# FABULA ULTIMA

## TTJRPG

LOAD GAME

# MOVING FORWARD

Now that you have played through the introductory scenario, you are ready to take the game into your own hands. This document contains advice, ideas and additional rules that will allow you to continue playing with Blair, Cassandra, Edgar and Lavigne for a few sessions!

## SCENES

Much like you saw during the tutorial, sessions of **Fabula Ultima** take place as a series of consecutive **scenes** — in general, a scene begins with the Game Master briefly describing its context and the most obvious elements the group can interact with; then, the Players can ask questions and make decisions for their characters, at which point the Game Master describes how the world and creatures around them will react.

Each scene should be centered around an **objective**, a **conflict** or a specific **theme**: once that element is resolved and the action moves to a different time or location, the scene ends and a new one begins!

The Game Master is the person responsible for opening and closing scenes. That said, it's perfectly normal for Players to request a specific scene to happen; not only that, but Players should always tell the Game Master what the group's next goal is, so that the GM may introduce a suitable scene.

## FABULA POINTS

Fabula Points can be gained in four different ways:

✦ When the Player Character rolls a **fumble**, they gain **1 Fabula Point**.

✦ When a Player Character reaches 0 Hit Points and **surrenders**, they gain **2 Fabula Points**.

✦ When a Villain appears in a scene (unless they were already present during the previous scene), each Player Character gains **1 Fabula Point**. If multiple Villains appear together, each Player Character gains **1 Fabula Point per Villain**.

✦ If a Player Character begins a session with no Fabula Points, they gain **1 Fabula Point**.

## RESTING

In the full game, Player Characters can **rest** inside settlements (at a cost of approximately **10 zenit per person**) or by using a **tent** (a special item that can be created with **4 Inventory Points**).

✦ Resting **fully heals the character's Hit Points, Mind Points and status effects**.

✦ When a Player Character rests, they may create a new Bond with one **emotion**, add an **emotion** to a bond, or choose an existing Bond and replace one of its **emotions** with a different one.
Make sure to explain how the recent events have changed the way your character views others.

✦ While there is no limit to the number of times characters can rest during a day, resting should always have consequences in the story: when the heroes take a break, the evils of the world get to make a move.

## NEW RULE: OPPOSED CHECKS

This type of Check is used to determine the outcome of a competition between two or more characters (it's very frequent when performing **Objective** against someone during a conflict). Each character performs the same Check and whoever rolls higher wins — **critical successes** are treated as the highest possible result, and **fumbles** are treated as the lowest.

If there's a tie between two or more characters, you reroll until one character wins.

You could also resolve a situation through an **Opposed Group Check** — in this case, you would be comparing the Checks made by each **leader**.

## LEVELS AND ADVANCEMENT

The Player Characters in this tutorial are **level 5**, the default starting level in **Fabula Ultima**.

In the full game, PCs gain a level by accumulating **10 experience points (XP)** — at the end of each session (roughly 4 hours of play), each Player Character will automatically gain **5 xp**, plus...

✦ **1 XP** for every **Ultima Point** spent by a Villain during the session.

✦ **XP** equal to the number of **Fabula Points** spent by the group as a whole during the session, divided by the number of Player Characters and rounded down.

At every new level, the character's **maximum HP and MP will rise by 1**, and they can also learn a new skill or improve a skill they had previously learned.

If you continue playing for a bit, we have provided sample level-ups for each character (see next page), up to level 10.

## BLAIR

Whenever you gain a new level, increase your **maximum HP** and **maximum MP** by one point; then, gain **one** of the improvements below.

Each improvement can be taken only once unless specified otherwise.

✦ Improve **Encourage** (up to twice): each use of this Skill now restores **15 Hit Points**.
If you take this option a second time, the effect is increased to **20 Hit Points**.

✦ Improve **Flash of Insight**: you may now ask **one** additional question with this skill.

✦ Learn **Barrier (spell)**: **Target:** Up to three creatures, **Cost:** 5 MP per target
**Effect:** each target treats their **Defense** as being equal to **12** until the end of the scene (unless their Defense is higher; you may end this effect whenever you want).

✦ Learn **Cleanse (spell)**: **Target:** Up to three creatures, **Cost:** 5 MP per target
**Effect:** each target recovers from all status effects.

## CASSANDRA

Whenever you gain a new level, increase your **maximum HP** and **maximum MP** by one point; then, gain **one** of the improvements below.

Each improvement can be taken only once unless specified otherwise.

✦ Gain a **+1 bonus to your Accuracy Checks** with melee weapons such as your **heavy spear**.

✦ Learn **Spellblade**: when you cast an **offensive spell**, you channel its energy through your weapon and use 【DEX + MIG】 instead of 【INS + WLP】 for the Magic Check.

✦ Learn **Elemental Shroud (spell)**: **Target:** Up to three creatures, **Cost:** 5 MP per target
**Effect:** choose a damage type (**air**, **bolt**, **earth**, **fire**, or **ice**). Until the end of the scene, each target gains **Resistance** to the chosen damage type (you may end this effect whenever you want).
If you cast this spell again on the same target, the new damage Resistance overwrites the previous one.

✦ Learn **Iceberg (offensive spell)**: **Target:** One creature, **Cost:** 20 MP
**Magic Check:** 【INS + WLP】, **Effect:** this spell deals 【HR + 25】 **ice** damage to its target.

✦ Learn **Thunderbolt (offensive spell)**: **Target:** One creature, **Cost:** 20 MP
**Magic Check:** 【INS + WLP】, **Effect:** this spell deals 【HR + 25】 **bolt** damage to its target.

## EDGAR

Whenever you gain a new level, increase your **maximum HP** and **maximum MP** by one point; then, gain **one** of the improvements below.

Each improvement can be taken only once unless specified otherwise.

+ Gain a **+1 bonus to your Accuracy Checks** with ranged weapons such as your **pistol**.

+ Improve **Potion Rain**: you may now extend the effects of the **remedy** or **elixir** to up to **three** creatures instead of only two. The effects of the item remain halved, however.

+ Learn **Infusions** (up to twice): when you hit one or more targets with your **pistol**, you may spend 2 Inventory Points and choose **bolt**, **fire** or **ice**. If you do, the attack deals 5 additional damage to each target, and all damage dealt by the attack becomes of the chosen damage type.
  If you take this option a second time, add the following damage types to the list of infusions you have available: **air**, **dark**, **earth**, **light**.

+ Learn **Tavern Talk**: increase your **maximum Inventory Points** by 2. Additionally, when you **rest** at an inn or tavern, you may ask the Game Master a question about your surroundings and the people who live there: the GM will answer truthfully.

## LAVIGNE

Whenever you gain a new level, increase your **maximum HP** and **maximum MP** by one point; then, gain **one** of the improvements below.

Each improvement can be taken only once unless specified otherwise.

+ Improve **Adrenaline**: the amount of additional damage granted by this Skill becomes **8**.

+ Learn **Agony** (up to twice): after you deal damage to one or more creatures, if you have a **Bond** towards at least one of those creatures, you may regain **2 Hit Points** and **2 Mind Points**.
  If you take this option a second time, both regained amounts increase to **4**.

+ Learn **Bodyguard**: when you perform the **Guard** action, if you choose to **cover** another creature, that creature also gains Resistance to all damage types until the start of your next turn.

+ Learn **Heart of Darkness**: once per scene when your **current Hit Points become equal to or lower than 35**, you may choose a specific creature you can see towards which you do not have a **Bond**. If you do, create a **Bond** of **hatred** towards that creature.

## CHANGING IDENTITY AND THEME

When your character gains a level, you may also change their **identity** and/or their **theme**. If you do this, tell your group how the recent events changed your hero.

Here is a list of suggested themes for PCs, including those provided with the four pregenerated characters: Ambition, Anger, Belonging, Doubt, Duty, Guilt, Hope, Justice, Mercy and Vengeance.

## REPLACING A PLAYER CHARACTER

As you play the game, it is possible for a Player Character to die or permanently leave the group. Obviously, the full rulebook will allow you to create new characters when this happens: but for the sake of this starting experience, we suggest using a **reskinned** version of the character.

Basically, the new character is **mechanically** the same as the Player's previous character, but you give them a custom **name**, **Identity**, **Theme**, and **Origin**; their appearance should also be completely different. If the character is **level 6 or higher**, you can choose different options for their advancement.

If you feel particularly creative, we encourage you to apply some minor modifications to the character in order to better match the new concept — as long as the whole group agrees.

For instance, let's say a Player manages to bring Lavigne to level 7 and chooses **Agony** and **Heart of Darkness** as her improvements. At a certain point, Lavigne dies: the Player might replace her with a new character named Oskar, whose Identity is that of a **Questing Knight** and whose Theme and Origin are **Ambition** and **Dunova**.

Oskar will be level 7 and might choose to improve **Adrenaline** and **Bodyguard**: contrary to Lavigne's dark and ominous equipment, he carries a shining greatsword with an ornate ivory blade, and his runic armor is decorated with streaks of orange and blue.

Since Oskar appears to be the epitome of a paladin, the group decides that his **Shadow Strike** should become **Sacred Strike** and deal **light** damage instead of **dark**.

A new Player Character always begins the game with **3 Fabula Points** and **no Bonds**, but will also have full Hit Points, Mind Points and Inventory Points.

## GIVING REWARDS

It is always fun to give characters rewards and magical items. The full rulebook will contain rules on how to create rare items, as well as extensive lists of specific weapons, armors and accessories; for the moment being, however, we suggest the Game Master give Player Characters variations of their normal equipment with a twist or upgrade: a **heavy spear** that targets Magic Defense instead of Defense, a **flaming dagger** that deals **fire** damage instead of **physical**, or a **winter robe** that provides Resistance to **ice** damage to the wearer. Even these simple upgrades can make a big difference!

## EXPENSES, PURCHASES AND REPAIRS

The full book includes extensive lists of items and prices. For now, we suggest you keep things simple and only worry about purchases when it comes to Inventory Points or if a piece of equipment must be replaced or repaired (this usually happens as a consequence of an **opportunity** or **surrender**).

✦ Recharging Inventory Points costs 10 zenit per point.

✦ Purchasing a new **steel dagger** requires **150 zenit**; purchasing a new **greatsword**, **heavy spear** or **pistol** requires **200 zenit**.

✦ Purchasing a new **bronze shield** requires **100 zenit**; a **runic shield** requires **150 zenit**.

✦ Repairing a damaged item costs **half as much** as purchasing a new copy of it — for instance, 100 zenit to repair a damaged **pistol**.

✦ **Resting** inside an inn or tavern requires **10 zenit** per person.

## ADVERSARIES AND CONFLICTS

**Fabula Ultima**'s core book will feature complete and flexible rules for creating adversaries. If you decide to keep playing after the Press Start scenario, the Game Master should use the enemy profiles in the booklet as a guideline, but experiment with different damage **Resistances** and **Vulnerabilities** and give every creature a **unique trick**, such as the ability to cast a spell, inflict a status effect, or drain a target's Mind Points — it's also fun to combine creatures whose abilities synergize well.

Above all, the Game Master should draw inspiration from the enemies and boss battles seen in JRPG videogames.

When the Game Master sets up a conflict, it is **vital** to keep a certain balance between the number of actions each side can perform during a round: an **average** battle features a number of enemy turns per round equal to those of the Player Characters.

✦ **Elite** enemies count as two normal enemies (two turns per round, double Hit Points).

✦ **Champion** enemies (not present in the scenario you just played) can replace any number of normal enemies; they perform a number of turns per round equal to the number of normal enemies they replace, and their Hit Points are multiplied by that same number.

For instance, the **hexeye** from the introductory scenario could become an elite enemy with **100 Hit Points** and two turns per round; or a powerful champion that is as strong as four normal enemies, which would give it **200 Hit Points** and four turns per round.

If a given adversary is a **Villain**, don't forget to give them **Ultima Points** (5 is good, but go with 10 if they are a central antagonist in the story) and foreshadow their intentions with **GM scenes**!

## WHAT TO DO NOW?

So let's say you have decided to play a few more sessions: at this point, the Players are fully responsible for steering the game in whatever direction they wish, and the Game Master should show the consequences of their choices.

Below are some useful ideas; remember that when you need to introduce new elements about a certain location, it's always a good idea to get one or more Players involved, especially if would make sense for their character to know.

### RETURNING TO DUNOVA

✦ How will the group reach the kingdom? Will they look for a way to repair Leon's airship, or will they brave the forest? What kind of dangerous beasts lurk in the woods?

✦ While this happens, what is Elonia doing? Are they already attacking? The Game Master might use a Clock to represent the approaching invasion, filling a section whenever the group rests or a significant amount of time passes.

✦ Who is leading the operations against Dunova? Could it be someone who was present during the fall of Armorica? Or perhaps a notorious magitech scientist that Edgar met in the past?

### EXPLORING THE CRATER

✦ What precious treasures can still be found within the Crater, and what is the truth behind the fall of Megido?

✦ What terrible monsters stalk the heroes as they traverse the ruins?

✦ Did Desdemona's actions reawaken an even more sinister presence?

✦ As the heroes explore the Crater, does the tension between Dunova and Elonia escalate?

### CHASING DESDEMONA

✦ How did Desdemona escape? Did she beat a hasty retreat, or did she actually manage to defeat the heroes? What has she left behind?

✦ If Desdemona is out of Ultima Points and the group defeats her, she can no longer escape safely and is treated like any other NPC — that is, the group can decide her fate. Will she die? Will she have a change of heart? And what about Tristan?

✦ In the end, what will Cassandra do?

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Corebook available in 2022.
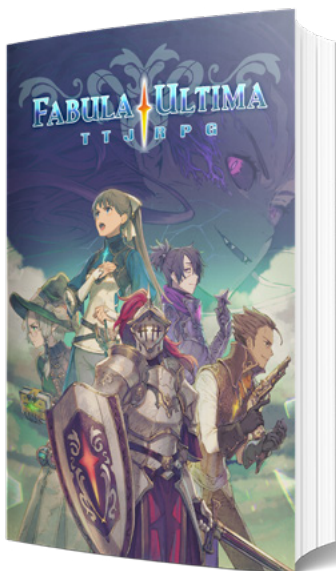
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