



## IMPORTANT RULES ♦ Page 33

Always round down; **add** ► **subtract** ► **multiply** ► **divide**; specific beats general; in matters of timing, PCs have priority over NPCs.



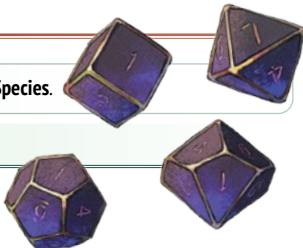
## DESIGNING BATTLES ♦ Page 292

Challenge	Number of Soldiers	If an enemy's level is...	Then that enemy...
<b>Easy</b>	Equal to the number of PCs -1.	lower than the Party Level	is probably too weak.
<b>Normal</b>	Equal to the number of PCs.	within <b>5</b> levels of the Party Level	should make for an easy fight.
<b>Hard</b>	Equal to the number of PCs +1.	within <b>10</b> levels of the Party Level	should make for a challenging fight.
<i>Allied NPCs with a full turn should be counted as additional PCs.</i>		greater than the Party Level by <b>11+</b>	is probably too strong.



## DESIGNING NPCs ♦ Page 302; rules for creating **soldier**-rank creatures.

Choose a **level** for the NPC (minimum **5**, maximum **60**), four **Traits** that make them unique, and a **Species**.



Species	Starting Skills	Special Rules
<b>Beast</b>	4	Cannot acquire the <b>Use Equipment</b> Skill.
<b>Construct</b>	2	IM to <b>poison</b> ; RS to <b>earth</b> ; immune to <b>poisoned</b> .
<b>Demon</b>	3	RS to <b>two damage types</b> of your choice.
<b>Elemental</b>	2	IM to <b>poison</b> and a <b>second damage type</b> of your choice; immune to <b>poisoned</b> .
<b>Humanoid</b>	3	Always gains the <b>Use Equipment</b> Skill for free.
<b>Monster</b>	4	No special rules.
<b>Plant</b>	3	VU to (choose one: <b>air</b> , <b>bolt</b> , <b>fire</b> , <b>ice</b> ); immune to <b>dazed</b> , <b>shaken</b> and <b>enraged</b> .
<b>Undead</b>	2	IM to <b>dark</b> and <b>poison</b> ; VU to <b>light</b> ; immune to <b>poisoned</b> ; HP recovery can become HP loss.

Assign **Attributes** (increase one Attribute by one die size upon reaching **levels 20, 40, 60**; maximum **d12**).

d8, d8, d8, d8

d10, d8, d8, d6

d10, d10, d6, d6

d12, d8, d6, d6

Design the **basic attacks** (standard damage: **[HR + 5]**, damage type and Accuracy Check of your choice).

Choose the **NPC's Skills** (starting Skills based on the **Species**, +1 Skill every **10 levels**, +1 Skill per **Vulnerability** you add, +2 Skills if you choose Vulnerability to **physical** damage). **Limited (L)** Skills can be taken only once.

NPC's **attacks and spells** deal 5 extra damage at **level 20**, 10 extra damage at **level 40**, or 15 extra damage at **level 60**.

Calculate the NPC's **secondary scores** (remember to apply bonuses or penalties due to **Skills** or **equipment**).

♦ **Initiative**: **[base DEX size + base INS size] ÷ 2**.

♦ **Maximum HP**: **[base MIG size × 5] + [NPC's level × 2]**.

♦ **Defense**: **[current DEX size]**; **Magic Defense**: **[current INS size]**.

♦ **Maximum MP**: **[base WLP size × 5] + [NPC's level]**.

NPCs gain a bonus to **Accuracy Checks** and **Magic Checks** equal to **[NPC's level ÷ 10]**.

**Soldier to Elite** (replaces two **soldiers**)

Double the creature's **maximum HP**.

**+1 Skill; +2 Initiative**.

The creature performs **2 turns per round**.

**Result**    **You know...**

**10+**    the NPC's **Rank, Species, maximum HP**, and **maximum MP**.

**13+**    all the above, plus **Traits, Attributes, Defense, Magic Defense**, and **Affinities**.

**16+**    all the above, plus **basic attacks** and **spells**.

**Soldier to Champion** (replace any number of **soldiers** of the same level)

Multiply the creature's **maximum HP** by the number of **soldiers** they are replacing; double the creature's **maximum MP**.

**+1 Skill per soldier replaced; +1 Initiative per soldier replaced**.

The creature performs a number of **turns per round** equal to the number of **soldiers** they are replacing.

Skill	Effect
<b>Crisis Effect</b>	As long as they are in <b>Crisis</b> , your NPC gains a special benefit or ability.
<b>Damage Absorption</b>	Your NPC Absorbs one damage type they were previously Resistant or Immune to.
<b>Damage Immunity</b>	Your NPC becomes Immune to one damage type they were not Vulnerable to.
<b>Damage Resistance</b>	Your NPC becomes Resistant to two damage types of your choice (this may remove Vulnerabilities caused by their Species).
<b>Final Act (L)</b>	Your NPC performs a special action when reduced to 0 HP.
<b>Flying</b>	While not in <b>Crisis</b> , your NPC can fly or levitate: their <b>melee</b> attacks can target <b>flying</b> creatures and they cannot be targeted by <b>melee</b> attacks unless the attacker can reach <b>flying</b> targets. If your NPC suffers damage they are Vulnerable to, they must land immediately and lose all benefits from this Skill until the end of the round. Your NPC may also be forced to land using an <b>opportunity</b> .
<b>Improved Damage</b>	One of your NPC's <b>attacks</b> or <b>spells</b> deals 5 extra damage.
<b>Improved Defenses</b>	+2 Defense and +1 Magic Defense; <b>or</b> +1 Defense and +2 Magic Defense.
<b>Improved Hit Points</b>	Your NPC's maximum HP are increased by 10.
<b>Improved Initiative (L)</b>	Your NPC gains a +4 bonus to their Initiative score.
<b>Reaction</b>	Your NPC reacts to a specific trigger with a specific effect.
<b>Special Attack</b>	Add a special effect to one of your NPC's <b>attacks</b> .
<b>Specialized</b>	+3 to all Accuracy Checks; <b>or</b> +3 to all Magic Checks; <b>or</b> +3 to all Opposed Checks (in a specific context).
<b>Spellcaster</b>	Your NPC learns one spell (chosen from Classes or from the <b>NPC Spells</b> list on page 310) and increases their maximum MP by 10, <b>or</b> they learn two spells.
<b>Status Effect Immunity</b>	Your NPC becomes immune to any two status effects of your choice.
<b>Unique Action</b>	Your NPC performs the <b>Skill</b> action to generate a unique effect.
<b>Use Equipment (L)</b>	Your NPC gains the standard equipment slots.



## CHECKS ♦ Page 38

DL	Difficulty	Might be accomplished by someone...
7	Easy	with a bit of training or natural talent.
10	Normal	competent or very talented.
13	Hard	very expert or a prodigy.
16	Very Hard	who is among the very best in that field.

## OPPORTUNITIES ♦ Page 41

Opportunity	Effect
<b>Advantage</b>	The next Check performed by you or an ally will receive a <b>+4</b> bonus.
<b>Affliction</b>	A creature suffers <b>dazed, shaken, slow</b> or <b>weak</b> .
<b>Bonding</b>	You create a <b>Bond</b> towards someone or something, or add an emotion to one of your existing <b>Bonds</b> .
<b>Faux Pas</b>	Choose a creature present on the scene: they make a compromising statement chosen by the person who controls them.
<b>Favor</b>	Your actions earn you someone's support or admiration.
<b>Information</b>	You spot a useful clue or detail. The GM may tell you what it is, or ask you to introduce that detail yourself.
<b>Lost Item</b>	An item is destroyed, lost, stolen, or left behind.
<b>Progress</b>	You may fill or erase up to two sections on a <b>Clock</b> .
<b>Plot Twist!</b>	Someone or something of your choice suddenly appears on the scene.
<b>Scan</b>	You discover one <b>Vulnerability</b> or one <b>Trait</b> of a creature you can see.
<b>Unmask</b>	You learn the goals and motivations of a creature of your choice.

## TRAVEL ROLLS ♦ Page 106; on a 1, the group makes a **discovery**; on a 6 or higher, the group encounters a **danger**.

Sample Areas	Threat Level	Travel Roll
Within villages, cities, and guarded areas	<b>Minimal</b>	<b>d6</b>
Prairies, patrolled roads, countrysides	<b>Low</b>	<b>d8</b>
Forests, hills, rivers	<b>Medium</b>	<b>d10</b>
Vast forests, mountains, open sea, swamps	<b>High</b>	<b>d12</b>
Deserts, frozen wastes, jungles, volcanoes	<b>Very High</b>	<b>d20</b>



## RITUALS ♦ Page 118; for Rituals during conflicts, see page 121.

Potency	Clock	MP	DL	Area	MP
Minor	4	20	7	Individual	×1
Medium	6	30	10	Small	×2
Major	6	40	13	Large	×3
Extreme	8	50	16	Huge	×4

## IMPROVISING DAMAGE ♦ Page 93

Level	Minor Damage	Heavy Damage	Massive Damage
<b>5+</b>	10	30	40
<b>20+</b>	20	40	60
<b>40+</b>	30	50	80

Damage types: **physical, air, bolt, dark, earth, fire, ice, light, poison**.  
You can also use the table to improvise effects related to recovery and loss of Hit Points and Mind Points.

## STATUS EFFECTS ♦ Page 94; minimum d6.

Status	Reduces	Status	Reduces
<b>Dazed</b>	<b>INS</b>	<b>Shaken</b>	<b>WLP</b>
<b>Enraged</b>	<b>DEX and INS</b>	<b>Slow</b>	<b>DEX</b>
<b>Poisoned</b>	<b>MIG and WLP</b>	<b>Weak</b>	<b>MIG</b>

You cannot suffer status effects you are immune to; you immediately recover from status effects you become immune to.



## ACTIONS ON YOUR TURN ♦ Page 66; you can always perform **minor activities** on your turn.

<b>Attack</b>	You perform a melee or ranged attack (for <b>multi</b> and <b>two-weapon fighting</b> , see page 69).
<b>Equipment</b>	You switch any number of equipped items with any number of items in your backpack (this doesn't apply to <b>armor</b> ).
<b>Guard</b>	Until the start of your next turn, you gain <b>Resistance</b> to all damage types, <b>+2</b> to all Opposed Checks, and you can <b>cover</b> an ally.
<b>Hinder</b>	You perform a Check ( <b>DL 10</b> ) against an opponent. If you succeed, you inflict <b>dazed, shaken, slow</b> , or <b>weak</b> upon them.
<b>Inventory</b>	You spend Inventory Points to produce and immediately use a consumable item.
<b>Objective</b>	You work towards an objective. It may require a <b>minor</b> (4 sections), <b>major</b> (6 to 8) or <b>resolute</b> (10 to 12) Clock.
<b>Spell</b>	You cast one of the <b>spells</b> you have learned.
<b>Study</b>	You attempt to gain information about someone or something. This will generally require an <b>[INS + INS]</b> Open Check.
<b>Skill</b>	You activate the effects of a Skill whose text says "You may use an action to".



## SURRENDERING ♦ Page 89; you gain 2 Fabula points; on the next scene, the PC recovers HP equal to their **Crisis** score.

<b>Darkness</b>	You must change your <b>Theme</b> to one of the following: <b>Anger, Doubt, Guilt, or Vengeance</b> – your choice.
<b>Despair</b>	The enemy gets to make a decisive move, or the heroes lose the faith and approval of an important person or group.
<b>Loss</b>	Something incredibly precious, such as a magical artifact, a loved person, or an important heirloom, is taken from you.
<b>Resentment</b>	You are forced to erase one of your Bonds and replace it with a Bond towards a character chosen by the Game Master. This new Bond must be of <b>hatred, inferiority, or mistrust</b> – your choice.
<b>Separated</b>	You are no longer with your allies. You might be captured, dragged away, lost, or stranded in some unknown location.



## SPENDING ULTIMA POINTS ♦ Page 101

Effect	Description
<b>Escape</b>	The Villain safely leaves the scene.
<b>Invoke Trait</b>	After performing a Check, the Villain <b>invokes one of their Traits</b> to reroll one or both dice.
<b>Recovery</b>	The Villain uses an action to recover from all status effects and also recover 50 Mind Points.



## ESCALATION ♦ Page 102

Villain	Ultima Points	Can become...
<b>Minor</b>	5	Major
<b>Major</b>	10	Supreme
<b>Supreme</b>	15	Cannot escalate



## REWARDS ♦ Page 264

Highest PC Level	Maximum Item Value	Average Reward		
		2 PCs	3 PCs	4+ PCs
<b>5+</b>	500 z	500 z	750 z	1000 z
<b>10+</b>	1000 z	800 z	1200 z	1800 z
<b>20+</b>	1500 z	1000 z	1500 z	2000 z
<b>30+</b>	2000 z	1600 z	2400 z	3200 z
<b>40+</b>	any	2000 z	3000 z	4000 z







FABULA  ULTIMA  
T T J R P G