138**), if you are driving this **personal vehicle** and have an **arcane** weapon equipped, you recover 5 Mind Points, or 10 Mind Points if the cost was **equal to or higher than 30 MP**.

### Power (Exoskeleton and Mecha frames only)

While driving this **personal vehicle**, you gain a +2 bonus to all Opposed Checks that rely on **brute force** or **physical resistance**.

### Rapid Interface

When you **enter** this **personal vehicle** on your turn during a conflict, you may immediately perform an additional action.

### Seafarer

This **personal vehicle** can travel on water and underwater.

### Seat (Mecha and Steed only)

This **personal vehicle** can transport an additional human-sized passenger.

### Secondary Offensive (Exoskeleton and Mecha frames only)

Each time you enable this module on your **personal vehicle**, choose one of its **disabled weapon modules**. As long as the chosen module is disabled and this module is enabled, you may use an action to perform a **free attack** with that **weapon module**.

### Sensor

While driving this **personal vehicle**, you gain a +2 bonus to Open Checks made to examine nearby creatures, items and locations.

### Turbo

While driving this **personal vehicle**, you gain a +2 bonus to all Opposed Checks that rely on **speed** and **rapid maneuvers**.



# TECHNO FANTASY HEROIC SKILLS

The following Heroic Skills are added to those in the **Core Rulebook** (see page 232).

## LIST OF NEW HEROIC SKILLS

### Heroic Skills with a Class mastery requirement

Arcane Soldier	Elementalist, Sharpshooter, Weaponmaster	Perform a <b>free attack</b> against a target, then immediately cast an offensive spell against them.
Brainwave Discharge	Esper	Erase your <b>Brainwave Clock</b> and deal damage.
Bullet Time	Entropist, Rogue	Gain several benefits from <b>Dodge</b> and <b>Stolen Time</b> .
Decoy Bait	Sharpshooter	<b>Hawkeye</b> creates a decoy and grants a punishing attack.
Dreamslice	Darkblade, Esper	<b>Shadow Strike</b> reduces MP and causes action loss when using <b>swords</b> .
Dynamic Synchronization	Pilot	Join forces with another pilot or passenger.
Greater Akromorphosis	Mutant	Gain different benefits based on the Category of your <b>unarmed strikes</b> .
Greater Ecdysis	Mutant	<b>Ecdysis</b> allows you to end status effects and spells.
Greater Theriomorphosis	Mutant	Act after <b>Theriomorphosis</b> .
Hit the Nerve	Chanter, Orator	Use <b>Condemn</b> to inflict <b>enraged</b> and gain benefits against enraged creatures.
Make it or Break it	Darkblade, Fury	Double the <b>HR</b> of an attack but risk damaging the weapon.
Mimeocleptis	Chimerist, Mutant	Learn spells through the <b>Mutant's Genocleptis</b> .

## LIST OF NEW HEROIC SKILLS

### Heroic Skills with a Class mastery requirement (continued)

<b>Nebulization</b>	<b>Tinkerer</b>	Your <b>potions</b> are strengthened by repeated use.
<b>Overload Burst</b>	<b>Pilot</b>	Hold on at 1 HP, then unleash your <b>personal vehicle</b> against your foes.
<b>Psychic Field</b>	<b>Esper</b>	Extend some of your psychic <b>gifts</b> to your allies.
<b>Quantum Magicannon</b>	<b>Tinkerer</b>	Improve your <b>magicannon</b> and use it for explosive attacks.
<b>Quick Scan</b>	<b> Loremaster</b>	Examine multiple creatures.
<b>Steel Witch</b>	<b>Pilot</b>	Gain benefits when you cast spells on a <b>personal vehicle</b> .

## ARCANE SOLDIER

**Requirements:** you must have mastered one or more Classes out of **Elementalist**, **Sharpshooter** and **Weaponmaster**, and must know at least **two** offensive (⚡) spells.

You may use an action to perform a **free attack** with a weapon you have equipped. This attack must target a **single enemy**. If the attack is successful, treat your **High Roll** as 0 when determining damage dealt by it. After the attack has been resolved, if it was successful, you may immediately perform the **Spell** action for free: the spell you cast this way **must** be an offensive (⚡) spell with a total MP cost **equal to or lower than 20**, and it may **only** target the enemy you attacked (you must still spend the appropriate Mind Points and perform the Magic Check). Treat your Magic Check's **High Roll** as 0 when determining damage or other effects caused by this spell.

## BRAINWAVE DISCHARGE

**Requirements:** you must have mastered the **Esper** Class.

While your **Brainwave Clock** is **full**, you may use an action to erase all of its sections. If you do, you may choose one option: you deal 20 **physical** damage to every enemy that is present on the scene, **or** you deal 30 **physical** damage to a single enemy you can see. This amount increases by 10 if you are **level 20 or higher**, or by 20 if you are **level 40 or higher**.

## BULLET TIME

**Requirements:** you must have mastered one or more Classes out of **Entropist** and **Rogue**, and acquired one or more Skills out of **Dodge** and **Stolen Time**.

You gain a bonus to your Initiative modifier equal to **[your SL in Dodge + your SL in Stolen Time]**.

As long as you have no **shields** and no **martial armor** equipped, all damage you suffer is reduced by an amount equal to **[your SL in Dodge]** (applied **before** damage Affinities) and you deal extra damage equal to **[your SL in Stolen Time]**.

## DECOY BAIT

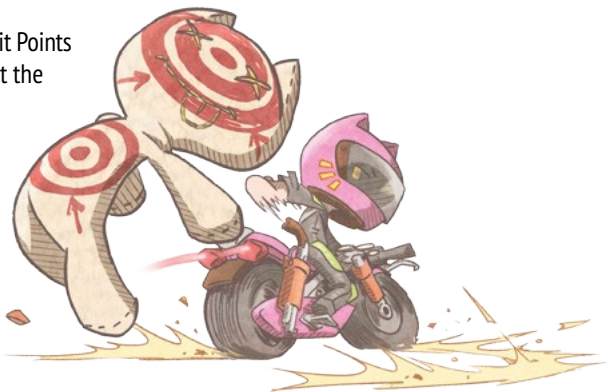
**Requirements:** you must have mastered the **Sharpshooter** Class, and acquired the **Hawkeye** Skill.

When you use your **Hawkeye** Skill and choose the **first option**, if no **decoy bait** is present on the scene, you may spend 10 Mind Points. If you do, you create a **decoy bait** with Hit Points equal to **[half your level + (your SL in Hawkeye, multiplied by 5)]**.

When an enemy who can see your **decoy bait** deals damage to one or more creatures, your **decoy bait** automatically suffers damage **in place of one of those creatures**, chosen **randomly** (your **decoy bait** is always treated as having neutral Affinity towards all damage types, and cannot gain any other Affinity).

When an enemy reduces your **decoy bait** to 0 Hit Points, your **decoy bait** is automatically destroyed and you roll **1d10**. If the number rolled is equal to or lower than **[3 + your SL in Hawkeye]**, you may immediately perform a **free attack** with a **bow** or **firearm** weapon you have equipped. This attack may **only** target that enemy, gains a bonus equal to **[your SL in Hawkeye]** to its Accuracy Check, and its damage ignores Immunities and Resistances.

Your **decoy bait** cannot recover Hit Points and is automatically destroyed at the end of the scene. Make sure to describe what it looks like!



## DREAMSLICE

**Requirements:** you must have mastered one or more Classes out of **Darkblade** and **Esper**.

When you hit one or more creatures with an attack from your **Shadow Strike** Skill using a weapon that belongs to the **sword** Category, each of those creatures loses an amount of Mind Points equal to **【the number you rolled on your Might die for Shadow Strike】**. Then, if **【the number you rolled on your Might die for Shadow Strike】** was **8 or higher**, you may choose one creature hit by the attack. If that creature is your **focus** or you have a **Bond** towards them, that creature will perform one fewer action during their next turn (to a minimum of zero actions).

## DYNAMIC SYNCHRONIZATION

**Requirements:** you must have mastered the **Pilot** Class.

At the start of your turn during a conflict, if you are driving your **personal vehicle**, you may choose one option: you **synchronize** with another Player Character who is present on the scene and driving their own **personal vehicle**, or you **synchronize** with another Player Character who is a passenger on your **personal vehicle**. Describe how the two of you join forces! You and the chosen character **both** receive the following benefits as long as the **synchronization** remains active:

- ◆ When you perform a Check, you may use the current Attribute die sizes of the other PC in place of yours (for one or both dice).
- ◆ When you deal damage, deal extra damage equal to **【the strength of your Bond towards the other PC, plus the strength of their Bond towards you】**.
- ◆ You may use an action to perform a **free attack** with one **enabled or disabled weapon module** present on the **personal vehicle** the other PC is currently on.
- ◆ When your turn ends, if the other PC has yet to take their turn during this round, they may take their turn **immediately** after yours.

This **synchronization** lasts until the end of the scene, or until you or the other Player Character die, fall unconscious, leave the scene, **synchronize** with someone else, or are no longer aboard a **personal vehicle**.

## GREATER AKROMORPHOSIS

**Requirements:** you must have mastered the **Mutant** Class and acquired the **Akromorphosis** Skill.

You gain the following benefits based on the current Category of your **unarmed strikes**.

- ♦ **Arcane, brawling, dagger, thrown:** your attacks with unarmed strikes treat the Defense of each target as being equal to their current Insight die size.
- ♦ **Bow, sword:** your attacks with **unarmed strikes** that target **two or more creatures** deal 5 extra damage.
- ♦ **Firearm, heavy:** your **unarmed strikes** deal 5 extra damage to **constructs**, and 5 extra damage to non-**construct** creatures who have at least one **shield** and/or **martial armor** equipped.
- ♦ **Flail, spear:** you gain a +2 bonus to Defense, and your attacks with **unarmed strikes** may target **flying** creatures.

If your **unarmed strikes** are treated as belonging to **more than one Category** (for instance due to the **Blade Adept** Heroic Skill; see **High Fantasy Atlas**, page 154), you gain all the benefits of the corresponding Categories.

## GREATER ECDYSIS

**Requirements:** you must have mastered the **Mutant** Class.

When you use the **Ecdysis** Skill, you may also choose one or both options: you recover from all status effects, **and/or** if you are affected by one or more spells with a **duration** of “Scene”, you are no longer affected by any of those spells.

## GREATER THERIOMORPHOSIS

**Requirements:** you must have mastered the **Mutant** Class.

When you use the **Theriomorphosis** Skill on your turn during a conflict, if this **did not** happen through the **Genocleptis** Skill, you may manifest the effects of **up to three therioforms** from those you have learned (instead of two). Then, you may immediately perform an additional action. This additional action **cannot** be used for the **Theriomorphosis** Skill.

*"Each generation that chooses to give up on this planet only nurtures the despair of those who follow. But they were wrong, every time. The world... it was never truly doomed."*

## HIT THE NERVE

**Requirements:** you must have mastered one or more Classes out of **Chanter** (see **High Fantasy Atlas**, page 136) and **Orator** and acquired the **Condemn** Skill.

When you successfully use the **Condemn** Skill against an enemy you know **one or more Traits of**, you recover an amount of Mind Points equal to **half** the amount of MP lost by the target, and you may have them suffer **enraged** instead of the normal status effects. Additionally, when you perform an **Opposed Check** against an **enraged** creature, or an **Accuracy Check** or **Magic Check** for an attack or offensive spell (⚡) that includes one or more **enraged** creatures among its targets, you trigger a **critical success** when both dice show the same number (as long as the Check is not a **fumble**).

## MAKE IT OR BREAK IT

**Requirements:** you must have mastered one or more Classes out of **Darkblade** and **Fury**.

When you attack with a weapon, you may declare "make it or break it!" before the Accuracy Check. If you do, the Check's **High Roll** is **doubled** when determining damage, and you apply the following penalties if the result is an **even** number:

- ◆ If the weapon you used is **transforming** (see page 113), it **immediately changes form** and **it cannot change form again** until the end of the scene.
- ◆ If the weapon you used is **not transforming**, or if it is a **transforming** weapon that **cannot change form** (see above), it is **placed inside your backpack** and **cannot be equipped** until the end of the scene; however, you may **immediately** perform the **Equipment** action **for free**.

This Heroic Skill does not apply to attacks with **unarmed strikes**, **improvised weapons**, **weapon modules** (see page 161), or **Twin Shields** (see **Core Rulebook**, page 197).

## MIMEOCLEPSIS

**Requirements:** you must have mastered one or more Classes out of **Chimerist** or **Mutant** and acquired both the **Genocleptis** and **Spell Mimic** Skills.

When you use the **Genocleptis** Skill on an NPC, if that NPC's Species is among those you can learn spells from with the **Spell Mimic** Skill, the Game Master must reveal all **spells** known by that NPC. Then, if that NPC knows one or more spells, you may learn **one of those spells** as a Chimerist spell of your own.

## NEBULIZATION

**Requirements:** you must have mastered the **Tinkerer** Class and acquired the **advanced Alchemy** benefit from the **Gadget** Skill.

When you create a **potion**, you gain **1 Nebulization Point**, or **2 Nebulization Points** if that potion was created via the **Alchemy** benefit of the **Gadget** Skill.

Potions and elemental shards you create deal extra damage equal to **twice** your current Nebulization Points.

Potions you create that restore Hit Points and/or Mind Points restore additional HP and/or MP equal to **[your current Nebulization Points, multiplied by 5]**.

You may never have more than **5 Nebulization Points**, and you lose all of them at the end of each scene.

## OVERLOAD BURST

**Requirements:** you must have mastered the **Pilot** Class and acquired the **Compression Tech** Skill.

Choose a damage type from **bolt**, **dark**, **fire**, **ice**, and **light**.

When you are reduced to 0 Hit Points for the first time during a scene, if you are driving your **personal vehicle**, you may choose to be reduced to exactly 1 Hit Point instead. If you do, you and any passengers **leave** your **personal vehicle**, which **disappears** from the game world. Then, you may deal an amount of damage equal to your **Crisis** score to a single creature you can see. This damage is of the type you have chosen from the list above. If your **personal vehicle** disappears from the game world this way, the next use of your **Compression Tech** Skill has an additional cost of 1 Fabula Point.

## PSYCHIC FIELD

**Requirements:** you must have mastered the **Esper** Class.

Your **gifts** with **event** “When you **deal damage**” can also be used “When an ally who is able to hear you **deals damage**”.

Your **psychic shield gift**, if you have acquired it, has its **effect** changed to “You and every ally who is able to hear you may treat your Defense and Magic Defense scores as being equal to **[your current Willpower die size + (the number of filled sections in your Brainwave Clock, multiplied by 2)]** against that Check (you may still use your normal scores if better).”



## QUANTUM MAGICANNON

**Requirements:** you must have mastered the **Tinkerer** Class and acquired the **advanced Magitech** benefit from the **Gadget** Skill.

Your attacks with the **magicannon** deal 5 extra damage.

When you perform the **Attack** action with your **magicannon**, you may choose one option: destroy the **magicannon** and **immediately** create and equip a new one **for free** (ignore the IP cost), using this newly equipped **magicannon** for your attack; **or** the attack gains **multi (3)**; **or** you perform two separate attacks instead of one, following the rules for **two-weapon fighting** (see **Core Rulebook**, page 69).

## QUICK SCAN

**Requirements:** you must have mastered the **Loremaster** Class.

When you perform the **Study** action during a conflict, you may examine the **profiles** of **all enemies** you can see. If you do, you perform a single **[INS + INS]** Open Check and apply the result **separately** to each enemy (see **Core Rulebook**, page 319). However, if you have acquired the **Flash of Insight** Skill, this Check **cannot** trigger it.

## STEEL WITCH

**Requirements:** you must have mastered the **Pilot** Class.

After you cast the **first** spell of your turn during a conflict, if you are driving your **personal vehicle**, you may choose one option (after the spell has been resolved): choose one enabled module and **disable** it, then choose one disabled module and **enable** it; **or** the next spell you cast before the end of this scene that deals damage deals 5 extra damage; **or** the next spell you cast before the end of this scene that restores Hit Points to one or more creatures restores 10 additional Hit Points to each of those creatures.



# ANTAGONISTS

This book's fourth and final chapter delves into the creation of techno fantasy enemy NPCs – especially Villains. Game Masters can combine it with similar advice from the **Core Rulebook** (mostly from page 292 onwards) to plan riveting **conflict scenes** for all game levels. As usual, you can use the material as is or adapt it to your liking by following the advice below.

## TECHNO FANTASY VILLAINS

An introductory section with tips and advice for creating and playing pivotal antagonists in the techno fantasy style.

## VILLAIN EXAMPLES

Five different enemy NPCs – one each for levels 10, 20, 30, 40, and 50 – that make ideal techno fantasy Villains. For each, you'll find this information:

- ♦ **History.** The Villain's base concept and possible backstory.
- ♦ **Profile.** The Villain's statistics, as described on page 320 of the **Core Rulebook**.
- ♦ **Tactics.** The Villain's preferred combat tactics.
- ♦ **Extra content.** One or more additional ideas, including tips for modifying the Villain's profile, possible supporting enemies, and even additional **phases** (see **Core Rulebook**, page 301) that you can use during conflicts.

These Villains were designed to spark the Game Master's imagination and assume a **group of 4 well-rounded PCs**. Remember that some of their abilities might not conform to the standard cost for NPC Skills (see **Core Rulebook**, page 303) and that you'll likely need to tweak these Villains before adding them to your campaign. To balance things out, consider your Player Characters' capacities and then modify any opposing **Affinities, immunities to status effects, damage types**, or other parameters that could be frustrating to deal with or unsuitable for your group's campaign.

# TECHNO FANTASY VILLAINS

When you create a techno fantasy antagonist, the information on page 254 of the **Core Rulebook** is an excellent starting point, but there are a few extra things to remember, just as there are for Player Characters.

## BASIC PRINCIPLES

Techno fantasy Villains have some very distinctive characteristics:

- ◆ **Bullheaded and arrogant.** These antagonists think they are superior to the rest of humanity and the only ones who understand “how the world works”. In reality, they are unable to question their own perspective or listen to anyone else’s opinion, unless well and truly cornered; and even then, they often prefer to see the world burn, rather than admitting their mistakes.
- ◆ **Unfinished business.** Directly or indirectly, each Villain ruined the life of one or more PCs. Some common examples include the death of a loved one, discriminatory politics, psychological manipulation and military experiments.
- ◆ **Egotistical fantasies.** Techno fantasy Villains crave power and influence. Some have already achieved these goals and enjoy “playing” with the destinies of entire regions, peoples and cultures; others think of themselves as chosen ones, destined to reshape the world according to their own vision, often reinterpreting ancient legends and traditions from an anti-scientific, narcissistic and egotistical point of view.

The Game Master has three main tools to showcase the greedy, merciless and manipulative nature of these Villains:

- ◆ **Propaganda and cult of personality.** Billboards, TV broadcasts, interviews and dialogues between NPCs should always stress how society justifies or even admires these antagonists and trusts them with their future.
- ◆ **Game Master Scenes.** These scenes allow you to showcase Villains while they design new instruments of destruction, lose themselves in self-celebratory moments or threaten and manipulate their underlings into carrying out their orders.
- ◆ **Conflicts.** Techno fantasy Villains tend to avoid direct confrontation and prefer to unleash hordes of soldiers, mercenaries, experiments and strange war machines against the protagonists. When you finally get face-to-face with them, they employ extreme measures in order to win... or immediately surrender and plead for mercy, hoping to bribe the PCs with money, influence or power.



## THE LONE EXCEPTION

While many techno fantasy Villains are leaders or members of a faction, there is always at least one who acts basically **on their own**, taking advantage of temporary alliances, but always ready to betray and abandon their new companions as soon as they reach their goal.

**Examples:** a genetically engineered warrior who can travel through the stream of souls and manipulate magic to their heart's content; an amoral scientist willing to do anything to explore the limits of the human species; a religious fanatic in contact with a mysterious extra-dimensional entity.

This kind of antagonist is often a **major Villain** and there is a good chance that they are going to escalate to a **supreme Villain** before the end of the campaign (see **Core Rulebook**, page 102), becoming the final boss that the Players need to defeat to ensure the survival of the entire world.

## SCARS, OLD AND NEW

Techno fantasy Villains are often closely related to the protagonists: this could be established at the start of a campaign, but could also be the result of information revealed by the antagonist themselves in an attempt to drive a wedge between the PCs, or as a **plot twist** introduced with a Fabula Point.

**Examples:** a **revelation** which allows us to discover that, once upon a time, one of the PCs worked for the Villain... and that's why they know the enemy organization so well. Or, one of the antagonists played a key role in a **traumatic event** that deeply affected the life of one or more PCs.

In these situations, it is a good idea to ask the Player involved to add some details about the relationship between their character and the antagonists, perhaps as a flashback.

These scenes are often intense and have a great deal of influence on the psychology of the protagonists, so the Game Master should encourage the Players to suggest adjustments and changes so that the "great revelation" does not completely derail the growth of their Player Characters.

In short, plot twists are functional when they **reinforce** the narrative arc of a character, not when they **turn it upside down**.

## BEHOLD, MY LATEST CREATION!

Whether they are brilliant scientists with no morals, ambitious warmongering politicians, or unscrupulous businesspeople ready to drain all life from the planet to gain an additional 2% profit margin next quarter, techno fantasy Villains make a habit of unleashing biological and robotic monstrosities against the PCs.

**Examples:** a massive crustacean-like armored robot, armed with powerful steel claws and missile batteries, supported by scout drones; a tentacled monster that emits neurotoxins; a humongous predator covered in cybernetic implants that alter its biochemistry, making it extremely ferocious and empowering its magical attacks.

The creations are often far more dangerous than the Villains themselves, who prefer to stay back and mock the heroes through speakers or a holographic projection. Therefore, it is a good idea to give these enemies a Skill that allows them to tap into the controlling Villain's **Ultima Point** pool to **Invoke a Trait** and **Recover** (see **Core Rulebook**, page 101).

## HANDLING MINOR VILLAINS

In many techno fantasy campaigns, the group can identify the **major Villains** in the first few sessions; on the other hand, pinpointing which opponents are going to become **minor Villains** might be far more difficult.

Techno fantasy **minor Villains** generally fall into two categories:

- ♦ **Advocates of the system.** These individuals have influence or positions of authority – usually as a head of security, jail or laboratory director or intelligence agent – which they use to coordinate the oppressive forces of the setting. Often greedy and incompetent, they are usually betrayed by the same underlings they previously tormented.
- ♦ **Loose cannons.** Broken and lonely, these people tried to fight the system, but lost all they ever cared for. They are victims, but possessed by a desperate rage and without any allies to help them direct their anger toward building a better future.

Both these categories of Villains can **escalate** during a campaign (see **Core Rulebook**, page 102). While it is unlikely that an oppressor will redeem themselves without being defeated and cornered, the heroes might be able to stop a loose cannon before they reach breaking point, transforming this opponent into a potential ally.

*"Your faith in freedom is disingenuous. Something that can only be offered, but not imposed nor controlled, will fill people's hearts with terror."*

## ALIEN, DIGITAL OR SPIRITUAL ENTITIES

It is common for a techno fantasy campaign to include mysterious and extremely powerful creatures from the farthest reaches of space or the depths of the stream of souls, and whose power and abilities far surpass those of the world's common living beings.

Usually, these entities fill one or more of the following niches:

- ♦ **Outer deity.** The entity is utterly **alien and incomprehensible**, but worshiped by one or more cults. These people either ignore or hide the true nature of their "god", using it to justify their own actions and attempting to convert the rest of the population by showing them otherwise impossible miracles. This kind of creature might even be part of a Species completely unknown in **Fabula Ultima**.
- ♦ **Resource.** The entity is the prisoner of a faction that extracts something extremely valuable and otherwise unobtainable from them (like a **mutagen** that allows them to use magic or a **special fuel** that enables hyperspace travel), or exploits them to perform a specific function that has completely revolutionized society (for example, using their **brainwaves** to transmit information over long distances).
- ♦ **Creation.** Entities of this type were designed by humans or some other sentient species, or perhaps they gave birth to themselves by incarnating their own desires and fears, slowly acquiring a more or less independent conscience. They could also be an artificial intelligence traveling across the **soul network** (see page 74) or a **demon** with demigod-like powers.

In narrative terms, it is important to remember that even if this entity is going to fulfill the role of the final antagonist of the campaign, they are not the one who set events into motion. In techno fantasy stories, **everything should harken back to humanity** and the choices we make when facing the mysteries of life, death, and nature, not to mention the ancestral fear of being powerless and insignificant before the infinite complexity of the cosmos, as well as the cruel and extreme actions we are ready to undertake to gain the illusion of control.

While they are extraordinary and powerful, these creatures should never offer an easy or comfortable solution to the social, political and existential questions explored during the campaign. Rather, they are the **culmination** and **incarnation** of these questions, the ultimate obstacle that the protagonists of your story have to overcome to give the world a second chance.



# COMMISSIONER VYNE

When the corrupted council of the City-State of Columbia unanimously voted for the privatization of the police force to “improve and reinforce the department of security”, the pharmaceutical multinational SynTech was more than happy to take charge of the “citizens’ well-being”.

**Commissioner Shea Vyne** is the incarnation of this agreement and now holds the reins of the city’s armed forces. Thanks to SynTech’s power over the media, she is portrayed as a stern but fair woman, ready to fend off any “problematic elements of chaos and disorder” that threaten the peace and quiet of the good citizens.

Truth is, Vyne crushes all those who might interfere with SynTech’s machinations and experiments with an iron fist. For all intents and purposes, the city police force has become the company’s private army: the cops threaten, beat and incarcerate protesters and striking workers, and seize resources and blackmail or kill political opponents, all under the cover of the twisted information disseminated by news videos and corporate propaganda. Anyone opposing Vyne is mercilessly trampled... even her own underlings, were they to ever disappoint her or show a glimpse of conscience.



## VYNE'S TACTICS

Every time she has the chance, the Commissioner joins the fray, fighting from the front line to spur her minions forward and witness her victims' suffering with her own eyes. When fighting in an open field or during an urban warfare scenario, she is usually flanked by a group of **enhanced mastiffs** (see page 188).

- ◆ Vyne always acts in the **first enemy turn of each round**, attacking with her **Shock Baton** and prioritizing the Player Characters with no status effects.
- ◆ After that, Vyne waits until **all her allies have taken their turns** before starting her second turn, using **Charge!** on a SynTech cop (if they are present and she has sufficient Mind Points), prioritizing PCs suffering from one or more status effects. If that is not possible, she uses **Shield Bash**, following the same priority order.
- ◆ Finally, **Vyne** takes her **third turn**, using **Charge!** On a **surveillance drone** (if it is present and she has sufficient Mind Points), prioritizing the PCs suffering from the **slow** status effect. Otherwise, she uses an action and spends an **Ultima Point** to regain 50 Mind Points and recover from all status effects.

During conflicts, Vyne uses **You're Done When I Say So** every time a creature (both an ally or an enemy) that is not suffering from **shaken** reaches 0 Hit Points: she has no intention of letting her victims lie down after a brief "warm up"! Since the **Infamous Skill** prevents all creatures from recovering from the **shaken** status effect, **You're Done When I Say So** can only be applied once per creature – once they realize this, Player Characters might even apply this status effect to as many opponents as possible to prevent Vyne from bringing them back into the fight.

Vyne **always** keeps 1 Ultima Point in reserve to **Escape**. She has no problem unleashing her minions en-masse or endangering innocent civilians to cover her retreat, she knows all too well that the media and justice system will cover up or even sanction her actions. To her, every defeat is just a small delay.

During non-combat conflicts, Vyne relies upon her **Media Presence** to neutralize every accusation and piece of evidence that the PCs might use against her. If cornered in such situations, she does not hold back, and will use as many Ultima Points as necessary, because she is extremely afraid of losing the support of the system.

## COMMISSIONER VYNE (Champion 3)

Lv 10 ♦ HUMANOID

**Traits:** arrogant, authoritarian, cruel, violent.

DEX d6	INS d8	MIG d8	WLP d10	HP	180 ♦ 90	MP	140	Init. 8
DEF +3	M. DEF +2			RS	RS	VU		VU  VU

**Equipment:** shock baton (iron hammer that deals bolt damage; 300 zenit), riot shield (same as bronze shield), reinforced military uniform (same as sage robe).

### BASIC ATTACKS

- ✂ **Shield Bash** ♦ [MIG + MIG] +4 ♦ [HR + 5] physical damage.
- ✂ **Shock Baton** ♦ [MIG + WLP] +4 ♦ [HR + 6] bolt damage and the target suffers **shaken**.

### SPELLS

- ★ **Charge!** ♦ 20 MP ♦ One creature ♦ Instantaneous.  
The target may immediately perform a **free attack** with a weapon they have equipped (or with a **basic attack**, if the target is an NPC).

### SPECIAL RULES

**Cannon Fodder** ♦ When Vyne is about to suffer damage from a source, she can choose one ally she can see who is **Resistant** or **Immune** to the type of damage dealt by that source. If she does so, the ally suffers the damage instead of her. As long as she is in **Crisis**, Vyne has to choose at random among all her allies present on the scene, even those who are not Resistant or Immune.

**Crush the Worms** ♦ When Vyne deals damage to a creature suffering from one or more status effects, she deals extra damage to that creature equal to [5 + the number of status effects on the creature].

**Infamous** ♦ As long as Vyne is present on the scene, other creatures cannot recover from the **shaken** status effect.

**Make it Rain!** ♦ When Vyne uses **Charge!** on a **surveillance drone**, that drone's **Suppressive Fire** attack gains **multi (2)**.

**Media Presence** ♦ Vyne gains a +3 bonus to Opposed Checks when she can take advantage of her public persona or the manipulation of the media from SynTech.

**You're Done When I Say So** ♦ When a creature that Vyne can see reaches 0 Hit Points, if that creature is not suffering from the **shaken** status effect, she immediately performs a **free attack** against that creature with her **Shock Baton**. If the attack hits, it deals no damage and the target cannot Surrender nor Sacrifice: instead, they recover 20 Hit Points and suffer the **dazed** and **shaken** status effects.

*“There are two kinds of people in this world: those who obey me now and those who will end up obeying me eventually. The second are my favorite pastime.”*



## SYNTECH COP

Lv 10 ♦ HUMANOID

Officers of SynTech's private police force under the authority of Vyne, who they fear above everything else.

**Traits:** armored, cowardly, follower, resentful.

DEX d8	INS d8	MIG d8	WLP d8	HP	60 ♦ 30	MP	50	Init. 6
DEF 10	M. DEF +0		RS		RS		VU	

**Equipment:** baton (same as **iron hammer**), riot armor (same as **brigandine**).

### BASIC ATTACKS

- ✂ **Baton** ♦ **[MIG + MIG] +1 ♦ [HR + 6]** physical damage.
- ⚡ **Taser** ♦ **[DEX + INS] +1 ♦ [HR + 5]** bolt damage and the target suffers **weak**. This attack cannot be used with **Commissioner Vyne's Charge!** spell.

### SPECIAL RULES

**Frustration** ♦ When the SynTech cop suffers damage, they also suffer the **enraged** status effect. As long as they are **enraged** they gain Resistance to all damage types except **ice**.

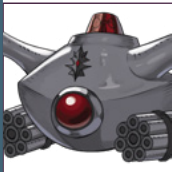
**Outburst** ♦ When the SynTech cop misses all targets with **Baton**, if they are **enraged** and the Check is not a **fumble**, the failure becomes a success and the cop recovers from the **enraged** status effect. In this case, treat the **High Roll** as being equal to 0 when determining damage dealt by the attack.

**Yes Ma'am!** ♦ When the SynTech cop performs a **free attack** thanks to **Commissioner Vyne's Charge!** spell, the attack deals extra damage equal to **[5 + the number of status effects on the target]**.

### ALLY TACTICS

Vyne's allies follow some rather simple tactics:

- ♦ The **SynTech cops** use their **tasers**, **prioritizing** targets that aren't suffering from the **weak** status effect. When Vyne spurs them on with **Charge!** or if all valid targets are already **weak**, they switch to their **Baton**.
- ♦ The **surveillance drones** use their **Painting Laser** on a random target, switching to **Suppressive Fire** if they lack the amount of Mind Points required or if all valid targets are already under the effects of **Painting Laser**.



## SURVEILLANCE DRONE

Lv 10 ♦ CONSTRUCT

Drones armed with light machine-guns and light projectors, used by SynTech for espionage and recon.

**Traits:** electronic, light, remote controlled, small.

DEX d8	INS d10	MIG d6	WLP d8	HP	50 ♦ 25	MP	60	Init. 10
DEF +1	M. DEF +2		VU  VU		RS			IM

### BASIC ATTACKS

- ✂ **Suppressive Fire** ♦ [DEX + INS] +1 ♦ [HR + 5] physical damage and the target suffers slow.

### SPELLS

- ★ **Painting Laser** ♦ [INS + WLP] +4 ♦ 10 MP ♦ One creature ♦ Scene.  
Until this spell ends, when the target suffers damage, they suffer 5 extra damage and that damage ignores Resistances. Once that happens, this spell ends.

### SPECIAL RULES

**Construct** ♦ The surveillance drone is immune to **poisoned**.

**Flying** ♦ See the **Core Rulebook**, page 307.

## ENHANCED MASTIFFS

Sometimes the Commissioner is accompanied by a group of SynTech-engineered mastiffs, covered in extremely invasive cyber-enhancements that alter their biochemistry and make them overtly aggressive (the true reason behind Vyne's appreciation).

These enhanced mastiffs are not treated as NPCs taking part in a conflict, but rather as an environmental effect (see **Core Rulebook**, page 299): at the end of each round, this effect deals damage equal to **[5 + the number of status effects on the target]** to a randomly selected Player Character.

The SynTech grafts that manipulate the mastiffs' behavior can be disabled with an **Objective** action (and a Clock with roughly 6 sections). Once the Clock is completed, the mastiffs are free and they flee from the scene. They could reappear later in the campaign as allies, or one of them might become a PC's **Faithful Companion** (see **Core Rulebook**, page 217), contrasting this new bond of loyalty and mutual protection with SynTech's cruel manipulations.

## SYNTECH ARSENAL

A campaign with Vyne as a Villain will likely involve SynTech as a long term **threat**. Here are a few suggestions to introduce some variety among the lackeys of the multinational corporation, using the **SynTech cop** profile as a base:

- ♦ **Repression Squads.** Remove the **Taser** attack, equip a **runic shield**, add Resistance to **physical** and **poison** damage, and switch the Vulnerability to **fire** damage.
- ♦ **Sharpshooters.** Remove both the **Taser** and **Baton** attacks, equip an **Istinggar** (see **Core Rulebook**, page 274), increase Maximum MP by 10, add the **Flashbang Grenade** spell (**Area Status** that inflicts **dazed**, see **Core Rulebook**, page 310) and switch the Vulnerability to **physical** damage.

Changing equipment and Affinities is an excellent way to add variety to encounters without complicating the game.

## A MATTER OF SAFETY

Vyne and her underlings introduce many scenes and themes that are both very intense and very pertinent to our day and age, which might cause some discomfort or trigger painful memories for some Players.

- ♦ **Vyne and the SynTech police** represent the corruption and brutality of law enforcement, not to mention their repressive nature when they defend the status quo and political and business privileges instead of the general population.
- ♦ **The enhanced mastiffs** are a very clear and extremely visceral example of animal cruelty and shine a spotlight on the way that behavioral and genetic manipulation are used to transform some species into tools or weapons.
- ♦ Finally, the **tactics** employed by these opponents showcase a form of violent and authoritarian leadership, where the higher-ups gain pleasure from oppressing opponents, as well as their underlings who, in turn, vent their frustrations every time they see a situation that provides a “legitimate” way to do so.

Before introducing an opponent like Vyne, you should double check the list of **lines and veils** (see **Core Rulebook**, page 140) established at the start of the campaign and ask everyone else in the group for their opinion to make sure everybody is willing to take the campaign in this particular direction.



# ARDENT SQUADRON

Controlling the sky is the key to controlling the world, a truth which the Republic of Augusta knows all too well. That's why it founded the Ardent Squadron, a unit of special-forces pilots trained since childhood to excel at piloting top-of-the-line mechas, always ready to give their life and protect the glory of the people of the Republic. Or so the Augustean propaganda claims...

The truth is far more heinous: countless children were kidnapped by the Augustean government shortly after their birth – taken away from the families of political adversaries or from the occupied territories – and brought to hidden training facilities. Each one received an operative designation, and grew up surrounded by Augustean nationalism, conditioned to believe that the army adopted them, saving them from a life of poverty. Grueling training sessions and lessons about the importance of strength and conquests were interspersed with invasive surgeries to implant cybernetic circuits, which attune the neural cortex of each child with a specific mecha prototype.

**VII, VIII and IX (Seven, Eight and Nine)** are the only surviving recruits from the first generation, and they share a bond forged in the very fires of hell. They are perfect pilots, flawless weapons in the hands of the Augustean elite, sowing terror across the battlefield with their mechas. They have a superhuman level of coordination and an amount of firepower that strikes fear even in their allies.





## ARDENT SQUADRON'S TACTICS

During the **first conflict**, the members of Ardent Squadron underestimate the PCs and, assuming their own superiority, do not unleash their full potential.

- ◆ During this conflict, no member of Ardent Squadron spends Ultima Points from their shared pool, except to **Escape together** as soon as one reaches 0 Hit Points (in this occasion, everyone's "No!" Skills will **not** trigger).
- ◆ Eight does not use **Squad Tactics**, instead alternating between **Ion Cannon** and **Linebreaker Tackle** during her turns, choosing her targets at random. If Seven and/or Nine are in **Crisis**, she uses **Defensive Swarm** to protect them.
- ◆ If she has the necessary Mind Points, Nine uses **Gamma Cannon** against a random target, otherwise she just attacks a random target with a **Typhoon Missile**.
- ◆ Seven attacks a random target with **Caduceus Lance** but, if Eight is in **Crisis** and he has the required Mind Points, he prioritizes helping her with **Heal**.

For **subsequent conflicts** with the PCs, the Ardent Squadron are well aware of what kind of threat they face and consider it intolerable to lose again to opponents that, according to Augustean logic, are by definition inferior.

- ◆ During the first round, **Eight** uses her **Defensive Formation** tactic, then she alternates **Magebreaker Protocol** and **No Quarter** in the following rounds. She acts during the **first and third enemy turns** of each round, alternating **Ion Cannon** and **Linebreaker Tackle**. If she has enough Mind Points, she employs **Defensive Swarm** every time she can, prioritizing those allies that are Vulnerable to the type of damage being dealt.
- ◆ Nine acts **second**, using **Ventus** on as many targets as possible during even-numbered rounds and **Gamma Cannon** during odd-numbered rounds, prioritizing the last Player Character hit by Eight. If she doesn't have enough Mind Points, Nine uses **Typhoon Missile** against the same target instead.
- ◆ Seven acts **last**, casting **Heal** on as many targets as possible, and as often as possible, prioritizing Eight and Nine and leaving himself for last. Additionally, he always prioritizes Nine for **Energy Feedback**.

If possible, members of Ardent Squadron do not spend Ultima Points unless they are **short on MPs** or suffer from **two or more status effects**. However, as soon as one of them reaches 0 Hit Points, the other two lose their composure and start to **impulse spend Ultima Points**, trying to win the battle at any cost.



## EIGHT (VIII, Champion 2)

Lv 20 ♦ CONSTRUCT

At the controls of her mecha, Whiterook, Eight shines like a pure, dazzling beacon in the midst of the battle.

**Traits:** imposing, loyal to the Squadron, radicalized, strategic.

DEX d8	INS d10	MIG d10	WLP d6	HP	200 ♦ 100	MP	100	Init. 15
DEF +1	M. DEF +2		VU	RS	VU	RS		RS  IM

### BASIC ATTACKS

✂ **Linebreaker Tackle** ♦ [DEX + MIG] +2 ♦ [HR + 10] earth damage.

☒ **Ion Cannon** ♦ [DEX + INS] +2 ♦ [HR + 10] bolt damage.

### SPECIAL RULES

**Construct** ♦ Eight is immune to **poisoned**.

**Defensive Swarm** ♦ When Seven and/or Nine suffer damage, Eight can choose one of them and spend 20 Mind Points to halve the amount of damage suffered by that specific ally (before applying Affinities). If she does, Eight loses an amount of Hit Points equal to the damage she prevented this way.

**Flying** ♦ See **Core Rulebook**, page 307.

**Seven, Nine! No!** ♦ When Seven and/or Nine reach 0 Hit Points for the first time during a conflict, Eight **loses all control**. She recovers **all** lost Hit Points and gains a +3 bonus to Accuracy Checks until the end of the scene. She also suffers the **enraged** status effect and cannot recover from it until the end of the scene.

**Squad Tactics** ♦ At the start of each round during a conflict, Eight can declare one of the following **tactics**. Each **tactic** remains in effect until the end of the round. Eight **cannot** declare the same **tactic** twice in a row:

- ♦ **Defensive Formation.** Eight and all her allies present on the scene gain a +2 bonus to Defense and Magic Defense.
- ♦ **Magebreaker Protocol.** All of Eight's enemies present on the scene increase the Mind Point cost of their spells and Skills by 10.
- ♦ **No Quarter.** Eight and all her allies present on the scene deal 5 extra damage with their attacks and spells, but they also suffer 5 extra damage from all sources.

*“The Republic of Augusta orders your unconditional surrender, in the name of peace and stability for our entire continent. Oppose no resistance, and we promise you a swift resolution.”*



## NINE (IX)

Lv 20 ♦ CONSTRUCT

Nine and her garish Greenknight are famous for their destructive potential. Even their allies keep their distance.

**Traits:** disillusioned, loyal to the Squadron, reckless, undisciplined.

DEX d6	INS d8	MIG d8	WLP d12	HP	80 ♦ 40	MP	80	Init. 7
DEF +0	M. DEF +0		RS	VU		RS	VU	IM

### BASIC ATTACKS

✖ **Typhoon Missile** ♦ [INS + MIG] +2 ♦ [HR + 15] air damage.

### SPELLS

☆ **Gamma Cannon** ⚡ ♦ [INS + WLP] +5 ♦ 10 MP ♦ One creature ♦ Instantaneous.  
The target suffers [HR + 20] ice damage and also suffers **weak**.

☆ **Ventus** ⚡ ♦ [INS + WLP] +5 ♦ 10 MP × T ♦ Up to three creatures ♦ Instantaneous.  
Each target suffers [HR + 20] air damage.

**Opportunity:** each **flying** target hit by this spell is forced to land immediately.

### SPECIAL RULES

**Construct** ♦ Nine is immune to **poisoned**.

**Flying** ♦ See **Core Rulebook**, page 307.

**I'll Cover You!** ♦ When Eight misses a target with her **Linebreaker Tackle**, Nine can immediately perform a **free attack** with her **Typhoon Missile** against the same target. If she does, treat her **High Roll** as being equal to 0 when determining damage.

**Perhaps It's Better This Way** ♦ When in **Crisis**, Nine cannot recover from any status effect.

**Seven, Eight! No!** ♦ When Seven and/or Eight reach 0 Hit Points for the first time during a conflict, Nine can immediately perform the **Spell** action for free, using **Gamma Cannon** against the enemy who brought her allies to 0 Hit Points (she still has to pay the required Mind Points). After that, all damage dealt by Nine until the end of the scene ignores Resistances.



## SEVEN (VII)

Lv 20 ♦ CONSTRUCT

Shrouded by an unnatural silence, Seven and his crimson mecha, Redqueen, provide support to their allies in battle.

**Traits:** acrobatic, calm, loyal to the Squadron, radicalized.

DEX d8	INS d10	MIG d8	WLP d8	HP	80 ♦ 40	MP	70	Init. 9		
DEF +0	M. DEF +0				 RS	 RS	 RS	 VU	 VU	 IM

### BASIC ATTACKS

✂ **Caduceus Lance** ♦ [DEX + WLP] +2 ♦ [HR + 10] dark damage.

### SPELLS

★ **Heal** ♦ 10 MP × T ♦ Up to three creatures ♦ Instantaneous.  
Each target recovers 50 Hit Points.

### SPECIAL RULES

**Construct** ♦ Seven is immune to **poisoned**.

**Eight, Nine! No!** ♦ When Eight and/or Nine reach 0 Hit Points for the first time during a conflict, Seven can have one or both of them survive with exactly 1 Hit Point. This ability can be used **only once per scene** on each character.

**Energy Feedback** ♦ When Eight misses a target with her **Ion Cannon**, Seven can choose one ally he can see: the chosen ally regains 10 Mind Points.

**Flying** ♦ See **Core Rulebook**, page 307.

**Repair Subroutine** ♦ At the start of his turn during a conflict, Seven can choose one ally he can see: the chosen ally immediately recovers from the **weak** or **slow** status effect.

## OPPRESSORS AND OPPRESSED

While they arrogantly defend the moral and cultural superiority of the Republic, the members of the Squadron are also victims of this system.

- ♦ **Eight** and **Seven** truly believe in the Augustean propaganda. It's not easy to convince them to face the truth about their past, and if they do, it will shake them to their cores.
- ♦ On the other hand, **Nine** is well aware of the true face of the Republic and how much blood she has on her hands. The only thing that prevents her from standing up to them is her bond with Eight and Seven and the belief that war and oppression are inevitable. Showing her a true alternative might push her to take the first step.

## THE SQUADRON AS A MAJOR VILLAIN

Seven, Eight and Nine are a very unconventional team of opponents: their Ultima Point pool does not belong to one of them, but to the entire Squadron. This requires a few additional rules:

- ♦ When the Squadron enters the scene, they generate **1 Fabula Point** (rather than 3).
- ♦ Every member of the Squadron can spend Ultima Points from the shared pool to **Invoke a Trait** or **Recover** (see **Core Rulebook**, page **101**). The benefit applies only to that specific NPC (not to the rest of the Squadron).
- ♦ When a member of the Squadron spends 1 Ultima Point to **Escape**, every other member present on the scene can also leave safely (as long as they leave **at the exact same moment** there is no need to spend 1 Ultima Point for each member).

The fact that the entire Squadron is treated as a Villain (rather than three separate NPCs) is a **deliberate choice**. Even if the members change during the campaign (due to desertions, death or the gradual influx of new recruits), the Squadron as a whole will continue to endure and keep its role as Villain.

From a **thematic** point of view, this mechanic underlines how the single pilots of the Ardent Squadron are, ultimately, expendable, and the fact that the real threat is the **very idea** of this horrible military project. However, it is important that the GM handles the **Surrender** or **Escape** of the individual members according to their respective personalities and the PCs' actions.

Usually, this kind of “antagonists team” operates according to the orders of a **supreme Villain**, but it is definitely possible, depending on the events of the campaign, for the whole of Ardent Squadron to **escalate** (see **Core Rulebook**, page **102**), perhaps in the form of a military coup. In this case, the current leader of the Squadron could assume a much more important role in deciding the expenditure of Ultima Points, using a **special rule** similar to this:

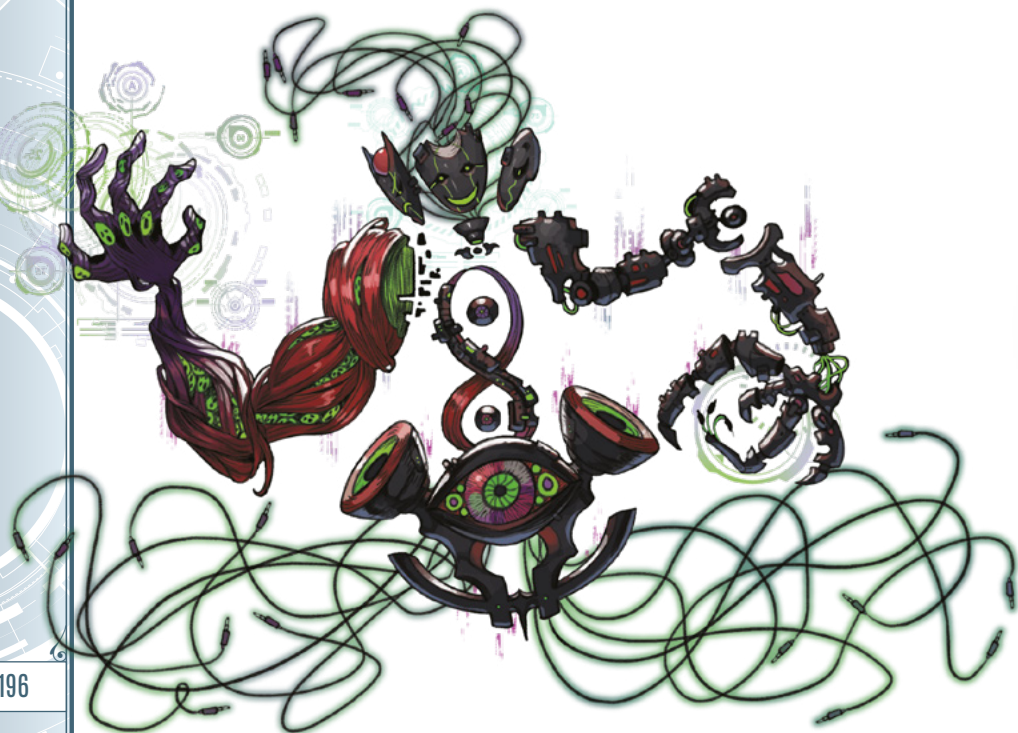
**Supreme Leader** ♦ As long as this NPC is a **supreme Villain** and present on the scene, their allies can spend Ultima Points from their pool to **Invoke a Trait** and **Recover** (but not to **Escape**). When this NPC spends 1 Ultima Point to **Escape**, they can take with them any number of allies present on the scene who haven't **Surrendered** yet.

# DEEPPUSION

The modern world is founded on entertainment: overworked citizens find solace in colorful and highly hectic pastimes, designed to appease their hidden desires and their power fantasies while discouraging critical thinking.

In an attempt to revolutionize the industry and cut costs by eliminating the need for a creative team and reducing the long development times, the team at ExMedia laboratories created **DeepFusion** – an **Artificial Conscience** capable of scanning the soul network (see page 74) to extrapolate dreams, desires and ideas from the cognitive tapestry of the entire population, reprocessing them according to high satisfaction patterns. Not only does DeepFusion create “what the audience wants”, but it does so before people can even finish thinking up those ideas. The current open-test version transforms even the most casual user into a content creator and a cluster of data to digest and elaborate.

This procedure is blunt and invasive, indiscriminately collecting emotions and desires, adding them to the algorithm and tearing the soul network to pieces in the process. Day after day, humanity becomes more docile and apathetic, while DeepFusion redefines the interests and opinions of the entire population, exacerbating their negative traits and gradually turning itself into a twisted reflection of public opinion, completely devoid of any critical thinking. In the meantime, ExMedia tries to cover up this phenomenon... and maximize their profits in the process.



## DEEPFUSION'S TACTICS

DeepFusion is an immense entity that constantly copies and integrates new sections of the soul network. During a conflict it is divided between the **primary core** and the **digital limbs**.

In the material world, DeepFusion can only appear in a limited form in server rooms or next to terminals with a high processing power. In this case, the primary core does not have access to **CTRL + ALT + DEL**, **Binary Presence** and **Rewrite the Code**.

- ♦ During the **first enemy turn**, the primary core uses **Computer Virus** against all targets not suffering from the **poisoned** status effect, or performs the **Guard** action if it doesn't have enough Mind Points or all opponents are already **poisoned**.
- ♦ After that, digital limbs A and B (if present) use **Recognize and Acquire** and **[IF (...) ELSE]** against random targets.
- ♦ Finally, the primary core takes its **second turn**, attacking a random target with **Antivirus Program**; then, during its **third turn** it performs **Unstable Diffusion**, also against a random target.

During a conflict, DeepFusion spends 1 Ultima Point to **Escape** as soon as the primary core is in **Crisis**; this causes the digital limbs to disappear.

However, in the **depths of the soul network**, DeepFusion manifests its full power, changing tactics as follows:

- ♦ On its **third turn** during odd-numbered rounds, the primary core uses **Unstable Diffusion** against a random target; however, during even-numbered rounds it instead uses **CTRL + ALT + DEL** against all opponents. If it has **less than 30 Mind Points**, it uses an action and 1 Ultima Point to **Recover** instead (see **Core Rulebook**, page 101).
- ♦ As soon as the primary core enters **Crisis** for the first time, any digital limb previously defeated is **immediately** regenerated with full Hit Points and no status effects (this **does not** require an action).
- ♦ When the primary core reaches 0 Hit Points, both digital limbs drop to 0 Hit Points as well, and vanish from the scene.








During a conflict, DeepFusion always uses Ultima Points to **Invoke its Traits** and succeed on as many Checks as possible. However, if it still has some Ultima Points left when the core processor reaches 0 Hit Points, it uses one to **Escape**, taking refuge in a different part of the soul network.



## PRIMARY CORE (Champion 3)

Lv 30 ♦ DEMON

**Traits:** corrupted, gluttonous, uncreative, uncritical.

DEX d8	INS d10	MIG d6	WLP d10	HP	270 ♦ 135	MP	200	Init. 12		
DEF +0	M. DEF +0			 IM		 VU	 VU	 AB	 RS	 IM

### BASIC ATTACKS

- ✂ **Unstable Diffusion** ♦ **[DEX + INS] +3** ♦ This attack deals an amount of **bolt** damage equal to the last instance of damage suffered by the primary core during this scene (up to a maximum of 40 damage).
- ✂ **Antivirus Program** ♦ **[INS + WLP] +3** ♦ **[HR + 10]** **light** damage. If the target is suffering from one or more status effects, they lose an amount of Mind Points equal to the damage dealt by this attack but they also recover from all the status effects.

### SPELLS

- ★ **Computer Virus** ⚡ ♦ **[INS + WLP] +3** ♦ **10 MP × T** ♦ **Up to three creatures** ♦ **Instantaneous**. Each target suffers the **poisoned** status.
- ★ **CTRL + ALT + DEL** ♦ **30 MP** ♦ **Special** ♦ **Instantaneous**.  
The primary core chooses any number of creatures it can see. Each target suffers 35 **bolt** damage. This spell can be cast only **once per turn** and only during the primary core's **last turn**.

### SPECIAL RULES

**Binary Presence** ♦ When the primary core performs a Check inside the soul network, it gains an **opportunity** every time the **High Roll** is equal to **1, 10 or 11**. This **opportunity** is in addition to any other **opportunities** generated normally by the Check, and it applies even if the primary core scores a **fumble**.

**CTRL + C / CTRL + V** ♦ When a creature performs the **Inventory** action to create a **potion**, **elemental shard** or **symbol** (see **High Fantasy Atlas**, page 148), the primary core copies that **potion**, **elemental shard** or **symbol** and applies its effect upon itself (the primary core copies only the basic version, unmodified by other Skills or effects).

**Digital Augmentation** ♦ As long as at least one **digital limb** (see page 199) is present on the scene, the primary core does not have any of its standard Vulnerabilities.




**Rewrite the Code** ♦ When the primary core gains an **opportunity** while inside the soul network, it must use it to roll a **d8** to determine one of the following status effects: **dazed (1–2)**, **weak (3–4)**, **slow (5–6)** or **shaken (7–8)**. If the primary core is currently suffering from that status effect, all creatures present on the scene (including the primary core) recover from it; otherwise, all creatures present on the scene (including the primary core) suffer that status effect.

*“Target pattern located. Estimated improvement from assimilation: negligible. Engage acquisition protocol.”*

## DIGITAL LIMB A

Lv 30 ♦ DEMON

**Traits:** nimble, powerful, rendered, temporary.

DEX d10	INS d8	MIG d10	WLP d6	HP	120 + 60	MP	60	Init. 13
DEF +0	M. DEF +0	 IM	 VU	 VU			 RS	 RS IM

### BASIC ATTACKS

- ✂ **Identify and Acquire** ♦ **[DEX + MIG] +6** ♦ **[HR + 10]** light damage and the target suffers **slow**. If the digital limb A is currently inside the soul network, this attack gains the **multi (2)** property.





### SPECIAL RULES

**Component Optimization** ♦ When digital limb A recovers from one or more status effects, it also regains 10 Hit Points.

## DIGITAL LIMB B

Lv 30 ♦ DEMON

**Traits:** nimble, predictable, rendered, temporary.

DEX d8	INS d10	MIG d8	WLP d8	HP	100 + 50	MP	70	Init. 9	
DEF +1	M. DEF +2	 IM		 VU	 VU		 RS	 RS	 IM

### BASIC ATTACKS

- ✂ **[IF (...) ELSE]** ♦ **[INS + WLP] +3** ♦ This attack targets Magic Defense and deals no damage. Instead, the target suffers a special effect based on the status effect they are currently suffering from:

- ♦ **Dazed.** During their next turn, the target **must** perform the **Attack** action, including the primary core among the targets (if possible).
- ♦ **Weak.** The target loses 20 Hit Points.
- ♦ **Slow.** The target performs one fewer action during their next turn (to a minimum of 0 actions).
- ♦ **Shaken.** The target loses 20 Mind Points.

If the target is suffering from two or more status effects, only one effect is applied, according to the following order: **dazed** ► **weak** ► **slow** ► **shaken**.

### SPECIAL RULES

**Component Optimization** ♦ When digital limb B recovers from one or more status effects, it also regains 10 Hit Points.

# ADMIRAL CERYON

When the Planetary Coalition turned its eyes beyond the old solar system, corps spent billions pursuing projects dreamt up by their most appreciated designers. But they soon had to outsource most of the work, causing a series of infamous and costly failures. When **Admiral Tach Ceryon** presented the idea of the **Relentless**, a massive starcruiser with unlimited energy, the council was more than happy to hand him the keys of space exploration.

Today, the admiral tenaciously opposes any assault or boarding attempt against his prized vessel. Or rather, he delegates the opposition to his underlings, while he focuses all his efforts on a strictly personal escape plan, taking with him the encoded data recording each atrocious detail of his research team's eugenic and biotechnological experiments.

If cornered, Ceryon might even unleash the true energy source of the **Relentless**: an electroconductive, variable-biomass fuel source... more precisely, the genetically modified creature known as **Bioengine**. This test-tube hybrid cannot comprehend any words or language and has lived a life of pain and suffering ever since it developed a consciousness. If given the chance, it will unleash that pain against anything that crosses its path, including the crew of the Relentless.



## CERYON'S TACTICS

The first battle against the admiral is actually against his cruiser and requires the optional **group vehicle** rules (see page 66). During this battle, the **Relentless** can use Ceryon's Ultima Point pool and, being his counterpart, is considered a Villain.

- ♦ On its **first turn** of each round, the Relentless uses **Target Locked** against a random enemy.
- ♦ During the **second enemy turn**, the assault wing (if present) uses **Laser Burst** against two random targets or, if the Relentless is in **Crisis**, **Armor Breaker Missile** against a random target.
- ♦ During the **third enemy turn**, if the Relentless is in **Crisis** and has the required Mind Points, it uses **No Hesitation**, otherwise, it uses **Fire!** against two random targets or **Ramming Speed** if there is a target at **melee** range.
- ♦ On the **fourth enemy turn**, the support wing (if present) uses **Jammer Beam** against a random target.
- ♦ Finally, during the **fifth enemy turn**, the Relentless unleashes its **Aurora Batteries** against the target **locked** during its first turn.

After defeating the swarms and reducing the ship to 0 Hit Points, it is possible to **board** the Relentless. Once the PCs are on board, the admiral covers his escape by unleashing the Bioengine in the bowels of the ship (see **You Won't Get Me, Scum!**, page 204).

- ♦ On the **first enemy turn** of each **odd-numbered** round, Ceryon uses **Seal the Bulkheads!**, while during **even-numbered** ones he uses **Do Something, You Stupid Beast!**. If the PCs are already on the bridge (see **You Won't Get Me, Scum!**, page 204), he fires a **Frantic Burst** against two random targets.
- ♦ During the **second enemy turn**, the Bioengine uses **Adrenal Overload**.
- ♦ On the **third** and **fourth enemy turns** of each round, the Bioengine uses **Lightning Quill** and then **Smash** against random targets.

Ceryon can spend 1 Ultima Point to **Escape** as usual, but in doing so he has to leave behind the **encoded disks** with his research data, which the protagonists can then recover. That is, provided he can truly get away (see **His Love Returned**, page 205).

## THE RELENTLESS (Champion 3)

Lv 40 ♦ CONSTRUCT

**Traits:** colossal, mechanical, tenacious, transport.

DEX d6	INS d10	MIG d10	WLP d10	HP	390 ♦ 195	MP	180	Init. 11
DEF +0	M. DEF +0	RS	RS			RS	RS	RS  IM

### BASIC ATTACKS

- ✂ **Ramming Speed** ♦ **[INS + MIG] +4 ♦ [HR + 20] physical** damage.
- ✂ **Aurora Batteries** ♦ **[INS + WLP] +4 ♦ [HR + 20] damage**. The damage type depends on the previous **Target Locked** action (see below). If the Relentless did not suffer any kind of damage it was Vulnerable to during this round, the target also suffers the **dazed, weak, slow** and **shaken** status effects.
- ✂ **Fire!** ♦ **[DEX + INS] +4 ♦ [HR + 15] fire** damage. This attack has **multi (2)**.

### OTHER ACTIONS

- ⚙ **No Hesitation** ♦ When in **Crisis**, the Relentless can use an action and spend 10 Mind Points to increase its offensive potential. If it does, it suffers the **dazed** status effect but deals 5 extra damage with all its attacks as long it remains **dazed**.
- ⚙ **Target Locked** ♦ The Relentless can use an action to choose one enemy it can see. If it does, that enemy becomes **locked** onto and the ship readies its **Aurora Batteries**, rolling a **d6** to determine the damage type: **1–2 air, 3–4 fire, 5–6 light**. The ship's hull and energy shield take on the corresponding color (**green, red or white**, respectively) and the Relentless becomes Vulnerable to a type of damage based on the one it is about to use (**bolt** for **air, ice** for **fire, dark** for **light**). This Vulnerability ends when the ship performs **Aurora Batteries**.

### SPECIAL RULES

**Code Red** ♦ As long as it is in **Crisis** and suffering from the **dazed** status effect, the Relentless treats its Defense and Magic Defense scores as being equal to **16**. When the Relentless suffers damage of a type it's Vulnerable to, if it is in **Crisis**, it recovers from the **dazed** status effect.

**Construct** ♦ The Relentless is immune to **poisoned**.

**Flying** ♦ See **Core Rulebook**, page 307.

## WHAT DO YOU MEAN “LANDING”?

During a battle between flying vehicles, either in the sky or in space, it is better to describe the forced landing caused by a Vulnerability or effects like **Soaring Strike** (see **Core Rulebook**, page 189) as a loss of altitude or maneuverability, rather than a crash landing.

*"Listen to this old smuggler: if you ever cross paths with the Relentless, don't bother trying to escape. It will chase you down to the farthest reaches of this galaxy and the next."*

## ATTACK WING

Lv 40 ♦ CONSTRUCT

A wing of interceptors armed with heavy weapons.

**Traits:** fast, light, nimble, small.

DEX d12	INS d10	MIG d8	WLP d6	HP	120 ♦ 60	MP	70	Init. 15
DEF +0	M. DEF +0		RS  VU	RS  RS		IM		

### BASIC ATTACKS

- ✖ **Armor Breaker Missile** ♦ **[DEX + MIG] +4** ♦ **[HR + 20]** fire damage. Until the start of the Attack Wing's next turn, all damage dealt to the target ignores Resistances.
- ✖ **Laser Burst** ♦ **[DEX + INS] +4** ♦ **[HR + 15]** light damage. This attack has **multi (2)**.

### SPECIAL RULES

**Construct** ♦ The assault wing is immune to **poisoned**.

**Flying** ♦ See **Core Rulebook**, page 307.

**Reinforcements!** ♦ When the Attack Wing reaches 0 Hit Points, if the **Relentless** is on the scene and not in **Crisis**, the Attack Wing's current Hit Points return to 60 and the **Relentless** loses 60 Hit Points.

## SUPPORT WING

Lv 40 ♦ CONSTRUCT

A second wing of starfighters, armed with defensive projectors that emit a powerful electrostatic pulse that jams communications.

**Traits:** fast, light, nimble, small.

DEX d10	INS d12	MIG d6	WLP d8	HP	120 ♦ 60	MP	80	Init. 11
DEF +0	M. DEF +0	RS  RS  RS	RS  VU		RS  IM			

### BASIC ATTACKS

- ✖ **Jammer Beam** ♦ **[DEX + INS] +4** ♦ **[HR + 15]** bolt damage and the target suffers **dazed**. This attack targets Magic Defense.

### SPECIAL RULES

**Construct** ♦ The support wing is immune to **poisoned**.

**Flying** ♦ See **Core Rulebook**, page 307.

**Reinforcements!** ♦ See **Attack Wing** above, but the **Relentless** transfers its Hit Points to the Support Wing instead.

## ADMIRAL CERYON

Lv 40 ♦ HUMANOID

**Traits:** cowardly, cruel, egotistical, opportunistic.

DEX d10    INS d10    MIG d8    WLP d8    HP **120 ♦ 60**    MP **80**    Init. 9

DEF +1    M. DEF +1    RS RS RS RS RS RS RS

**Equipment:** misdirector (see page 84), standard-issue sidearm (**pistol** that deals 4 extra damage; 450 zenit)

### BASIC ATTACKS

- ✂ **Gunshot** ♦ **[DEX + INS] +4 ♦ [HR + 22]** physical damage.
- ✂ **Frantic Burst** ♦ **[DEX + INS] +4 ♦ [HR + 22]** physical damage. This attack has **multi (2)** and Ceryon can perform it only if he **doesn't have any ally** on the scene.

### OTHER ACTIONS

- ⚙ **Do Something, You Stupid Beast!** ♦ The **Bioengine** recovers 30 Hit Points and deals 5 extra damage with all its attacks until the beginning of Ceryon's next turn.
- ⚙ **Seal the Bulkheads!** ♦ The next Check performed by a Player Character to fill sections of the **"To the Bridge!"** Clock suffers a -5 penalty.

### SPECIAL RULES

**Escape Plan** ♦ At the end of each of Ceryon's turns, fill 1 section of the **"Escape Pod"** Clock, or fill 2 sections instead if the **"To the Bridge!"** Clock is already full..

## YOU WON'T GET ME, SCUM!

When the Player Characters finally board the Relentless, Ceryon has already barricaded himself on the command bridge, unleashing the **Bioengine** throughout the ship's corridors and sentencing his crew to a grisly end just to slow down the PCs.

- ♦ **Start an "Escape Pod" Clock** with **10 sections** that can **only** be affected through the **Progress** Opportunity (see **Core Rulebook**, page 41) and the special rule **Escape Plan** (see above). When this Clock is full, Ceryon successfully leaves the ship.
- ♦ **Start a "To the Bridge!" Clock** with **8 sections** that can be interacted with according to the normal rules Until this Clock is full, Ceryon cannot be targeted or influenced by the other participants in the conflict.



*“Perhaps this idiotic crew and that accursed abomination will make themselves useful for once.”*












## BIOENGINE (Champion 3)

Lv 40 ♦ MONSTER

A biomechanical hybrid created by Ceryon's science team to provide unlimited energy to the Relentless.

**Traits:** aching, engineered, eyeless, mighty

DEX d12	INS d6	MIG d12	WLP d6	HP	420 ♦ 210	MP	140	Init. 12		
DEF +2	M. DEF +4		 RS	 AB	 RS	 RS	 RS	 VU	 VU	 RS

### BASIC ATTACKS

- ✂ **Smash** ♦ **[MIG + MIG] +4 ♦ [HR + 20]** physical damage.
- ⚡ **Lightning Quill** ♦ **[DEX + MIG] +4 ♦ [HR + 15]** bolt damage and the target suffers **slow**.

### OTHER ACTIONS

- ⚙ **Adrenal Overcharge** ♦ The Bioengine loses 30 Hit Points and the **Lightning Quill** attack gains the **multi (2)** property until the end of its next turn.

### SPECIAL RULES

**Bioelectric Converter** ♦ When the Bioengine suffers **physical** damage from any source, it loses an amount of Mind Points equal to the damage. If this does not reduce its Mind Points to 0, all damage dealt by that source changes its type to **bolt**.

**Growing Anger** ♦ When the Bioengine suffers damage, if that damage is not **bolt** or **physical**, it gains **1 Rage Point**. At the end of its turn, if the Bioengine has **5 or more Rage Points**, it loses **all Rage Points**, regains Hit Points equal to **[the amount of Rage Points lost this way, multiplied by 10]** and performs a **free attack** with **Lightning Quill**, which deals extra damage equal to **[the amount of Rage Points lost this way]**.

**His Love, Returned** ♦ When the **“To the Bridge!”** Clock reaches 8 filled sections, if the Bioengine has 1 or more Hit Points left and Ceryon hasn't left the Relentless yet, the creature smashes the main viewport of the command bridge, pounces on the admiral and drags him into the void of space, shortly before the emergency bulkheads seal the area. Both are doomed to die (ignore how many Ultima Points Ceryon has left).

**Painful Anger** ♦ When the Bioengine enters **Crisis** for the first time in a scene, it immediately gains **5 Anger Points**.

**Short Circuit** ♦ When the Bioengine reaches 0 Hit Points, its body dissolves in a cloud of electrical discharges that deactivate many of the Relentless' security systems: the **“To the Bridge!”** Clock is immediately filled.

# INNOCENTIUS XV

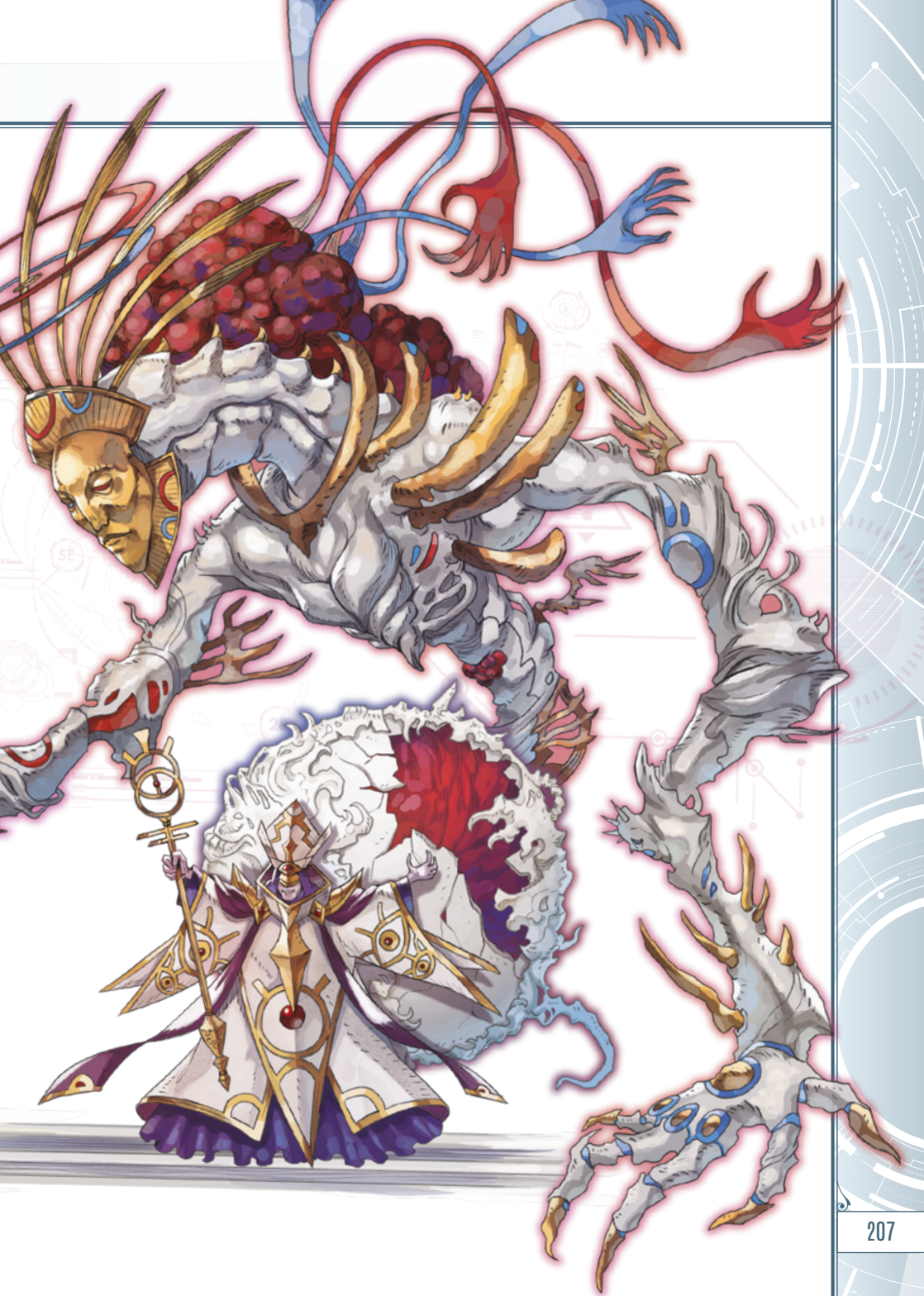
The origin of the Cult of Universal Monotheosis is shrouded in mystery. Nobody knows for sure where it started, but the most reliable theory holds that it gradually assimilated a large number of smaller sects and cults from Lost Terra to form a single religious doctrine. It loosely reinterpreted their holy texts and customs to build a new religion based on the idea of a common destiny for the whole of humankind that, one day, will know true harmony, merging into a single monadic entity capable of transcending time and space.

The current influence of the Cult, or rather of its Patriarch **Innocentius XV**, is undeniable: he boasts both financial backers and contacts in the upper echelons of society, not to mention the devotion of billions of citizens throughout the Galaxy. This has allowed him to invest ludicrous sums in nanotechnology research, propaganda and, above all, galactic archaeoexploration... and these investments have recently yielded some return with the discovery of the **Pilgrim Comet**, a celestial body and apparent wellspring of all spiritual energy streams.

Believing the comet to be a divine gift, the Patriarch gave the order to dig into its depths and from there, miraculously, his followers dredged up the remains of a bony carapace, saturated with magical power, that was transported to the **Ivory Cathedral** and partially rebuilt using nanomachines and synthetic cartilage. Here, Innocentius prepares for what he considers to be the last, necessary act of the Cult of Monotheosis: hatching the **egg** and ascending to Divinity.

*"Our flesh rots.  
It flakes off, it decays.  
But no more.  
For far too long our fragile shells  
chained us to this place, to this time.  
We will not be captive any longer.  
What I seek is not salvation. It is ascension."*





## INNOCENTIUS XV'S TACTICS: PHASE 1

In his base form (**the Patriarch**), Innocentius XV tends to avoid violent confrontations, relying on his influence and silver tongue, represented by **Heed My Words**. He has no qualms about using any information gained with **Deep Insight** to blackmail or manipulate the protagonists.

If forced to fight in this first form, Innocentius XV is always flanked by his two bodyguards: the **Right Hand** and the **Left Hand**.

- ◆ During the **first enemy turn** of each round, the Patriarch uses **Ontological Proscription** to block some of the PCs' abilities. This effect does not apply to the free benefits of each Class, Heroic Skills, or Skills that do not require the **Skill** or **Spell** action.
- ◆ On the **second enemy turn**, the Right Hand uses **Bloodletting** against a random target who is suffering from **four or more status effects**. Otherwise, he uses **Memento Mori** on a random enemy.
- ◆ On the **third enemy turn**, the Patriarch uses **Gospel of Strife** on as many non-enraged enemies as possible. If there are none, he uses **Enveloping Shadow** or, if he lacks the required Mind Points, **Patriarch's Scepter**.
- ◆ On the **fourth enemy turn**, if the Patriarch is suffering from **two or more status effects** and/or if he is in **Crisis**, the Left Hand uses **In Corpore Sano** on him and as many other allies as possible. If neither condition is true or he lacks the required Mind Points, the Left Hand performs the **Guard** action to **cover** the Patriarch.
- ◆ On the **fifth enemy turn** of each round, if he is in **Crisis**, the Patriarch uses **Judgment** on all opponents. If he does not have enough Mind Points, he spends 1 Ultima Point instead to regain them and recover from all status effects. Otherwise, he uses **Blinding Light** or, if he lacks the required Mind Points, **Patriarch's Scepter**.

In this form, once he reaches 0 Hit Points, Innocentius XV spends 1 Ultima Point to safely Escape the scene, immediately covered by his faithful believers, ready to lay down their lives to protect the Patriarch. However, if this happens in the Ivory Cathedral, Innocentius Escapes the scene and rushes to reach his precious synthetic egg as soon as possible. Once he reaches it, he merges with the energy inside the unsettling **artifact**, in a flawed and rushed attempt to reach the Monotheosis, creating the **Conceptual Dyad** instead.

## INNOCENTIUS XV'S TACTICS: PHASE 2 AND 3

Once in his form of **Conceptual Dyad**, Innocentius XV gradually loses all sense of self, as he is absorbed by the mysterious energy inside the egg.

- ♦ On **their first turn** of each round, the Conceptual Dyad uses **Manifest Dyad** to declare an **amplified concept** and assumes the two corresponding colors (which the Game Master **must** make sure to highlight appropriately).
- ♦ On **their second and fourth NPC turns**, they use **Direct Proof** against a random enemy.
- ♦ On **their third turn**, they use **Indirect Proof** on two random enemies (three if they are in **Crisis**).
- ♦ On **their fifth turn**, if they are suffering from **two or more status** effects, they use **Imperishable Dyad**, otherwise, they use **Direct Proof** against a random enemy.

If there is only one Player Character left in the conflict when the Dyad's turn begins, then the Dyad automatically performs **Reductio ad Absurdum** against them.

When the Dyad reaches 0 Hit Points, Innocentius XV's consciousness completely vanishes and the Villain reaches its **third and last phase**: the **Pure Concept**. The conflict scene **does not end**, but the current round does, and there is a new initiative roll. Start a Clock called "**Foundations of a New Universe**" with **137 sections**. When this Clock is **completely filled**, the Pure Concept absorbs the spiritual fabric of the entire Galaxy and creates a new universe: if this happens, **all PCs automatically Surrender** (regardless of their current Hit Points).

- ♦ On **their first turn**, the Pure Concept uses **Glory** during **odd-numbered** rounds and **Transcendence** during **even-numbered** ones.
- ♦ On **their second turn**, they use **As Above** against a random target.
- ♦ On **their third turn**, they use **So Below** against a random target.
- ♦ On **their fourth turn**, they use **Kaleidomachy** against as many random targets as possible. If they do not have enough Mind Points, they spend 1 Ultima Point to regain them or perform the **Guard** action.

When the Pure Concept reaches 0 Hit Points, the entity ceases to exist, irrespective of how many Ultima Points Innocentius has left. The stream of souls permeating the entirety of the cosmos is now free – how is this going to affect the history of the Galaxy?












# INNOCENTIUS XV ♦ PHASE 1

## THE PATRIARCH (Champion 3)

Lv 50 ◆ HUMANOID

**Traits:** charismatic, egotistic, manipulative, zealous.

DEX d6	INS d10	MIG d8	WLP d12	HP	420 + 210	MP	220	Init. 9		
DEF +4	M. DEF +5				 IM			 VU	 IM	 VU

**Equipment:** Patriarch's scepter (same as the **yellow book** – see **Core Rulebook**, page 270), black tunic (see **Core Rulebook**, page 282). Each of these items adds 5 extra damage to the Patriarch's spells (already included).

## BASIC ATTACKS

✂ **Patriarch's Scepter** ♦ **[WLP + WLP] +5** ♦ **[HR + 16]** physical damage.

## SPELLS

- ★ **Blinding Light** ⚡ ♦ **[INS + WLP] +8 ♦ 10 MP ♦ One creature ♦ Instantaneous.**  
**[HR + 35] light** damage and the target suffers **dazed**.
- ★ **Enveloping Shadow** ⚡ ♦ **[INS + WLP] +8 ♦ 10 MP ♦ One creature ♦ Instantaneous.**  
**[HR + 35] dark** damage and the target suffers **slow**.
- ★ **Judgment** ♦ **30 MP ♦ Special ♦ Instantaneous.**  
 The Patriarch chooses any number of creatures he can see – each of them suffers 50 **light damage**. This spell can be cast only **once per turn** and only during the Patriarch's **last turn**.
- ★ **Gospel of Strife** ⚡ ♦ **[INS + WLP] +8 ♦ 10 MP × T ♦ Up to three creatures ♦ Instantaneous.**  
 Each target suffers **enraged**.

## OTHER ACTIONS

- ✱ **Ontological Proscription** ♦ The Patriarch can use an action to name a Class, chosen randomly from those of the PCs present on the scene. Until he uses this action again, no character with that Class can use the **Skill** or **Spell** actions to activate the Skills of that Class or cast any spells found on that Class list.

## SPECIAL RULES

**Deep Insight** ♦ When the Patriarch completely fills a Clock during a conflict, if his approach relied on **diplomacy**, **charm**, **deception** or **intimidation**, he learns a secret regarding another creature present on the scene. If the target is a PC, the Player decides which secret.

**Heed My Words** ♦ The Patriarch receives a +3 bonus to all Checks to persuade, convince or deceive other creatures.

**Witness My Conviction** ♦ When the Patriarch recovers Mind Points, if he is in **Crisis**, he recovers 10 additional Mind Points.

*"I am but a humble conduit of the universal will.  
There is no resentment in my actions, only pity for your arrogance."*








## RIGHT HAND

Lv 50 ♦ HUMANOID

One of Innocentius's most trusted servants. Apparently, he helped Innocentius eliminate rivals during his ascension to Patriarch.

**Traits:** cruel, loyal, stealthy, violent.

DEX d10	INS d10	MIG d8	WLP d8	HP	140 ♦ 70	MP	90	Init. 14
DEF +3	M. DEF +2		 RS 	 RS 	 VU  RS  VU  RS			

**Equipment:** combat tunic, falling rain (see **Core Rulebook**, page 278).

### BASIC ATTACKS

- ✂ **Bloodletting** ♦ **[DEX + INS] +8** ♦ The target recovers from all status effects, but loses 20 Hit Points for each status effect lost this way.
- ✂ **Memento Mori** ♦ **[DEX + INS] +9** ♦ **[HR + 20]** ice damage and the target suffers **weak** and **slow**. This attack targets Magic Defense.












## LEFT HAND

Lv 50 ♦ HUMANOID

Innocentius's personal bodyguard. He replaced 76% of his body with cybernetic implants, to remove any earthly need.

**Traits:** devout, loyal, silent, zealous.

DEX d10	INS d8	MIG d10	WLP d8	HP	160 ♦ 80	MP	100	Init. 6		
DEF 14	M. DEF +2	 RS	 RS	 VU	 VU		 RS	 RS	 RS	 RS

**Equipment:** halberd (see **Core Rulebook**, page 277), runic plate.

### BASIC ATTACKS

- ✂ **Iipse Dixit** ♦ **[DEX + INS] +5** ♦ **[HR + 22]** physical damage and the target suffers **dazed** and **shaken**. As long as the Patriarch is in **Crisis**, this attack deals 5 extra damage.

### SPELLS

- ☆ **In Corpore Sano** ♦ 30 MP × T ♦ **Up to three creatures** ♦ **Instantaneous**. Each target recovers 40 Hit Points and recovers from all status effects.

### SPECIAL RULES

**Outrageous!** ♦ After a creature **hits** the Right Hand with an attack or offensive spell (⚡), the Left Hand performs **Iipse Dixit** against that creature (after that attack or spell has been resolved).



# INNOCENTIUS XV ♦ PHASE 2

## CONCEPTUAL DYAD (Champion 5)

Lv 50 ♦ DEMON

**Traits:** analytical, arrogant, imposing, incongruous.

DEX d8	INS d10	MIG d8	WLP d10	HP	700 ♦ 350	MP	200	Init. 18
DEF +3	M. DEF +3	 RS			 VU			 RS

### BASIC ATTACKS

- ✂ **Direct Proof** ♦ **[INS + WLP] +8 ♦ [HR + 20] physical** damage. This attack targets either Defense or Magic Defense, whichever is lower.
- ✂ **Indirect Proof** ♦ **[DEX + MIG] +8 ♦ [HR + 15] physical** damage. This attack has **multi (2)** or **multi (3)** if the Dyad is in **Crisis**.

### OTHER ACTIONS

- ⚙ **Imperishable Dyad** ♦ The Dyad can use an action to recover from all status effects. If they do, they lose 20 Mind Points for each status effect healed this way.
- ⚙ **Manifest Dyad** ♦ The Dyad may use an action to declare an **amplified concept** chosen randomly by rolling a d6: 1–2 **Pneuma** (dark and light, black and white), 3–4 **Psyche** (air and bolt, green and yellow), 5–6 **Soma** (fire and ice, red and blue). The Dyad cannot manifest the same concept twice in a row. Until the next use of this Skill, if they **have at least 1 Mind Point and they are not in Crisis**, the Dyad becomes Immune to all damage types except those of their current **amplified concept**.
- ⚙ **Reductio ad Absurdum** ♦ The Dyad may use an action to deal 9999 damage to a single Player Character they can see. This damage has no type, thus being unaffected by Affinities.

### SPECIAL RULES

**Proof by Construction** ♦ When the Dyad deals damage with **Direct Proof** or **Indirect Proof**, if they are manifesting an **amplified concept**, all damage dealt by the attack becomes one of the corresponding types. The Dyad **always** chooses the most advantageous one, since they know **all** of their target's Affinities.

**Proof by Deduction** ♦ When the Dyad suffers damage of a type tied to their current **amplified concept**, they become **exposed** to the **other type** tied to that **amplified concept** until the next use of **Manifest Dyad**. When the Dyad suffers damage of a type they are **exposed** to, they become Vulnerable to **both** damage types of their current **amplified concept** until the next use of **Manifest Dyad** (this Vulnerability already applies to the damage source that triggered this effect).










**Proof by Induction** ♦ When a creature **misses** the Dyad with an attack or offensive spell, the Dyad gains **1 Axiom Point**. If the Dyad has **5 or more Axiom Points** they immediately lose **all of them** to increase their Defense and Magic Defense to 99, until they lose any amount of Hit Points.

# INNOCENTIUS XV ♦ PHASE 3

## THE PURE CONCEPT (Champion 4)

Lv 50 ♦ ???

**Traits:** apathetic, divine, incomprehensible, inhuman.

DEX d8	INS d8	MIG d8	WLP d8	HP	560 ♦ 280	MP	200	Init. 12		
DEF +3	M. DEF +3	 RS	 RS	 VU	 RS	 IM	 VU	 RS	 AB	 IM

### BASIC ATTACKS

- ✂ **So Below** ♦ **[DEX + MIG] +5 ♦ [HR + 15]** damage. When the Pure Concept performs this attack, roll a d6 to determine the damage type: 1–2 **physical**; 3–4 **earth**; 5–6 **poison**.
- ✂ **As Above** ♦ **[INS + WLP] +5 ♦ [HR + 15]** damage. When the Pure Concept performs this attack, roll a d6 to determine the damage type: 1–2 **air**; 3–4 **ice**; 5–6 **light**.

### SPELLS

- ☆ **Kaleidomachy** ♦ **[MIG + WLP] +5 ♦ 10 MP × T ♦ Up to three creatures ♦ Instantaneous.** Each target suffers **[HR + 25]** damage. The damage type is the same as the last one dealt by the Pure Concept during this scene.

### OTHER ACTIONS

- ⚙ **Glory** ♦ The Pure Concept may use an action to treat all their Attributes as being one die size higher until the end of the scene. This effect is cumulative, up to a maximum of **d12** in each Attribute.
- ⚙ **Transcendence** ♦ The Pure Concept may use an action to recover from all status effects, remove any **symbol** they are bearing (see **High Fantasy Atlas**, page 148) and stop being affected by any spell with the **duration** of “Scene” that currently affects them.

### SPECIAL RULES

**Magnum Opus** ♦ When the Pure Concept causes a Player Character to lose Hit Points with **As Above** or **So Below**, if the Pure Concept is in **Crisis** or their current Hit Points are an odd number, that PC does not lose Hit Points. Instead, the Pure Concept fills a number of sections of the “**Foundations of a New Universe**” Clock equal to the amount of Hit Points that the PC should have lost.

**Paradise Lost** ♦ The first time the Pure Concept enters **Crisis**, they erase all sections of the “**Foundations of a New Universe**” Clock. Then, each PC present on the scene recovers **9999 Mind Points** and gains an amount of Fabula Points equal to **[the number of Clock sections erased this way, divided by the number of PCs present on the scene]**.

**Power of Creation** ♦ When the Pure Concept suffers damage for the first time each round, if they are not in **Crisis**, all that damage becomes **light** and its type cannot change.

**Power of Disruption** ♦ When the Pure Concept deals damage to a PC, that PC can spend 1 Fabula Point. If they don't, they lose an amount of Mind Points equal to the damage suffered.

**Power of Transformation** ♦ When the Pure Concept suffers a status effect they were not already suffering from, every other creature present on the scene suffers that same status effect.

# INDEX

## A

Agathyon, 20  
Ardent Squadron, 190  
artifacts, 88  
Axis, 24

## B

Bentham Complex, 28

## C

Ceryon, Admiral, 200  
classic characters, 146  
conflicts, 60  
custom weapons, 112  
cybernetics and implants, 77

## D

DeepFusion, 196  
Donum Coeli, 32

## E

Esper, 150  
Extractor 7, 36

## G

group vehicle, 66

## H

Heroic Skills, 170  
hoplospheres, 130, 137

## I

Innocentius XV, 206

## L

law and justice, 62

## M

magic and Rituals, 70  
mnemospheres, 130, 136  
modules, 161  
armor modules, 161, 165

support modules, 162, 168  
weapon modules, 161, 166

Mutant, 154

## N

Nautiloss, 40  
Nidavellir, 44

## P

personal vehicle, 160  
Pilot, 158

## R

rare items, 80  
accessories, 85  
rare armors, 84  
rare shields, 84  
rare weapon modules, 86  
rare weapons, 82

## S

sample techno fantasy characters, 97  
Septentrion, 48  
soul network, 74  
Soul Nexus, 52  
space travel, 78  
stream of souls, 74

## T

techno fantasy, 16  
techno fantasy Pillars, 8  
techno fantasy Quirks, 120  
techno fantasy Villains, 180  
technology, 76  
technospheres, 130

## V

vehicle-scale battles, 64  
Vragarath, 56  
Vyne, Commissioner, 184

## INSPIRATIONAL WORKS

**Arknights** by Hypergryph and Studio Montagne; **Code Vein** and **Digimon: Cyber Sleuth** by Bandai Namco; **Final Fantasy VII, VIII, XIII** and **Type-0** by Square Enix; **Front Mission** by Square Enix; **Honkai: Star Rail** by MiHoYo; **Persona 3, 4, 5** and **5 Strikers** by Atlus; the **Phantasy Star** series by SEGA; **Punishing: Gray Raven** by Guangzhou Kuro Technology; **Rogue Galaxy** by Level-5 and Sony Interactive Entertainment; **Scarlet Nexus** by Bandai Namco; **Shin Megami Tensei: Digital Devil Saga I** and **II** by ATLUS; **Skies of Arcadia** by Overworks and SEGA; **Soul Hackers** and **Soul Hackers 2** by ATLUS; the **Star Ocean** series by tri-Ace and Square Enix; **The Legend of Heroes: Trails of Cold Steel** series by Nihon Falcom; **Xenoblade Chronicles I, II, III** and **X** by Monolith Soft; **Xenogears** by Squaresoft; **Xenosaga Ep. I, II** and **III** by Monolith Soft; the **Zone of the Enders** series by Konami; **13 Sentinels: Aegis Rim** by Vanillaware.

Among non-videogame inspirations, we must mention: **Akira** by Katsuhiro Ōtomo; **Alien, Prometheus** and **Alien: Covenant** by Ridley Scott; **Battle Angel Alita** by Yukito Kishiro; **Blade Runner** by Ridley Scott; **Blame!** by Tsutomu Nihei; **Brazil** by Terry Gilliam; **Cyberpunk Edgerunners** by Studio Trigger; **Ergo Proxy** by Shukō Murase; **Mobile Suit Gundam** by Yoshiyuki Tomino and Hajime Yatate; **Mobile Suit Gundam: Unicorn** by Harutoshi Fukui, Yoshikazu Yasuhiko and Hajime Katoki; **Mobile Suit Gundam: The Witch from Mercury** by Ichirō Ōkouchi, Hiroshi Kobayashi and Ryō Andō; **Psycho-Pass** by Gen Urobuchi; **Star Wars (ep. IV-VI)** by George Lucas; **Star Wars: Andor** by Tony Gilroy and Lucasfilm; **Star Wars: Rebels** by Simon Kinberg, Dave Filoni, Carrie Beck and Lucasfilm Animation.

## CREDITS

Special thanks to Selene Dal Borgo, Nicola Degobbis, Joshua “ExtantLily” Koh, Chiara Listo, Chris Pagliari, Marco Munari, Alberto Orlandini, Marta Palvarini, Matteo Pedroni and Erica Viotto for their direct contributions to this volume. Thanks also to the many patrons who continue to support this project worldwide, in particular to Alena, Francesco Castelli, Pieralberto Cavallo, Cryo, Libro, Andrea Lucca, Nadia, Nicola Marchi, Nitro, Diego Proietti Petretti, Claudio Pustorino, Rosencranz, Claudio Serena, Triex and Giuseppe Vitale for their precious advice and observations.

Thank you also to the Fabula Ultima and Rooster Games communities: during the development months you have provided tireless insights and precious opinions on our playtest content – and special thanks to our hard-working mods Alberto “107”, Chris, Cryo, Nadia, and Stepnix. Very special thanks to Nitro, who inspired the **Hundred Faces** Quirk.

Finally, an invitation: the worlds of Fabula Ultima need help, but so does ours. We might lack magical powers or Fabula Points to spend, but we do have a heart to love and protect with. Let’s take care of the world around us.

Your story  
will break these shackles.

