**Fabula Ultima High Fantasy Atlas Errata List**

**Chapter 2: The World**

* **Page 19, fourth bullet point:** Should be titled “**Position**”, not “**Location**”.
* **Pages 21, 25, 29, 33, 37, 41, 45, 49, 53, 57:** The “**LOCATION**” section should instead be called “**POSITION**” on all of these pages.
* **Page 87, Timebreaker Bracers:** lines 8 and 9, the text should say “taxes the wearer’s energy: **their maximum Hit Points and Mind Points scores are permanently reduced by 5**. In addition…”

**Chapter 3: Protagonists**

* ***New!* Page 111, Dragonspine form I:** This form should not be martial.
* **Page 111, Dragonspine form II:** This form should deal **bolt** damage, not **physical**.
* **Page 111, Protector Greatswords:** These weapons should be **melee**, not **ranged**.
* **Page 112, Revengers:** These weapons should be **ranged**, not **melee**.
* **Page 112, Cannon Gauntlets form II:** This form should deal **physical** damage, not **bolt**.
* ***New!* Page 113, Groundsplitters form I:** The Accuracy Check should have a **+2 bonus**. **Form II** should not have it.
* **Page 126, top of the page:** The chart should say “Zero Effects”, not “Zero Triggers”.
* **Page 133, Metalhead:** should also have the **Vibrato** Skill.
* **Page 138, Chanter, Key names:** Some of the key names are misplaced.  
  Radiance should correspond to light/dazed/Insight/Hit Points;  
  Shadow to dark/weak/Dexterity/Mind Points;  
  Stone to earth/dazed/Might/Hit Points;  
  Thunder to bolt/shaken/Dexterity/Hit Points.
* **Page 141, Commander, Charging Cavalry:** The bonus is equal to **SL**, not **SL 3**.
* **Page 150, Symbolist, Symbol of Forbbidance:** In the third line, “increse” should be “increase”.
* **Page 155, Double Arrow:** In the last line, **“Twin Arrow”** should be **“Double Arrow”**.
* **Page 159, Spider’s Web:** The **Requirements** should be “you must have mastered one or more Classes among **Fury** and **Weaponmaster**”.

**Chapter 4: Antagonists**

* **Page 192, Mimesis:** In the statblock, “Regole Speciali” should be “Special Rules”

**F.A.Q. (frequently asked questions)**

**Chanter**

* ***Do the various chants really not require any Check to hit the targets?***Indeed, chants automatically take effect, no Check required.

**Commander**

* ***Do King’s Castle and Bishop’s Edict really affect all participants in the conflict, friends and foes alike?***Exactly. Timing is key.
* ***When Charging Cavalry allows me to let an ally perform a free attack, can I use that on a Faithful Companion?***Sure! The Commander + Wayfarer combo is great for fighting side by side with your companion, without needing to sacrifice your actions.