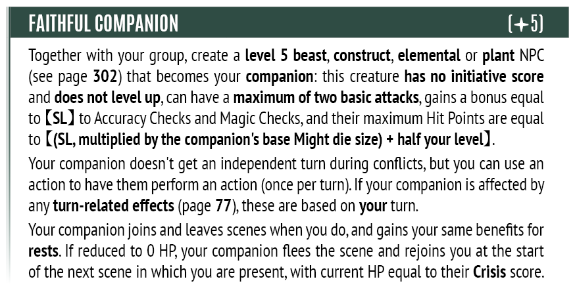
**Fabula Ultima Core Rulebook Errata List**

**Chapter 2: Game Rules**

* **Page 33, Allies section:** The section is to be renamed “**Creatures, Allies, and Enemies**” and its text should say: “The term **creature** includes both PCs and NPCs. The term **ally** indicates someone that the character considers on their side in the scene, while the term **enemy** indicates the opposite. If an effect targets **allies**, the user **cannot** target themselves.”
* **Page 76, Teamwork section:** The initial text should say: “When a Player Character performs a Check during a conflict scene, any other Player Character who is able to help them and…”
* ***New!* Page 89, Surrender:** The entire first section should be replaced with: “A Player Character who **surrenders** falls unconscious and can no longer act nor affect the scene with effects or abilities, even if their Hit Points are brought above 0 (if the scene is a conflict, **remove** them from its participants). The Game Master **cannot kill** a character who surrenders, but may impose a consequence from the list below or one that fits the situation, either now or later. If multiple characters surrender (or worse, if the entire group bites the dust!), the GM may impose separate consequences or a single, dramatic plot twist (treat it like a "scripted defeat" in a videogame).”
* ***New!* Page 116, Ending the Effects of a Spell:** The text should instead say: “If you cast a spell with a **duration** of “Scene”, you can end it at any time, but during a conflict you may only do so on your turn, **before or after** an action. The spell also ends if you leave the scene, or if you die or fall unconscious.”
* ***New!* Page 136, Damage and Protection:** In the third column, **minor Protection** should say “One Resistance (consumable only)”, and **medium Protection** should say “One Resistance”.
* ***New!* Page 138, Magitech Suit:** First effect should only grant **fire** Resistance.
* ***New!* Page 139, Puredust: potency** should be Major; **total cost** should be 800 z; **Progress Required** should be 8.

**Chapter 3: Press Start**

* **Page 165, Initial Savings:** In the example, the total should be **110 zenit**, not 120.
* **Page 215, Magicannon:** Third line should say “as soon as you create a new magicannon”.
* ***New!* Page 217, Faithful Companion:** The text of the Skill should change to:  
  

**Chapter 4: Game Master**

* **Page 270, Rafflesia Staff:** The weapon should deal **HR+6** damage.
* **Page 274, Alchemusket:** The weapon should be **One-handed**.
* **Page 307, Flying Skill, first paragraph:** The text should say:  
  "Your NPC has the ability to fly or levitate. In addition to the obvious advantage in mobility, your NPC's **melee** attacks can target **flying** creatures and your NPC cannot be targeted by **melee** attacks unless the attacker is flying or is somehow able to reach flying targets."  
  *We now use “target” as a keyword to better clarify the effect, instead of “reach”.*
* ***New!* Page 315, Angela, Drain Vigor spell:** the damage should be **HR+20**, not **HR+15**.

**Chapter 5: Bestiary**

* **Page 337, Cragboar, Angry Snort:** The text refers to Stone Charge but should refer to Rock Charge.

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

**Fabula Points**

* ***Can I spend Fabula Points to fill or erase sections of a Clock?***No. Influencing Clocks is considered a “mechanical consequence”, so it is beyond what a Player can bring into play through a Fabula Point. However, it is still possible for the Game Master to deem it appropriate for that narrative event to influence one or more Clocks (for instance, declaring a cave’s ceiling is filled with water infiltrations might bring you closer to completing a Clock whose purpose is having the ceiling collapse), or to confer a situational modifier (declaring that a creature is afraid of fire will surely grant a +2 to attempts at scaring it away with a torch).

**Turns**

* ***If something happens “at the end of my turn” or “at the start of my turn”, is it still/already “during my turn”?***  
  In both instances, we are considering them to be during your turn; they don’t take place in a “void” between turns. There *are* some instances of conflict abilities that don’t happen during a turn (see the Rogue’s **High Speed** Skill), but this is not the case.
* **Do “until the start/end of my turn” effects take place before or after “at the start/end of my turn” effects?**  
  In terms of rules, these both essentially trigger when “your turn starts/your turn ends” and thus follow the rules on page **33** for “**Timing Issues**”.

**Attacks**

* ***When, exactly, can I fight with two weapons?***  
  Literally in only one case: when you perform the **Attack** action. *No other attack occasion*, be it **Shadow Strike** from Darkblade or the **free attack** performed as part of the Elementalist’s **Soaring Strike**, lets you attack with two weapons.
* ***If I perform an attack with multi, can I target the same creature more than once?***No, **multi X** clearly establishes you can target up to X differentcreatures. If you perform a **multi 2** attack and target a single creature, in short, you are simply choosing not to avail yourself of the **multi** property. In some instances, such as **Tempest Strike** (page **240**), this choice can still bring some benefits!

**Targets**

* ***If an ability lets me target creatures, can I use it on myself?***Absolutely. You cannot do so if it says “allies” or “enemies”, but if it says “creatures”, you are a legal target.

**Defenses**

* ***When I attack or cast an offensive spell against one or more creatures, does the Game Master have to reveal their Defense or Magic Defense?***The Game Master must reveal the Difficulty Level of the Check, which in this case is equal to the Defense or Magic Defense score. If your attack or spell targets multiple creatures, you will learn the targeted Defense/Magic Defense of **each** creature. However, you will **only learn their total Defense/Magic Defense score**, not the exact way it has been calculated.

**Damage Types**

* ***If a creature Vulnerable to a damage type receives Resistance to that same type (for instance, through the Guard action) and is then struck by an effect that deals damage of that type but ignores Resistances… what happens?***  
  As long as the Resistance granted by the effect is active, the creature is treated as having no Affinity towards that damage type (see page **92** at the bottom, Vulnerability and Resistance cancel each other out). Thus, she simply loses Hit Points equal to the damage inflicted (there is no Resistance to bypass).
* ***If a creature Immune to a damage type is hit by the Anomaly spell (page 192) and later receives Resistance to that damage type, what happens when she suffers damage of that type?***In this case, proceed step by step. The creature was initially Immune; then, they received Resistance (but Immunity supersedes Resistance, so they remain Immune), and finally they suffer damage and Anomaly’s effect triggers, making the creature Vulnerable.  
  Thus, the final outcome is Vulnerability, and the creature loses HP equal to twice the damage they suffered.
* **If a creature takes extra damage from sources that deal damage of a certain type (such as what happens with the Weaken spell on page 311), how does this interact with effects that change damage type?**The only damage type that matters is the “final” type. For instance, let’s say an enemy is affected by a rule that makes them suffer 5 extra damage from sources that deal **fire** damage. You attack with a weapon that normally deals **physical** damage, but is currently enchanted by **Elemental Weapon** (page **188**) to deal **fire** damage, and you also use a **Volt** infusion (page **214**) because you know that creature to be Vulnerable to **bolt** damage. In the end, the damage type you’re dealing is **bolt**, so the Vulnerability will apply, but you will not receive the 5 extra damage.

**Damage and HP loss**

* ***If something deals 0 damage, is that the same as dealing “no damage”?***  
  They are different! 0 damage is still damage, thus sources of extra damage will apply, for instance. “No damage”, on the other hand, doesn’t allow for extra damage and doesn’t trigger any effects that require “dealing damage”.  
  This rarely comes up, but one possibility is an unarmed character using two **unarmed strikes (which deal HR+0 damage)** and applying the rules for two-weapon fighting (page 69). Both attacks have HR equal to 0, and thus would deal 0 damage in total, but sources of extra damage will apply; additionally, the character could forgo that 0 damage to trigger **Bone Crusher** on both attacks (again, since 0 damage is still “dealing damage”). Pretty handy, huh?
* ***If an effect, such as the Entropist’s Omega spell, causes HP loss… do sources of extra damage apply?***  
  They do not. Extra damage is applied when something *deals damage*; an effect that causes direct HP loss **is not** an effect that deals damage. The two are written in different ways specifically because they are different effects.

**Resting**

* ***How often do characters need to rest?***Player Characters never have to rest, and if some Player Characters choose to Rest, others might choose not to do so (for instance, a character with the **Adversity** Heroic Skill, page **234**, might want to avoid Resting to keep their status effects and corresponding bonuses).“Resting” is a rules term that indicates a specific series of effects (HP and MP recovery, healing from all status effects, creating or transforming Bonds), and it has nothing to do with the “narrative” act of resting during a scene. For instance, if the group spends three days traveling from one location to another, the journey could be handled as an **interlude scene** (page **31**) during which sometimes we see characters chatting around a campfire or napping in the prairie: and yet, unless the group wants to enjoy the mechanical benefits of Resting, these scenes require no Magic Tent (page **104**) or similar.

**Status Effects and Die Size Changes**

* ***Do status effects and die size alterations for Might and Willpower alter HP and MP?***No; as stated on pages **163** and **228**, maximum Hit Points and Mind Points are calculated based on Might and Willpower’s **base die size**, not current die size.

**Inventory Items**

* ***When I create an item through Inventory Points, can I keep it or must I use it immediately?***Items created with Inventory Points are immediately used and “consumed”. There are two exceptions: any items and tools with simple narrative effect (see page **105**, **Gear and Tools**), as well as items created by specific Skills (such as a **Tinkerer**’s **magicannon**, page **215**).
* ***Are Elemental Shards weapons? Should I roll to hit with them?***Absolutely not. They are consumable items that have an automatic effect on a single creature you can see, with no Checks involved. The same is true for potions created through **Alchemy**, found on page **212**).
* ***Is the Magic Tent a single-use item, or can it be used again once created?***The tent, like any item on page **104**, is an item that “must be used immediately and is consumed in the process”. Each new use requires 4 Inventory Points.

**Spells**

* ***If a spell targets “up to three creatures” or “one creature”, can I cast it on myself?***Yes, of course. Any effect that refers to a creature, or a creature you can see, can be used on yourself. You are a creature, and you are able to see yourself (at least normally; if your eyes were covered, for instance, you couldn’t use such effects).

**Character Creation**

* ***Do I receive the free benefits of each Class whenever I invest a level into it?***No. The free benefits of a Class are only gained when you obtain that Class (which is to say, when you invest a level into it for the first time).

**Arcanist**

* ***How do I find new Arcana, exactly? How do I bind them?***The nature of Arcana is variable: it depends on what you decide when you create the world and the characters. They could be lost gods, restless spirits, or even be found hiding in ancient grimoires around the world; what remains unchanged is their mechanical functioning. The inclusion of a new Arcanum in the story can be the Game Master’s work, or by intervention of a player (for example with a Fabula Point or taking advantage of the **Plot Twist** opportunity, on page **41**). However, the details of the binding process are entirely up to the Game Master: a war-related Arcanum may require to be defeated in battle, a knowledge-bound Arcanum may want to be told something they don't know, and so on. Once this request is satisfied, the Arcanum will be bound and can be summoned from that moment on.
* ***After I summon an Arcanum, is it lost? Do I have to bind it again?***Definitely not! Once bound, the Arcanum has granted you their power forever and you can summon them whenever you wish to. Additionally, the same Arcanum can be bound by several characters (including antagonists!), and their power is never exclusive (the one exception is the **Revelation** Heroic Skill, on page **240**).
* ***If I’m merged with the Arcanum of the Sword and use an effect that changes the damage type of one of my attacks, what happens?***The attack cannot gain a type, thus the type-changing effect does not apply (but any other parts of that effect can still apply). For instance, if you use **Shadow Strike** (page **185**) while merged with the Sword, you will still deal the strike’s extra damage, but the damage type will not change to **dark**.
* ***And what if I summon the Arcanum of the Sword while my weapon is under a spell or effect that alters its damage type (such as Elemental Weapon or Soul Weapon)? Does that spell or effect end?***  
  Absolutely not. All that happens is that, while you are merged with the Arcanum of the Sword, your weapon will deal typeless damage. Once you dismiss the Arcanum, your weapon will go back to dealing damage of the type based on the spell or effect that is affecting it.

**Chimerist**

* ***When I learn a spell through Spell Mimic, do I also receive any bonuses to the Magic Check or damage that the creature I learned it from had?***No. You only learn the “basic” form of the spell, which is to say its **name**, its **cost**, its **target** and its normal **duration**, as well as its basic **effect** (without any extra damage due to the level of the NPC who used it, for instance).  
  Normally, this is not an issue because the GM created the NPC and can tell you what the spell’s base version is; however, if the NPC comes from a premade content, such as the **Core Rulebook**’s Bestiary or an adventure from **Fabula Chronicles**, do the following:  
  - copy **name**, **cost**, **target**, and **duration**  
  - Ignore the NPC’s Magic Check and use the one from your **Spell Mimic**, to which you will add any bonuses from your Skills and equipment as usual  
  - if the NPC is level 20 or higher, reduce any damage dealt by the spell by 5; if level 40 or higher, reduce it by 10 instead; if level 60, reduce it by 15 instead.

**Elementalist**

* ***Can Soaring Strike target a creature that is currently being covered by a different creature who performed the Guard action?***Indeed it can. **Soaring Strike** (page **189**) is a unique effect; it generates an attack that behaves for all intents and purposes as a **melee** attack (for instance, it will trigger the **Weaponmaster**’s **Bladestorm** and not the **Sharpshooter**’s **Barrage**), but chooses its targets as if it were a **ranged** attack (and thus can reach the covered creature).
* ***When I cast a spell through Spellblade, can I apply all effects that would normally apply to the chosen weapon? Such as Melee Weapon Mastery from the Weaponmaster, or the Attribute substitution from the Loremaster’s Knowledge is Power?***No. Those benefits apply to Accuracy Checks, and Spellblade does not turn your Magic Check into an Accuracy Check. Thus, you will instead apply any bonuses to Magic Checks (such as Magical Artillery), but nothing that would apply to Accuracy Checks.

**Entropist**

* ***If I am under the effects of the Mirror spell and cast an offensive spell on a creature who is also under the effects of a Mirror spell, what happens?***First, that creature’s Mirror triggers, replacing them with yourself as the target. Then, your Mirror triggers, because an offensive spell is being cast on you (by yourself), and swaps you as the target with… yourself, again. So not only will you target yourself, but your own Mirror will expire with no useful effects.

**Fury**

* ***If I use Provoke on a creature but then that creature is unable to target me (for instance because they’re making a melee attack and an ally has covered me with the Guard action), what happens?***Provoke is ignored and the creature may target as normal. Provoke only applies its obligation if the provoked creature is actually able to target you, as indicated by “if possible” in its text.

**Loremaster**

* ***When a Loremaster uses Flash of Insight, can the Game Master refuse to give an answer or give a partial one if they believe the character would have no way of knowing that information?***No. The Game Master is bound to answer truthfully, and as usual, in a transparent way. After that, it is up to the person controlling the Loremaster explaining their deductive process; thus, if the answer is something the Loremaster would normally be unable to know based on what has happened on scene, they will have to narrate how they solved the mystery “behind the scenes”, perhaps through a flashback or similar method.

**Tinkerer**

* ***How do Visionary and Projects interact? When do I gain the money?***The Visionary Skill does not generate money, instead covering part of the initial investment in materials for the Project. For instance, if a character has **SL4** Visionary and initiates a Project whose total cost in materials is 1000 zenit, they will only have to spend **600 zenit** (400 will be “paid” by Visionary). This still doesn’t modify the amount of progress required by the Project, which remains 10 (1000 divided by 10). However, with each day of work the character will generate 6 progress: 1 base progress, +1 because they are a Tinkerer, +4 due to their SL in Visionary. Thus, the project will be ready in a couple of days - not bad!
* ***How does Magitech Override work? When does the Construct act?***While the effect is active, the Construct is treated as a member of the PC’s side, and its actions are controlled by the Tinkerer. The Tinkerer also controls any reactive abilities the Construct has. If the Construct already took its turn in the round, you will need to wait until the next round to have it take a turn.
* ***When I create a potion using Alchemy Gadgets, can I keep it for later? Do I need another action to use it?***No, everything is part of the same **Inventory** action: the potions is created, used and destroyed as part of that same action. You cannot keep it for later, and you need no extra actions to use it.
* ***When I create a Magicannon, can I immediately equip it and use it to attack?***Neither, or at least not automatically. The action of creating a magicannon simply generates the weapon, and you follow the normal rules after that; if this happens during a conflict, you can equip the magicannon only if both of the character’s hand slots are empty (in desperate situations, you can choose to drop any equipped items and equip the magicannon as described on page **66** under **minor actions**). If you create a magicannon but cannot or choose not to equip it, the magicannon is simply present on the scene and unprotected, or it can go into your **backpack** (from which it can be retrieved via the **Equipment** action).  
  Concerning the attack, this too is a separate action; however, if for instance your character is in **Crisis** and has the **Emergency Item** Skill, they might spend that additional **Inventory** action to create the magicannon, and then use their normal action of the turn to attack with it (provided they were able to equip the magicannon).

**Wayfarer**

* ***Which Skills can the Faithful Companion actually have?***The Faithful Companion is created as a normal level 5 NPC under all aspects, save for what is explicitly stated by the Skill (for instance the maximum number of attacks, the HP calculation, and the absence of an Initiative score). Thus, it is perfectly possible to give them any ability an NPC could have, within the boundaries of negotiation with the Game Master and the rest of the group.
* ***Can the Faithful Companion make Support Checks? What about during conflicts?***  
  The Companion can make Support Checks outside of conflict scenes, provided the GM considers it appropriate to the current scene. During conflicts, on the other hand, the Companion has no access to actual turns, so they cannot contribute to **teamwork** (page **76**).

**Weaponmaster**

* ***If a creature that cannot be targeted in melee (for instance, a flying creature or a creature that has been covered by another) triggers my Counterattack Skill, can I counterattack?***You cannot. Counterattack lets you perform an attack with a melee weapon against the enemy, and to do that you must be able to target them. This makes flying creatures effectively immune to counterattacks from ground creatures in the vast majority of cases.

**Heroic Skills**

* ***How can I acquire the same Heroic Skill multiple times (Chimeric Mastery, for instance)?***When a character reaches level 10 in a Class, they can choose **any** Heroic Skill, provided they satisfy the requirements. Thus, you could master the Chimerist Class and take Chimeric Mastery, then master a different Class and take Chimeric Mastery a second time (since its requirement, having mastered the Chimerist Class, is still fulfilled).  
  Note that this is only possible if the Heroic Skill explicitly states it can be taken multiple times.
* ***When I reach level 10 in a Class, do I still get one of its normal Skills in addition to the Heroic Skill, or do I have to choose?***You get both!
* ***When I change the Quality of an item through Upgrade, what happens to the previous Quality? How can I restore it?***The original Quality is completely overwritten, and it cannot be restored (unless that Quality is accessible through Upgrade, in which case you will follow the standard procedure and pay an amount of zenit as instructed by the Skill).

**NPC Creation**

* ***If I give an NPC the Improved Hit Points Skill, are these HP multiplied if the NPC is an elite or champion?***Yes, they are.