FABULA ✦ ULTIMA
TTJRPG

PRESS START

INTRODUCTION

Welcome to **Press Start**, the tutorial scenario for **Fabula Ultima**!

Fabula Ultima is a tabletop roleplaying game (or TTRPG) designed to recreate the wondrous worlds, characters and stories seen in console videogames such as the *Bravely Default* series, *Kingdom Hearts*, *Octopath Traveler* and the legendary *Final Fantasy* series — also known as Japanese console Role Playing Games and often abbreviated to "JRPGs".

This booklet has been designed to be as accessible as possible. These two pages tell you everything you need to know before you start playing; once you're set, you can simply start reading **Scene Zero: Setup** on page **4**.

Step by step, you will learn how to play the game!

WHAT DO I NEED?

To play this scenario you will need the following:

◆ A group of four to five people, including yourself.

◆ One photocopy of each **character sheet**. These can be found on pages **6** through **13** or downloaded from **www.fabulaultima.com**.

◆ Something that allows you to take notes: pencils, erasers, scrap paper, a notepad, or a tablet.

◆ One or more sets of **polyhedral dice**. If you don't know where to find them, don't worry: simply look for a "dice rolling app" on your phone. There are plenty of free-to-download dice apps.

  Ideally, you want at least two of the following dice: six-sided (generally abbreviated d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12).

From highest to lowest, the four die sizes used in this tutorial scenario are d12, d10, d8, d6.

d12   d10   d8   d6

WHAT IS A ROLEPLAYING GAME?

In a roleplaying game, a group of people play together to create a story. They do so by having a conversation and describing the actions of the characters they control — literally, "playing the role" of those characters.

HOW DO I ROLEPLAY?

Roleplaying is pretty simple. When you roleplay, you...

◆ Make decisions for the character (or characters) you control, describing what they do and establishing their goals and objectives in the story.

◆ Cooperate with the people who are playing with you, expressing your creativity and making your collaborative story as memorable as possible.

◆ Remember to respect everyone's taste and creativity, and be a fan of each other's ideas!

WHY DO I NEED RULES?

Much like with videogames and board games, characters have numbers and abilities that represent their strengths and weaknesses, and you will often roll dice to determine whether an action is successful or ends up having unforeseen consequences.

Unlike videogames and board games, however, the possibilities of a roleplaying game are **endless**: there is no single approach to a situation and the story will gradually emerge from everyone's decisions, combined with an element of chance — in other words, you cannot and should not try to predict what will happen!

SETUP

Now that you're all gathered, you need to do some quick preparations for the game.

CHOOSE ROLES

One person among you will take on the role of **Game Master (GM)**, while everyone else will take on the role of a **Player** and control a **Player Character (PC)**.

Read the descriptions of these roles before you decide; regardless of your choice, your goal in this game is to **create a heroic and fantastic story while having a great time together**.

THE GAME MASTER

If you are the **Game Master**, you...

✦ Read the text of this booklet aloud and help everyone perform the various steps indicated by the scenario, which starts on page **14**. Be mindful that some pages contain secret information only you should read — these pages are identified by a **red** color.

✦ Enrich the scenes and descriptions provided by this scenario with your own creativity and be a fan of both the Players **and** their characters.

✦ Roleplay as the various characters that the heroes will encounter during the scenario (these are called **Non-Player Characters**, or **NPCs**), expressing their personality and goals.

THE PLAYERS

If you are a **Player**, you...

✦ Roleplay as one of the four characters provided with this scenario (see next page).

✦ Experiment with your character's unique abilities and cooperate with the rest of the group during difficult situations; create occasions for your fellow heroes to shine!

✦ Make the character yours by coming up with unique details about their past and identity and steer the story in interesting directions through your character's words and actions.

CHOOSE YOUR CHARACTER

In its full release, **Fabula Ultima** lets you create a custom Player Character that suits the type of story you want to see at your table. For the sake of simplicity, this tutorial provides four pre-made characters designed to help you learn the rules of the game and discover its potential!

If you have less than four Player Characters, make sure one person plays as Blair Clarimonde.

You can find sheets for all four characters starting on the next page and on **fabulaultima.com**!

BLAIR CLARIMONDE

The perceptive heir to the throne of Dunova, Blair can support allies in battle with words of hope and encouragement; when necessary, they can unleash powerful light-element magic against the enemy.

CASSANDRA

Strong and agile, Cassandra is the former captain of the Skyrider force and a master of spear combat. She can weaken enemies and strike at flying targets using her elemental powers.

EDGAR

A young inventor who survived a mysterious incident, Edgar is clever and resourceful. His custom-made pistol can target multiple foes at once and inflict negative status effects.

LAVIGNE FALLBRIGHT

Solemn and imposing, Lavigne was the princess of the kingdom of Armorica, conquered by the Empire. She can channel her lifeforce into a massive greatsword and is the most resilient member of the group.

When you see this icon on your sheet, it means this part of your character is "locked" until you reach the listed scene — don't look at it before that moment!

BLAIR CLARIMONDE

PRONOUNS: THEY/THEM

1 ATTRIBUTES & STATUS EFFECTS

DEXTERITY	d6	☐ SLOW
INSIGHT	d10	☐ DAZED
MIGHT	d8	☐ WEAK
WILLPOWER	d8	☐ SHAKEN

☐ ENRAGED

☐ POISONED

2 TRAITS

IDENTITY: HEIR TO THE THRONE OF DUNOVA

THEME: DUTY   **ORIGIN: DUNOVA**

There is something I must do.

2 BONDS

	Admiration	Loyalty	Affection
	☐ Admiration ☐ Inferiority	☐ Loyalty ☐ Mistrust	☐ Affection ☐ Hatred
	☐ Admiration ☐ Inferiority	☐ Loyalty ☐ Mistrust	☐ Affection ☐ Hatred
	☐ Admiration ☐ Inferiority	☐ Loyalty ☐ Mistrust	☐ Affection ☐ Hatred

3 FABULA POINTS

Gain 1 Fabula Point when you roll a fumble and whenever instructed by the scenario.

GLOSSARY

✦ **HR (High Roll):** The highest of the two numbers shown by the dice in a Check.
✦ **Fumble:** A Check where both dice rolled a **1**.
✦ **Critical Success:** A Check where both dice rolled the same number, and that number is **6 or higher** (double 6, double 7, double 8, double 9, double 10, etc.).
✦ **Die Size:** The number of faces on a die. Ranked from minimum to maximum: **d6**, **d8**, **d10**, **d12**.
✦ **Vulnerability:** HP loss is doubled.
✦ **Resistance:** HP loss is halved (round down).

6 INVENTORY POINTS

	MAX	CURRENT
IP	**6**	**6**

Remedy (3 IP): One creature recovers **50 HP**.

Elixir (3 IP): One creature recovers **50 MP**.

Tonic (2 IP): One creature recovers from **one** status effect.

6 ZENIT

Starting zenit: 120

🔒 4 HIT POINTS & MIND POINTS

	MAX	CURRENT
HP	45	
MP	60	

🔒 5 INITIATIVE & DEFENSES

INITIATIVE MODIFIER:	−2
DEFENSE:	9
MAGIC DEFENSE:	12

🔒 5 EQUIPMENT

Steel Dagger (melee): Accuracy Check 【DEX + INS】 +1; deals 【HR + 4】 **physical** damage.

Sage Robe: Defense equal to **Dexterity +1** and M. Defense equal to **Insight +2**; -2 to Initiative (already added).

Bronze Shield: +2 to Defense (already added).

🔒 5 SKILLS

ENCOURAGE

During a conflict scene, you may use an action and spend 5 Mind Points to choose another creature that is able to hear and understand you. That creature regains 10 Hit Points and chooses **Dexterity**, **Insight**, **Might**, or **Willpower**. The creature treats the chosen Attribute as being one die size higher (up to a maximum size of **d12**) until the start of your next turn (or until the end of the scene, whichever happens first).

LUX (OFFENSIVE SPELL)

Target: Up to three creatures, **Cost:** 10 MP per target
Magic Check: 【INS + WLP】

Each target hit by this spell suffers 【HR + 15】 **light** damage.

🔒 8

FLASH OF INSIGHT

If you roll a **13 or higher** when performing the **Study** action, you may ask the Game Master a single question about the target of your investigation. The GM answers truthfully — if there was no predetermined answer, the GM invents one on the spot and that answer becomes truth from this point on.

HEAL (SPELL)

Target: Up to three creatures, **Cost:** 10 MP per target
Each target immediately recovers 40 Hit Points.

🔒 5 ACTIONS

ATTACK

Attack with your **steel dagger**.

GUARD

Gain **Resistance** to all damage types until the start of your next turn. You may also choose to **cover** another creature (provided that creature is not covering someone); that creature cannot be targeted by **melee** attacks until the start of your next turn.

SPELL

Cast one of the spells you know.

SKILL

Use your **Encourage** Skill to heal an ally and improve their stats until your next turn.

🔒 7

INVENTORY

Spend Inventory Points to create and use a **remedy**, **elixir**, or **tonic** (on yourself or someone else).

OBJECTIVE

Attempt to make progress towards a goal in the scene; it will require Checks or a Clock.

STUDY

Make an 【INS + INS】 Check to examine a creature.

10+: reveals **Species**, **maximum HP**, **maximum MP**.

13+: also reveals **Traits**, **Attributes**, **Defense**, **Magic Defense**, **Vulnerabilities**, **Resistances**.

16+: also reveals **attacks** and **spells**.

CASSANDRA

PRONOUNS: SHE/HER

1 ATTRIBUTES & STATUS EFFECTS

DEXTERITY	d10	☐ SLOW
INSIGHT	d6	☐ DAZED
MIGHT	d8	☐ WEAK
WILLPOWER	d8	☐ SHAKEN

☐ ENRAGED

☐ POISONED

2 TRAITS

IDENTITY: **FORMER SKYRIDER CAPTAIN**

THEME: **DOUBT**   ORIGIN: **STORMKEEP**

There is something I must know...

2 BONDS

	☐ Admiration	☐ Loyalty	☐ Affection
	☐ Inferiority	☐ Mistrust	☐ Hatred
	☐ Admiration	☐ Loyalty	☐ Affection
	☐ Inferiority	☐ Mistrust	☐ Hatred
	☐ Admiration	☐ Loyalty	☐ Affection
	☐ Inferiority	☐ Mistrust	☐ Hatred

3 FABULA POINTS

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GLOSSARY

✦ **HR (High Roll):** The highest of the two numbers shown by the dice in a Check.
✦ **Fumble:** A Check where both dice rolled a **1**.
✦ **Critical Success:** A Check where both dice rolled the same number, and that number is **6 or higher** (double 6, double 7, double 8, double 9, double 10, etc.).
✦ **Die Size:** The number of faces on a die. Ranked from minimum to maximum: **d6**, **d8**, **d10**, **d12**.
✦ **Vulnerability:** HP loss is doubled.
✦ **Resistance:** HP loss is halved (round down).

6 INVENTORY POINTS

	MAX	CURRENT
IP	6	

🧪 **Remedy (3 IP):** One creature recovers **50 HP**.

🧪 **Elixir (3 IP):** One creature recovers **50 MP**.

🧪 **Tonic (2 IP):** One creature recovers from **one** status effect.

6 ZENIT

Starting zenit: 170

HIT POINTS & MIND POINTS

4

	MAX	CURRENT
HP	*50*	
MP	*50*	

INITIATIVE & DEFENSES

5

INITIATIVE MODIFIER:	*-2*
DEFENSE:	*11*
MAGIC DEFENSE:	*8*

EQUIPMENT

5

Heavy Spear (melee): Accuracy Check 【DEX + MIG】 +1; deals 【HR + 12】 **physical** damage.

Sage Robe: Defense equal to **Dexterity +1** and M. Defense equal to **Insight +2**; -2 to Initiative (already added).

SKILLS

5

BONE CRUSHER

After you hit a creature with your **heavy spear**, you may choose to deal no damage. If you do, choose one option: that creature suffers **dazed**; **or** that creature suffers **weak**; **or** that creature loses 20 Mind Points.

SOARING STRIKE (SPELL)

Target: Yourself, **Cost:** 10 MP

As part of the same action used to cast this spell, you may perform an attack with your **heavy spear**. This attack is a **melee** attack, but it may target **flying** enemies and will deal 5 additional damage.

8

ELEMENTAL WEAPON (SPELL)

Target: One weapon equipped by you or by one of your allies, **Cost:** 10 MP

Choose a damage type (**air**, **bolt**, **earth**, **fire**, or **ice**). All damage dealt by the targeted weapon becomes of the chosen element until the end of the scene (you may end this effect whenever you want). If you cast this spell on the same weapon again, the new element overwrites the previous one.

If you cast this spell on your **heavy spear**, you may perform an attack with it as part of the same action used to cast this spell.

ACTIONS

5

ATTACK

Attack with your **heavy spear**.

If you are fighting a flying enemy, you should instead perform the **Spell** action to cast **Soaring Strike** on yourself.

GUARD

Gain **Resistance** to all damage types until the start of your next turn. You may also choose to **cover** another creature (provided that creature is not covering someone); that creature cannot be targeted by **melee** attacks until the start of your next turn.

SPELL

Cast one of the spells you know.

7

INVENTORY

Spend Inventory Points to create and use a **remedy**, **elixir**, or **tonic** (on yourself or someone else).

OBJECTIVE

Attempt to make progress towards a goal in the scene; it will require Checks or a Clock.

STUDY

Make an 【INS + INS】 Check to examine a creature.

10+: reveals **Species**, **maximum HP**, **maximum MP**.

13+: also reveals **Traits**, **Attributes**, **Defense**, **Magic Defense**, **Vulnerabilities**, **Resistances**.

16+: also reveals **attacks** and **spells**.

EDGAR

PRONOUNS: HE/HIM

1 ATTRIBUTES & STATUS EFFECTS

DEXTERITY ✍ **d10** ☐ SLOW
INSIGHT ✍ **d8** ☐ DAZED ⎤ ENRAGED
MIGHT ✍ **d6** ☐ WEAK
WILLPOWER ✍ **d8** ☐ SHAKEN ⎤ POISONED

2 TRAITS

IDENTITY: **YOUNG INVENTOR WHO SURVIVED**

THEME: **HOPE**   ORIGIN: **PEMBLE**

We can make this world a better place.

2 BONDS

☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred
☐ Admiration	☐ Loyalty	☐ Affection
☐ Inferiority	☐ Mistrust	☐ Hatred

3 FABULA POINTS

Gain 1 Fabula Point when you roll a fumble and whenever instructed by the scenario.

GLOSSARY

✦ **HR (High Roll):** The highest of the two numbers shown by the dice in a Check.
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✦ **Die Size:** The number of faces on a die. Ranked from minimum to maximum: **d6**, **d8**, **d10**, **d12**.
✦ **Vulnerability:** HP loss is doubled.
✦ **Resistance:** HP loss is halved (round down).

6 INVENTORY POINTS

	MAX	CURRENT
IP	**8**	

🧪 **Remedy (3 IP):** One creature recovers **50 HP**.

🧪 **Elixir (3 IP):** One creature recovers **50 MP**.

🧪 **Tonic (2 IP):** One creature recovers from **one** status effect.

6 ZENIT

Starting zenit: 70

I like to think that what we have today was not a gift from the Gods.

HIT POINTS & MIND POINTS
4

MAX	CURRENT
HP **40**	
MP **45**	

INITIATIVE & DEFENSES
5

INITIATIVE MODIFIER:	**−1**
DEFENSE:	**13**
MAGIC DEFENSE:	**11**

EQUIPMENT
5

Pistol (ranged): Accuracy Check 【DEX + INS】 +1; deals 【HR + 8】 **physical** damage.

Travel Garb: Defense equal to **Dexterity +1** and M. Defense equal to **Insight +1**; -2 to Initiative (already added).

Runic Shield: +2 to Defense and +2 Magic Defense (already added).

SKILLS
5

BARRAGE
When you attack with your **pistol**, you may spend 10 Mind Points. If you do, you may attack **two** creatures at the same time: perform a single Accuracy Check and compare it to the Defense of both targets to determine which of them are hit by the attack; the effects of the attack are the same for each target.

WARNING SHOT
After you hit one or more creatures with your **pistol**, you may choose to have the attack deal no damage. If you do, choose one option: each creature hit by the attack suffers **shaken**; **or** each creature hit by the attack suffers **slow**; **or** each creature hit by the attack loses 20 Mind Points.

ACTIONS
5

ATTACK
Perform an attack with your **pistol**. Combine this with **Barrage** if you want to attack two creatures at once.

GUARD
Gain **Resistance** to all damage types until the start of your next turn. You may also choose to **cover** another creature (provided that creature is not covering someone); that creature cannot be targeted by **melee** attacks until the start of your next turn.

7

INVENTORY
Spend Inventory Points to create and use a **remedy**, **elixir**, or **tonic** (on yourself or someone else).

OBJECTIVE
Attempt to make progress towards a goal in the scene; it will require Checks or a Clock.

STUDY
Make an 【INS + INS】 Check to examine a creature.
10+: reveals **Species**, **maximum HP**, **maximum MP**.
13+: also reveals **Traits**, **Attributes**, **Defense**, **Magic Defense**, **Vulnerabilities**, **Resistances**.
16+: also reveals **attacks** and **spells**.

8

POTION RAIN
When you spend Inventory Points to create and use a **remedy** or **elixir**, you may choose to use that item on two creatures instead of one. If you do, the item only restores half the normal amount of Hit Points or Mind Points to each creature.

LAVIGNE FALLBRIGHT

PRONOUNS: SHE/HER

🔒1 ATTRIBUTES & STATUS EFFECTS

DEXTERITY	d8	☐ SLOW	
INSIGHT	d6	☐ DAZED	☐ ENRAGED
MIGHT	d10	☐ WEAK	
WILLPOWER	d8	☐ SHAKEN	☐ POISONED

🔒2 TRAITS

IDENTITY: **PRINCESS WITHOUT A KINGDOM**

THEME: **GUILT**   ORIGIN: **ARMORICA**

There is something I cannot forgive myself for...

🔒2 BONDS

	☐ Admiration ☐ Inferiority	☐ Loyalty ☐ Mistrust	☐ Affection ☐ Hatred
	☐ Admiration ☐ Inferiority	☐ Loyalty ☐ Mistrust	☐ Affection ☐ Hatred
	☐ Admiration ☐ Inferiority	☐ Loyalty ☐ Mistrust	☐ Affection ☐ Hatred

🔒3 FABULA POINTS

Gain 1 Fabula Point when you roll a **fumble** and whenever instructed by the scenario.

GLOSSARY

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- ✦ **Fumble:** A Check where both dice rolled a **1**.
- ✦ **Critical Success:** A Check where both dice rolled the same number, and that number is **6 or higher** (double 6, double 7, double 8, double 9, double 10, etc.).
- ✦ **Die Size:** The number of faces on a die. Ranked from minimum to maximum: **d6**, **d8**, **d10**, **d12**.
- ✦ **Vulnerability:** HP loss is doubled.
- ✦ **Resistance:** HP loss is halved (round down).

🔒6 INVENTORY POINTS

	MAX	CURRENT
IP	6	

- 🧪 **Remedy (3 IP):** One creature recovers **50 HP**.
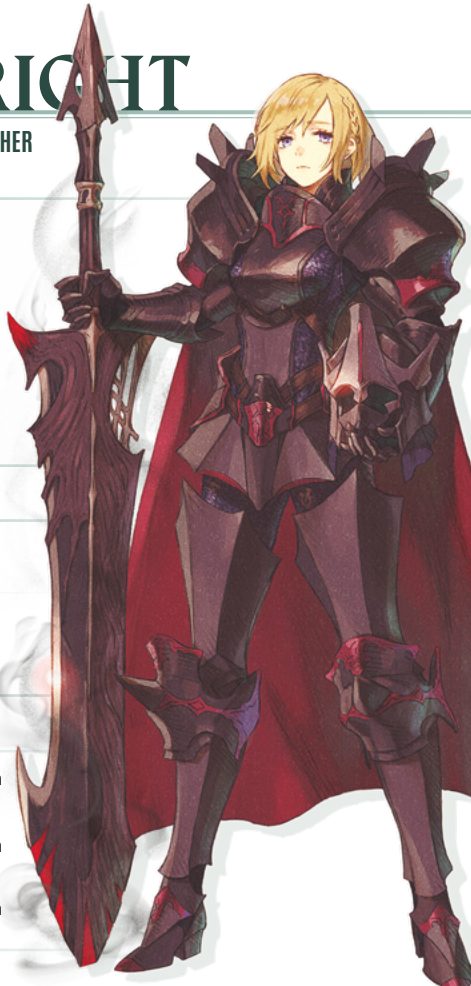- 🧪 **Elixir (3 IP):** One creature recovers **50 MP**.
- 🧪 **Tonic (2 IP):** One creature recovers from **one** status effect.

🔒6 ZENIT

Starting zenit: 120

HIT POINTS & MIND POINTS

🔒 4

	MAX	CURRENT
HP	70	
MP	45	

INITIATIVE & DEFENSES

🔒 5

INITIATIVE MODIFIER:	−3
DEFENSE:	11
MAGIC DEFENSE:	7

EQUIPMENT

🔒 5

Greatsword (melee): Accuracy Check 【DEX + MIG】 +1; deals 【HR + 10】 **physical** damage.

Runic Plate: Defense equal to **11** and Magic Defense equal to **Insight +1**; -3 to Initiative (already added).

SKILLS

🔒 5

ADRENALINE

As long as you have **35** Hit Points or less, your attacks deal 6 additional damage.

SHADOW STRIKE

During a conflict scene, if you have at least 6 Hit Points, you may use an action and spend 5 Hit Points to perform a **shadow strike:** you perform a normal attack with your **greatsword**, but this attack deals 6 additional damage and all damage dealt by the attack becomes of the **dark** type.

🔒 8

PROTECT

When another creature becomes the target of an **attack**, **spell**, or other **danger**, you may take their place (any Checks that are part of the danger, such as Accuracy Checks or Magic Checks, will be performed against you instead of the original target; you may declare the use of this Skill **before or after** the Checks have been made).

If the danger already affected you, it affects you **twice** (resolve both instances separately); you also cannot protect multiple creatures from the same danger.

If you use this Skill during a conflict, you cannot use it again until the start of your next turn.

ACTIONS

🔒 5

ATTACK

Perform an attack with your **greatsword**.

GUARD

Gain **Resistance** to all damage types until the start of your next turn. You may also choose to **cover** another creature (provided that creature is not covering someone); that creature cannot be targeted by **melee** attacks until the start of your next turn.

SKILL

Use **Shadow Strike** and sacrifice HP to increase the damage of your greatsword.

🔒 7

INVENTORY

Spend Inventory Points to create and use a **remedy**, **elixir**, or **tonic** (on yourself or someone else).

OBJECTIVE

Attempt to make progress towards a goal in the scene; it will require Checks or a Clock.

STUDY

Make an 【INS + INS】 Check to examine a creature.

10+: reveals **Species**, **maximum HP**, **maximum MP**.

13+: also reveals **Traits**, **Attributes**, **Defense**, **Magic Defense**, **Vulnerabilities**, **Resistances**.

16+: also reveals **attacks** and **spells**.

THE SKIES OF DUNOVA

UNLOCKS: 🔒 1

Game Master: Address the group and read the following aloud:

> *Our story begins on a small airship sailing above the forest surrounding the city of **Dunova**.*
>
> *Piloting the airship is an old man named **Leon**, who begrudgingly accepted to transport you near the ancient ruins known as the **Crater of Megido**, a once-great city of magic that was devastated by a magical cataclysm in the past.*
>
> *The Crater still hides many powerful and terrifying secrets, and troops from the neighboring **Empire of Elonia** have been spotted in the area.*
>
> *Why are our heroes headed there? Well, that's a question **Blair Clarimonde** can answer: their father **King Roland** decided not to take action against Elonia, but Blair disobeyed his orders and gathered a group of exceptional individuals to personally investigate the situation.*

Game Master: At this point, ask each Player to describe where their character is located on the airship and what they're doing; you are all free to add details to the airship during the narration — does it have sails? does it have propellers? what does Leon look like?

Once the group has set the scene, read aloud:

> *The tops of the trees part abruptly, and you can see the Crater below — an oddly circular pit descending into the ground, filled with the remains of ancient stone buildings and once-glorious waterways that crumble towards its depths.*
>
> *Just as Leon prepares to descend, you hear a rumbling noise from the depths of the Crater: suddenly, a **great beam of purplish energy** shoots from below, hitting the left side of the airship! In a moment, the magical energy has faded, but the vessel definitely didn't like it!*
>
> *"Son of a cactroll!" snaps Leon, "I swear this is the last time I drive a bunch of adventurers around... we'll be lucky to get down there in one piece!"*
>
> *You understand that the airship is far too damaged and **a crash landing is inevitable,** but each of you might still find ways to make it less disastrous.*

It's time for each Player Character to make a **Check**!

CHECKS

Checks are the basic mechanic in **Fabula Ultima**. We use Checks to determine whether characters manage to accomplish their objectives in a scene without suffering dangerous consequences.

Game Master: As the airship spirals towards the ground, ask each Player to describe what their character does to mitigate the dangers of the crash — do they attempt to contain the magically overloaded engine? do they help Leon steer the wheel? do they rush to protect someone?

As the Game Master, you start from the Player's descriptions and use them to decide which **Attributes** their character's Check will rely upon.

ATTRIBUTES

Checks always rely on a character's **Attributes**:

✦ **Dexterity** (abbreviated **DEX**): speed and coordination.

✦ **Insight** (abbreviated **INS**): intuition and observation.

✦ **Might** (abbreviated **MIG**): strength and toughness.

✦ **Willpower** (abbreviated **WLP**): charisma and determination.

The character's affinity with an Attribute is represented by a **die size**: a **d6** is pretty bad, a **d8** is average, a **d10** is very good, and a **d12** is as good as anyone can get.

It's always tempting to describe approaches that match your character's best Attributes; however, don't be afraid to do the opposite if you feel it would make the story more interesting.

PERFORMING CHECKS

Checks always involve **two dice**, and the dice you roll are based on the Attributes your character is using for the action in question.

For instance, if Cassandra performs a Check using her **Dexterity** and **Might** Attributes (written as 【DEX + MIG】 in the game), she would roll a **d10** and a **d8** and add them together.

Sometimes it makes sense for a character to only use one Attribute in a given situation: when this happens, you roll the corresponding die **twice**.

When Cassandra performs a 【MIG + MIG】 Check, she rolls **2d8** and adds them together.

Game Master: Now that you know the basics, have each Player Character perform a Check using the Attributes that you feel would be appropriate for the approach they described.

DIFFICULTY LEVEL

Checks have a **Difficulty Level** (abbreviated as **DL**), an abstraction of how critical the Check is within the scene and how hard it is to accomplish the objective.

✦ An easy Check has a Difficulty Level of **7**.

✦ An average Check has a Difficulty Level of **10**.

✦ A hard Check has a Difficulty Level of **13**.

The Game Master establishes the Difficulty Level of a Check based on the context of the scene; sometimes, the Difficulty Level will instead be set by a rule or special Skill.

During this scene, we suggest a **Difficulty Level of 10** for all Checks.

DETERMINING THE OUTCOME

If the Result of a Check is **higher than or equal to the Difficulty Level**, it's a success. Otherwise, it's a failure.

Failure may mean a character doesn't get what they want, or that a sudden complication arises. The Game Master must always communicate the general consequences of a success or failure before the dice are rolled.

A Check can also be a **fumble** or a **critical success**:

✦ A **fumble** happens when both dice rolled in the Check show a **1**: this is always an automatic failure, and should be narrated as a stroke of bad luck.

✦ A **critical success** happens when both dice show the same number, and that number is **6 or higher**: this is always an automatic success.

Simply put, you get a **critical success** if you roll a double 6, double 7, double 8, double 9, double 10, double 11, or double 12.

MODIFIERS

Sometimes a Check includes **modifiers**, such as a +2 bonus or a -1 penalty: remember to add or subtract them from your total when determining a success or failure.

CONSEQUENCES

Now that you know how Checks work, you can determine whether each Player Character succeeded or failed on their Check and narrate the consequences.

Game Master: Look at the outcomes of the various Checks and use them to describe the fate of the airship. The impact is inevitable, but if at least two Checks were successful, you should describe the group managing to contain the damage and preserving most of the hull's integrity.

A large part of the Game Master's role lies in moving back and forth between the narration and the mechanics of the game, making sure the two go hand in hand… and making the Player Characters look like the heroes they are!

For the sake of this tutorial, every Player Character who failed their Check suffers one **status effect** among the following: **dazed**, **shaken**, **slow**, or **weak** (see below).

The Game Master should describe how the character's actions lead to a particular status effect — someone who tried to repair the engine might suffer **dazed** due to a magical short-circuit, and someone who tried to keep the steering wheel in check might be **weak** due to fatigue.

Even if all Player Characters succeed, make sure you read the explanation for status effects below; once the Game Master has described the airship's landing, move on to the next scene!

STATUS EFFECTS

Status effects can be caused by spells, natural dangers, enemy attacks and more. Each status effect temporarily lowers the die size of one or more of the character's Attributes.

✦ **Dazed** lowers your **Insight** die size by one.

✦ **Enraged** lowers your **Dexterity** and **Insight** die sizes by one.

✦ **Poisoned** lowers your **Might** and **Willpower** die sizes by one.

✦ **Shaken** lowers your **Willpower** die size by one.

✦ **Slow** lowers your **Dexterity** die size by one.

✦ **Weak** lowers your **Might** die size by one.

For instance, if Lavigne is **weak**, her Might counts as being a **d8** instead of a **d10**.

Different status effects that lower the same Attribute are cumulative, but you can never go below **d6**.

If Lavigne is already **weak** and becomes **poisoned**, her Might counts as a **d6**.

You will learn how to recover from status effects later during this scenario.

TRAITS AND BONDS

UNLOCKS: 🔒 2

Game Master: Address the rest of the group and read aloud:

The airship has crashed, its hull wedged into the dirt and muck at the Crater's edge.

*It's clear the vessel **won't be flying anytime soon** — and from the center of the pit you can see irregular pulses of glowing energy. The source of the purple light is still active.*

✦ **If at least two Player Characters succeeded on their Checks** during the previous scene, the hull is in decent condition, and Leon might be able to get the ship flying in a day.

✦ **Otherwise**, the airship needs extensive repairs, which could take a week or more.

This is a good example of meaningful long-term consequences for a failed Check: it might not be a problem now, but having to go back to Dunova by foot is its own challenge.

If any Player Characters are suffering from a status effect, Leon will rummage inside the airship for a few minutes and finally emerge with a bag of potions and remedies — **all Player Characters immediately recover from all status effects**.

This is one way characters can recover from status effects: by receiving assistance from a helpful Non-Player Character who can heal them via potions, medicine, or magic.

Then, read aloud:

Leon looks at you, scratching his head. "Well, this is a mess alright. Pretty sure you've got your work cut out for you down there too..." he nods towards the center of the Crater.

*"I'll survey the damage and see what can be fixed. Might need a hand or three later, so you better get back here in one piece. In fact, the best way you can help right now is by **shutting down whatever caused that beam of light**. I'm no adventurer, so I'll gladly leave that to you."*

This sudden crash landing wasn't what the heroes had in mind when they left Dunova — but things tend to go in unexpected ways when you're the protagonists of a story.

Speaking of which, it's time to know the Player Characters a bit better!

TRAITS

While a character's **Attributes** represent their affinity towards different approaches to a challenge, **Traits** are narrative concepts that make your character unique.

✦ **Identity** represents what your character currently sees themselves as.

✦ **Theme** represents the dominant narrative force that drives your character's story.

✦ **Origin** is where your character came from.

In the full version of the game, Players can write their Traits freely and may also change their character's Identity and Theme throughout the story. This constant process of change, growth, and transformation is among the most important aspects of **Fabula Ultima**.

Below and on the next page you can find a brief explanation of each Player Character's Traits, followed by a set of questions for the Player who is controlling that character.

If you are a Player, these questions represent an opportunity to make these characters yours and express who they are beyond the numbers and Skills on the character sheet; this is also where you get to shape a major part of the story and the world it takes place in!

If you are the Game Master, these questions let you know more about the characters and the world they live in. Make sure to take note of the Players' answers — use them to enrich your descriptions and develop the story around the characters at your table.

BLAIR CLARIMONDE

You are the **heir to the throne of Dunova**, and you believe it is your **Duty** to protect your people and stop the Elonian Empire from seizing control of the Crater of Megido. Your father, the King, thinks otherwise, and ordered you not to abandon the royal palace.

✦ How did the Crater come to be? What disaster turned a prosperous city like Megido, home to the greatest magic in the world, into a sunken mass of ruined buildings? What terrible secret do you fear the Elonians might uncover here?

✦ Is your position as heir an honor or a burden? When your father forbade you from taking action against Elonia, was he trying to protect you?

CASSANDRA

You are the **former captain** of the **Skyriders**, the elite soldiers of **Stormkeep**. You came here after hearing rumors of a woman with a white spear among the Elonians — the same spear your mentor, Desdemona, used to wield.

The idea she might have sided with Elonia fills you with **Doubt**.

✦ Desdemona left Stormkeep after the violent death of her brother Tristan. What was your relationship with the two of them? How did Tristan die?

✦ Why have you abandoned your position as captain?

EDGAR

You are a **young inventor** from the village of **Pemble**, where you **survived** a terrible accident. You rebuilt your right arm using magitech science — the same that allows Elonia to create robotic soldiers. Even so, you **Hope** to learn more about magitech and use it to make the world a better place.

✦ What happened in Pemble? Why did you leave the village afterward?

✦ Due to Elonia's actions, magitech will forever be associated with war — but at least they are not sending living people into battle. What are your thoughts on the Empire?

LAVIGNE FALLBRIGHT

You are a **princess without a kingdom**. Your home, **Armorica**, was conquered by Elonia: powerless, you witnessed the Empire taking everything you held dear, including your loved ones. Your heart is heavy with **Guilt**, and you will do anything in your power to save Dunova from a similar fate.

✦ Why did Elonia attack Armorica? What powerful weapon or magical artifact did they take from your kingdom?

✦ Armorica's dark metal is known as one of the best protections in the world, and your armor was a precious gift. Who gifted it to you? What was your relationship with them?

BONDS

A character's Traits define **who they are**; but to grow stronger, heroes need connections — they need to feel emotions towards others.

In the game, this is represented by **Bonds**.

In the full version of the game, each Player Character may have up to six Bonds. In this tutorial, the limit is three Bonds.

Now that the Players have had a chance to see each other in action and have answered questions about who they are and why they are here, each Player Character should create a **Bond** with **one other** Player Character — choose someone that left an impression on you during the first scene.

This Bond starts with **one emotion** (see below).

For instance, Edgar might create a Bond of **admiration** towards Lavigne, but Lavigne might decide to start with a Bond of **inferiority** towards Cassandra.

EMOTIONS

A Bond can have up to **three emotions**, each chosen from one of the following pairings:

✦ **Admiration** or **inferiority**;

✦ **Loyalty** or **mistrust**;

✦ **Affection** or **hatred**.

For instance, you might have a Bond of **inferiority** and **affection** towards someone, but you cannot have a Bond of **loyalty** and **mistrust**.

Note that the same Bond might have positive and negative **emotions**; do not shy away from complex feelings, because they're exactly the kind of drama you want to see in this game!

THE STRENGTH OF A BOND

The number of **emotions** you have in a Bond is known as that Bond's **strength**, which can range from a minimum of 1 to a maximum of 3.

For instance, a Bond of **inferiority** and **mistrust** has a strength of 2.

Right now, the Bond you created only has one **emotion**, which means its strength is 1; but later on, you will be able to add new **emotions** or form more Bonds.

SCENE THREE

SHADOWS

UNLOCKS: 🔒 3

Game Master: Address the rest of the group and read aloud:

The scene changes.

*We now see the inside of an **ancient building**, perhaps a temple. It's a dark room, illuminated by a dim purple glow; supporting the roof is a **massive bronze pillar** decorated with ancient symbols — the pillar is **filled with cracks**, from which are seeping rays of intense energy.*

We hear the clacking of armored heels on the stone floor, then we see a hand approach the pillar — it is wrapped in a silver gauntlet.

*"The scientists in Elonia were right," a feminine voice says, "the **Compass** was left buried here ever since the disaster. Now that we have it, dear brother... now I will bring you back for good."*

*Two shadows stand against the purple light: one is massive, like a **giant clad in armor**; the other is shorter and thinner, wielding a **long spear**.*

It seems our heroes don't have much time left.

In **Fabula Ultima**, this is known as a **Game Master scene** — it's a scene like any other, but it doesn't involve the Player Characters and often takes place simultaneously with the heroes' actions.

The Game Master uses these scenes to set the mood and build suspense; they are great when you need foreshadowing or want to show an antagonist in action.

Now that the main antagonists of this scenario have been introduced, it's time to talk about **Villains** and **Fabula Points**!

VILLAINS

In **Fabula Ultima**, **Villains** act as the Player Character's dark mirror: formidable antagonists whose actions are placing the world in danger.

Villains follow a few special rules, but we'll deal with those later. For now, know they are the most powerful Non-Player Characters in the game.

FABULA POINTS

**Fabula Points** are what truly makes Player Characters special.

GAINING FABULA POINTS

A freshly created Player Character receives 3 Fabula Points.

Afterward, you gain 1 Fabula Point whenever...

✦ You roll a **fumble** on a Check.

✦ A **Villain** enters the scene.

Since the Game Master scene that just took place featured **two Villains**, every Player Character now has **5 Fabula Points** at their disposal — make a note of this on the character sheets.
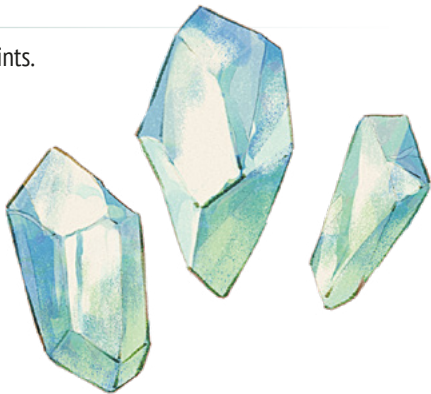
SPENDING FABULA POINTS

From now on, Player Characters can spend Fabula Points in the following ways:

✦ After performing a Check, if you didn't roll a **fumble**, you may spend 1 Fabula Point to **invoke one of your Traits** (**Identity**, **Theme**, or **Origin**) and reroll **one or both** dice and use the new rolls.

✦ After performing a Check, spend 1 Fabula Point to **invoke one of your Bonds** and add the **strength** of that Bond (which is the number of **emotions** tied to it) to the Result of the Check. You can only do this **once** per Check.

When you **invoke** a Trait or a Bond, explain how that element helps your character defy destiny.

SEPARATING THE PLAYER FROM THE CHARACTER

In **Fabula Ultima**, there is a big difference between a Player and the character they portray.

Game Master scenes are a great way to demonstrate that: as a Player, you have "seen" that scene, but your character doesn't know anything about it. Instead, the scene exists to build anticipation and give them an idea of what the Villain is like.

It's important to remember that, when you play this game, you are simultaneously the **authors**, **protagonists**, and **audience** of the emerging story.

For instance, if a Player Character is keeping a secret from the rest of the group, it's better for everyone at the table to know about it: this allows you to create interesting scenes and ultimately reveal it in a meaningful way.

THE DESCENT

UNLOCKS: 🔒 4

Game Master: Address the rest of the group and read aloud:

And now, let's return to our heroes!

*There's **no clear path** towards the bottom of the Crater: the place is littered with rubble, collapsed buildings, and shattered columns.*

*The whole area whispers of the lives that were lost here, a maze of ruins bathed in ominous purple light coming from a **large building** several hundreds of meters below where you are.*

From now on, the Game Master should base their descriptions of the Crater on the answers given by Blair's Player during **Scene 2**.

The Crater is a veritable maze, but the source of the purple light is relatively easy to identify. Still, can the heroes manage to get down there unharmed?

When several characters work together towards the same goal, the Game Master can require a **Group Check**.
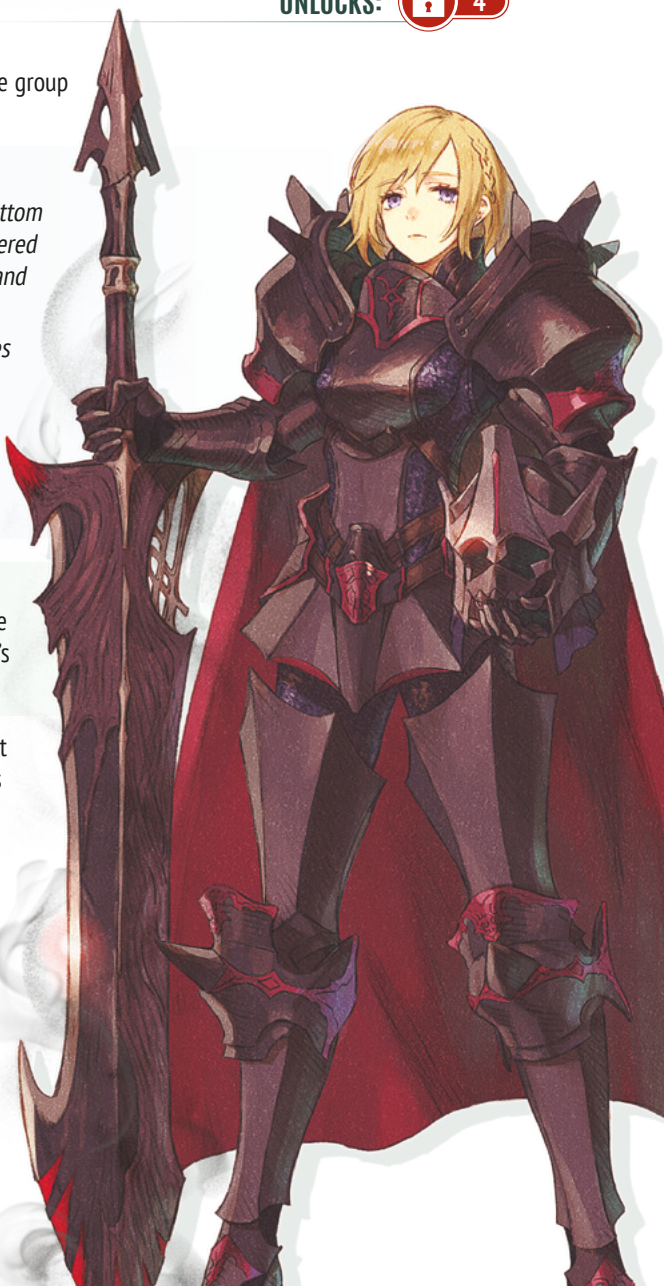
PERFORMING A GROUP CHECK

Group Checks follow these steps:

✦ The group decides which Player Character will act as the **leader** — this person will be the last to perform the Check, and their Result will determine the consequences of the action.

✦ The **leader** describes their approach to the situation, which allows the Game Master to establish the **Attributes** and **Difficulty Level** of the Check.

✦ The other Player Characters will perform a **Support Check**: this Check uses the same Attributes as the **leader**'s, but has a fixed Difficulty Level of 10.

✦ For every Player Character who succeeds on their Support Check, the **leader** will receive a **+1 bonus** to the Result of their Check. If any of these characters have a **Bond** towards the **leader**, add the **single highest strength** among those Bonds to the **leader**'s Check as well.

✦ Finally, the leader performs their Check, and the Game Master narrates the consequences based on the Result. These consequences will apply to **everyone** who took part in the Check.

If you are the **leader**, you have a big responsibility: your approach to the situation determines the Attributes that **everyone** will roll, and your Check will affect everyone who helped you!

Game Master: Now that you know how Group Checks work, have the group choose a **leader** for their navigation of the ruins and describe what they do. Then, resolve the scene using a Group Check — we suggest a Difficulty Level of **13** for the **leader**'s Check.

✦ **If the Group Check is successful**, they manage to navigate the ruins without trouble: read the explanation **Hit Points and Mind Points** (below), then proceed to **Scene 5**.

✦ **Otherwise**, you still proceed to **Scene 5**, but the descent takes a toll on the heroes: each Player Character **loses 5 Hit Points and 5 Mind Points** (see below).

HIT POINTS AND MIND POINTS

✦ **Hit Points** represent fighting spirit and resistance to fatigue. If you have at least 1 HP, you're still good — but if they reach 0, you might be facing very serious consequences.

✦ **Mind Points** represent the character's ability to focus, use magic and perform special moves. If they reach 0, there are no consequences.

Each character begins the game with maximum HP and MP (labeled "**max**" on the character sheet); a character's current HP and MP can never go above the maximum value.

TO ARMS!

UNLOCKS: 🔒 5

Game Master: Address the rest of the group and read aloud:

*Despite some difficulties, you manage to reach the lower level of the ruins — the source of the purple light grows closer and closer, and you can see it's a **dome-shaped building** a few blocks away from where you currently are.*

*Strewn amidst the rubble, you notice the remains of several **Elonian magitech soldiers**: some lie motionless on the ground, others hiss and shake in a shower of sparks as they wander the ruins. Looks like whatever magical energy damaged your airship also ended up irreparably frying the magical cores inside these constructs.*

*Suddenly, you see a **small, cloaked person** running towards you, chased by a **one-eyed winged monster**. She screams "I-I'm just a merchant! P-please help!" in a young girl's voice, then rushes past you — she clearly wants to make sure you stand between her and the monster. The sudden movement also draws the attention of two of the less-damaged Elonian troopers, which slowly drag themselves towards your position. Looks like you'll have to fight!*

During this scene you will learn the basic rules for **conflict scenes** — the most exciting, tense, and challenging part of **Fabula Ultima**'s gameplay!

Both conflict scenes in this tutorial take the form of battles; however, the core book explains how to use conflicts for chases, audiences, infiltration scenes, and more!

Let's see how conflicts work, step by step!

DETERMINE PARTICIPANTS

The first step of any conflict scene is determining which characters are involved: in this case, it's going to be the **Player Characters** against **one hexeye** and **two Elonian troopers** (see page **30** for more information about these adversaries).

Any other creatures present on the scene, such as the cloaked girl (a young merchant named **Olivia**, who the Player Characters will get to know better during the next scene) can still be part of the narration but will not perform **actions** that influence the outcome of the conflict.

INITIATIVE

To determine which side has priority during the conflict scene, we perform what is called an **Initiative Group Check**. This is always a 【DEX + INS】 Check and follows the standard rules for Group Checks (see page **25**), but each Player Character (whether they're the **leader** or a **supporting** character) must apply their **Initiative modifier** to the Result of their Check.

For instance, **Blair**'s Initiative modifier is **-2**, so they will subtract 2 from the Result of their Check.

During this scene, the Difficulty Level for the **leader**'s Check will be **10**.

ROUNDS AND TURNS

Conflicts take place as a serie of consecutive **rounds**; during each round, every participant in the conflict gets **one turn** in which they can act.

Some powerful enemies can perform more than one turn per round, but we'll learn more about that during **Scene 8**.

During each round, the Player Characters and their adversaries will **alternate** taking turns; the first turn of the round will go to the side that won the initiative — the heroes if their Group Check was successful, the enemies if it was a failure.

If one side can perform more turns than their adversaries, alternate turns for as long as possible, then have the side with more turns perform them at the end of the round.

Turns aren't tied to a specific character; round after round, you can assign turns however you prefer between the participants, as long as everyone gets their turn.

For instance, if a conflict involved four Player Characters and three enemies, and the enemies have the initiative, the turn order would be:

Enemy ▸ PC ▸ Enemy ▸ PC ▸ Enemy ▸ PC ▸ PC

Game Master: It is often better to have enemies act in the same order round after round (as it makes it easier for the Game Master to remember). In this scene, for instance, we suggest always having the **hexeye** take its turn before the two **troopers**.

ACTIONS

During their turn, a character may perform **a single action**. In this first conflict, the actions available to all characters are **Attack**, **Guard**, **Spell** and **Skill** (see next page).
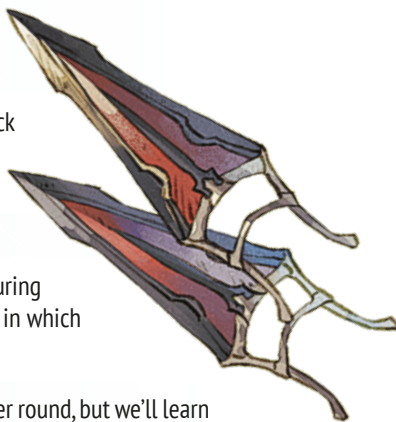
ATTACK

You attack with a weapon you have equipped:

✦ Perform an **Accuracy Check** using the Attributes indicated by the weapon (including any modifiers), with a Difficulty Level equal to the target's **Defense**.

✦ If the attack is successful, you inflict damage based on the Accuracy Check's **High Roll (HR)**, which is the highest number among those shown by the two dice rolled in the Check.

✦ The damage caused by the attack is then subtracted from the target's Hit Points.

For instance, the Accuracy Check for Lavigne's **greatsword** is 【DEX + MIG】 **+2**. Since Lavigne has a **d8** in Dexterity and a **d10** in Might, she will roll with **1d8+1d10+2** when attacking.

If the attack hits, the damage is listed as 【HR + 10】: this means that, if she rolls a **4** and a **9**, the weapon would deal **19** damage.

Sometimes an attack can target **more than one creature** at a time (see Edgar's **Barrage** Skill). In this case, you perform a single Accuracy Check and compare it to the Defense of each target to determine which creatures are hit, and which creatures are missed. The damage and effects will be the same for each target hit by the attack.

GUARD

You focus on defending yourself and gain **Resistance** to all damage types until the start of your next turn (or until the end of the scene, whichever happens first). See below for more information on Resistances.

When you **Guard**, you may decide to provide **cover** to another creature of your choice present on the scene. If you do, that creature cannot be targeted by **melee** attacks until the start of your next turn — this effect will also end if you are reduced to 0 Hit Points or if the scene ends.

You **cannot** cover a creature if that creature is already covering someone.

RESISTANCE AND VULNERABILITY

In this tutorial, creatures can have or receive two types of affinities towards various damage types: **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light**, **physical,** and **poison**.

✦ **Vulnerable:** The creature loses twice the normal amount of Hit Points.

✦ **Resistant:** The creature loses half the normal amount of Hit Points (rounded down).

The two affinities cancel each other out: if a creature that is Vulnerable to **fire** performs the **Guard** action, for instance, they will have a neutral affinity towards **fire** until the start of their next turn.

SPELL

You cast one of the spells you know, spending the appropriate amount of Mind Points.

Spells always list the type and the maximum number of targets they can affect; if you use a spell on more than one target, the MP cost will increase proportionally.

For instance, a single use of Blair's **Lux** spell can target up to three creatures simultaneously, but the cost is 10 Mind Points per target.

Offensive spells function similarly to attacks: they require a Magic Check whose Difficulty Level is equal to the target's **Magic Defense**, and deal damage based on the Check's **High Roll**.

If an offensive spell has multiple targets, you perform a single Magic Check and compare it to the Magic Defense of each target to determine which creatures are hit and which creatures aren't. The damage and effects will be the same for each target hit by the spell.

SKILL

You use a Skill that requires an action to activate, such as Blair's **Encourage** or Lavigne's **Shadow Strike**. Some Skills also require you to spend Hit Points or Mind Points.

0 HIT POINTS

When a creature falls to 0 Hit Points during this scene, the consequences vary depending on whether that creature is a Player Character or a Non-Player Character.

PLAYER CHARACTERS

If a Player Character falls to 0 Hit Points, they lose consciousness until the end of the scene and drop out of the conflict; they also receive **2 Fabula Points**. In the game, this is called **Surrendering** — your life is spared, but you lose the ability to influence the scene and might suffer additional narrative consequences (we will discuss this in greater detail during **Scene 8**).

NON-PLAYER CHARACTERS

The **hexeye** is slain or flees the scene (whoever delivered the final blow gets to describe what happens); the **Elonian troopers** crumble to pieces in a shower of sparks.

ENDING THE CONFLICT

This conflict ends if **all the Player Characters fall to 0 Hit Points** or if **all the enemies fall to 0 Hit Points**. When one of these happens, proceed to **Scene 6**.

BATTLE INFORMATION (GAME MASTER ONLY)
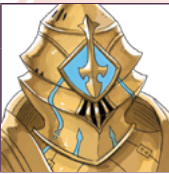
ELONIAN TROOPER

Lv 5 ◆ CONSTRUCT

The damaged shell of a magitech soldier created and programmed by the Elonian Empire. Irreparably overloaded by the arcane energy rising from the Crater, it swings its electrified **halberd** at whoever is in range.

DEX d6	INS d8	MIG d10	WLP d8	Hit Points	60
DEFENSE 7		MAGIC DEFENSE 10		Mind Points	45

ATTACKS

🗡 **Halberd Strike (melee)** ◆ 【DEX + MIG】 +3 ◆ 【HR + 12】 **bolt** damage.

SPECIAL

Critical Core Failure ◆ If the Elonian trooper has **30 Hit Points or less**, targets hit by its **halberd strike** also suffer the **slow** status effect.

HEXEYE

Lv 5 ◆ MONSTER

Flying monsters that plague the ruins of the Crater; some say they are the result of the ancient cataclysm. They use **Shadow Wings** to instill dread in the hearts of their prey, then finish them off with their **claws**.

DEX d10	INS d6	MIG d8	WLP d8	Hit Points	50
DEFENSE 11		MAGIC DEFENSE 7		Mind Points	55

VULNERABILITIES: LIGHT	RESISTANCES: DARK

ATTACKS

🗡 **Claws (melee)** ◆ 【DEX + MIG】 ◆ 【HR + 5】 **physical** damage. If the target is suffering from one or more status effects, this attack deals 5 additional damage.

SPELLS

☆ **Shadow Wings (offensive spell)** ◆ **Target:** One creature ◆ **Cost:** 10 MP ◆ **Check:** 【INS + WLP】
The target suffers 【HR + 10】 **dark** damage, and suffers the **shaken** status effect.

SPECIAL RULES

Flying ◆ The hexeye cannot be targeted by **melee** attacks (however, Cassandra may use **Soaring Strike** to ignore this limitation). Spells and ranged attacks can target the hexeye normally.
If the hexeye has **25 Hit Points or less**, it loses the benefits of this Skill and can be targeted normally.

In **Fabula Ultima**, the Game Master is strongly encouraged to determine targets for most NPC attacks at random: this alleviates some of the responsibility and makes battles fairer.

ENEMY TACTICS

The troopers should perform **Halberd Strike** against a random target; the hexeye should perform **Shadow Wings** on targets that aren't already **shaken** or use **Claws** against Player Characters who are already suffering from one or more status effects.

RUNNING THIS BATTLE

Since this is your first battle in **Fabula Ultima**, here's a quick list of principles that the Game Master should always follow.

✦ Tell the Players when an adversary **spends Mind Points** to cast a spell.

✦ Tell the Players when the damage they deal to an enemy manages to hit a **Vulnerability** or gets reduced by a **Resistance**.

✦ Tell the Players when an enemy is down to **half of their Hit Points or less**.

Be transparent and give Players the ability to make informed tactical choices.

Remember that even if you are controlling the enemies, your goal is not to beat the Player Characters, but rather to give them chances to work together and overcome obstacles.

TACTICAL ADVICE FOR THE PLAYERS

Because your group has probably never played this game before, here are some useful tips to give them throughout the battle if you see them struggling:

✦ **Blair**'s **Encourage** Skill can temporarily increase a character's Attribute, which can be useful to counterbalance a reduced die size caused by a status effect.

✦ **Cassandra** can use **Soaring Strike** to hit the flying hexeye and use **Bone Crusher** to sacrifice damage to inflict **weak** on Elonian troopers and reduce their ability to hit and deal damage.

✦ **Edgar** can use his **pistol** to hit the flying hexeye, then use **Warning Shot** to sacrifice damage and inflict **slow** on the creature, making it less accurate.

✦ **Lavigne** should use **Shadow Strike** to deal massive damage whenever possible; if her Hit Points get too low, Blair can use **Encourage** to heal her a bit and boost her dice for the next action.

OLIVIA

UNLOCKS: 🔓 6

This scene will begin differently depending on the outcome of the battle:

✦ If **all the Player Characters were reduced to 0 Hit Points**, the young merchant will hurriedly rummage inside her bag until she finds a large, yellow-colored stone, which she then breaks in half: the resulting blast of light sends the Elonian Troopers flying and scares away the Hexeye.

Then, she will rush to see if anyone is badly wounded.

✦ If **all the enemies were reduced to 0 Hit Points**, the young merchant will emit a sigh of relief and approach the Player Characters.

In both cases, any Player Character whose HP reached 0 during the previous scene will now regain consciousness with an amount of HP equal to **half their maximum Hit Points** rounded down.

For instance, Edgar would regain 20 Hit Points.

Game Master: At this point, address the rest of the group and read aloud:

*The little girl pulls back her hood and two **round ears** emerge from her hair, similar to those of a bear.*

*She smiles: "Howdy, thanks for the help! Name's **Olivia**, traveling merchant — and if you're interested in business, I might have a thing or two in my backpack..."*

During this scene, Player Characters can chat with Olivia, purchase goods using **zenit**, use **Inventory Points** to recover from the previous battle, and more!

ZENIT

Zenit is the universal currency across the various worlds of **Fabula Ultima**.

INVENTORY POINTS

Inventory Points (abbreviated **IP**) are an abstraction of a Player Character's "bag of consumable items".

✦ Each character begins the game with maximum IP (labeled "**max**" on the character sheet); a character's current IP can never go above the maximum value.

✦ If a character's IP reaches 0, there are no consequences.

✦ IP can be spent to create a variety of consumable items and use them on the spot; in this tutorial, characters have access to **remedies**, **elixirs**, and **tonics**.

Note that different characters **cannot** "combine" their Inventory Points in order to create a consumable item; the item must come from a single person's IP.

> 🔴 **Remedy (3 IP):** One creature recovers **50 HP**.
>
> 🔵 **Elixir (3 IP):** One creature recovers **50 MP**.
>
> 🟢 **Tonic (2 IP):** One creature recovers from **one** status effect.

For instance, if Blair has 2 Inventory Points left and Cassandra has 1 Inventory Point left, they cannot combine them to create a **remedy**.

✦ IP can be recharged when you are inside a settlement, or when you have access to a merchant — such as Olivia herself. Normally the cost is **10 zenit** per Inventory Point, but prices may vary.

FREE INTERACTION

Player Characters can now freely interact with their surroundings: they might chat with Olivia and purchase goods from her, examine the remains of the enemies, and discuss what to do.

This is the first scene where the characters have complete freedom, a key aspect of roleplaying games. If you are the Game Master, use the rules and tools we provided up to now and combine them with the information on the next two pages to manage this scene.

Once the group decides to press forward, you can move on to **Scene 7**.

IT ONLY GETS WORSE FROM HERE...

Soon enough, the Player Characters will face the ultimate challenge of this tutorial. Because of this, we strongly suggest everyone heals their character completely using remedies, elixirs, and tonics — afterward, the group should take advantage of Olivia's presence and spend zenit to recharge Inventory Points.

OLIVIA

The young girl is part of the PanPun species, a lineage of humanoids with ursine ears. She is quite tiny, but is hauling a heavy backpack filled with a variety of tools and goods.

Like Cassandra, Olivia belongs to a humanoid species with animal Traits. **Fabula Ultima** doesn't feature a list of standard species, so you can have your character possess whatever Traits you wish — this will have no impact on the character's abilities.

WHY ARE YOU HERE?

Olivia was recently in **Armorica**, which is **Lavigne**'s hometown. She was traveling to Dunova through the woods, but decide to take a detour inside the Crater to look for valuable items.

Upon hearing this, **Lavigne** will likely want to know more about Armorica's situation; this is up for the Game Master to invent on the spot. Use the Player's answers from **Scene 2** to introduce new information about Armorica.

Olivia actually found a precious magical ingredient known as a "**Thunderstone**" inside a nearby ruin, but if the PCs were defeated during the previous scene, she already used that treasure to save herself and the group. In that case, she will bluntly point out that "they owe her a big favor".

WHAT'S A THUNDERSTONE?

Elemental stones were one of the many marvels created by the people of Megido, capable of storing great quantities of magical energy; as to how they work in detail, this question should be answered by the Players portraying **Blair** and/or **Edgar** — they have free reign on the answer.

WHAT ARE YOU SELLING?

Olivia has several potions and remedies; in game terms, Players may purchase Inventory Points from her. If the group managed to defeat the enemies without her help during the previous scene, she gives them a discount (**5 zenit per Inventory Point** instead of 10); on the other hand, if she had to use her Thunderstone, she will ask for **20 zenit per Inventory Point**.

This is a good example of a minor narrative consequence following a defeat.

Other than that, Olivia would be open to selling the Thunderstone, but only for 1000 zenit — an amount the group really can't afford right now.

CAN YOU COME WITH US?

Olivia definitely doesn't want to get any closer to the bottom of the Crater and will leave the area as soon as possible. If someone mentions Leon and the damaged airship, she will head in that direction — if the group returns to the airship later, they might find both Leon and Olivia there.

DID YOU SEE WHAT HAPPENED HERE?

Olivia saw two people heading towards the **large dome-shaped building** near the bottom of the Crater: a **woman** wearing a long cloak who carried an ivory-white spear, and an incredibly **massive person clad in heavy magitech armor**.

If **Cassandra** is present, she will realize the description of the white spear matches the weapon used by her mentor Desdemona. If she asks for more details about the woman, Olivia will say that her armor didn't look like that of an Elonian soldier.

Upon seeing those two, Olivia thought it better to hide; when the beam of light rose from the Crater, she was inside a nearby building.

The Hexeye found her shortly afterward.

OTHER INTERACTIONS

EXAMINING THE DAMAGED TROOPERS

The lifeless Elonian constructs were irreparably damaged by the same magical energy that struck the airship.

✦ **Lavigne** will recognize these automatons as part of the force that attacked Armorica.

✦ **Edgar** may salvage magitech parts worth 400 zenit, which can serve as materials for future inventions.

The **Fabula Ultima** core book features rules for projects and inventions.

SEARCHING THE RUINS

Characters who search the nearby ruins will learn more about ancient Megido and the cataclysm that befell it.

Game Master: You are free to invent and describe what is found here, but you should base it on the answers given by Blair's Player during **Scene 2**.
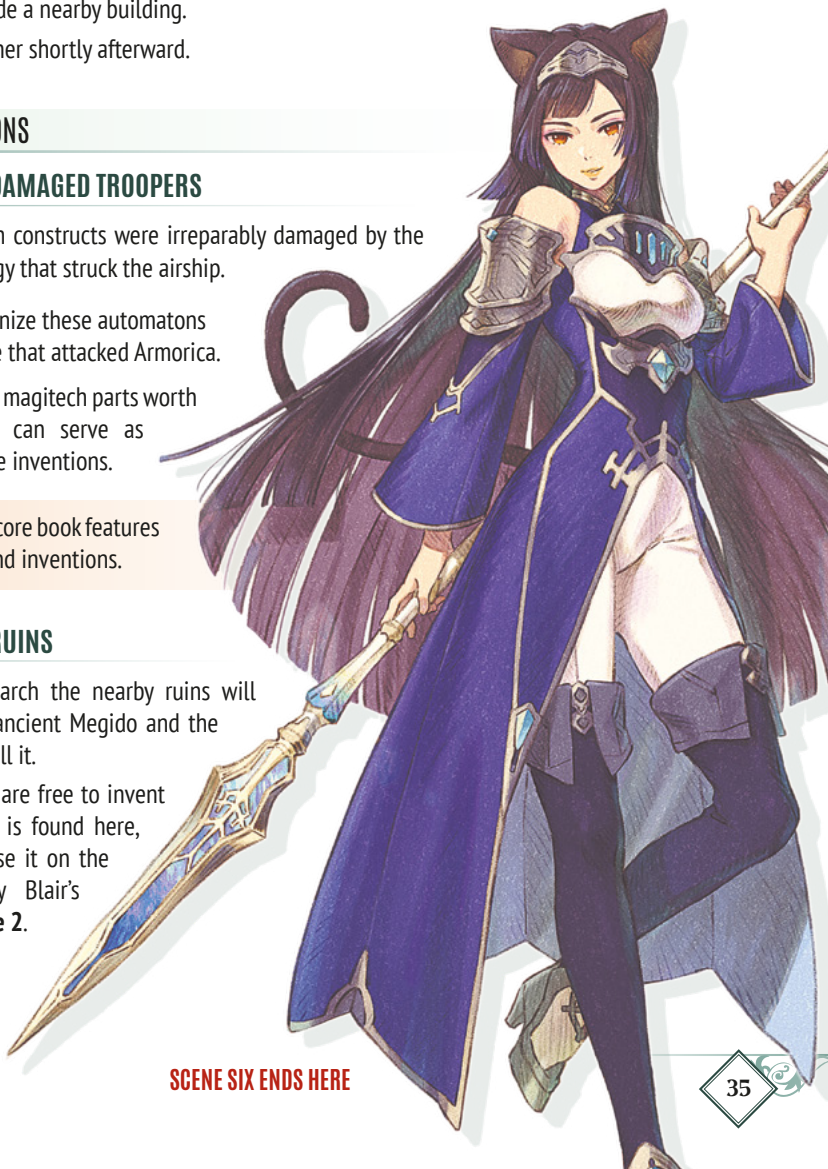
SCENE SIX ENDS HERE

INTERLUDE

UNLOCKS: 🔒 7

Right now, you've learned all the basics of how to play **Fabula Ultima** and you are approaching the most challenging scene in the tutorial — a battle against two powerful **Villains**.

This is the perfect time to take a short break and review the rules you have learned up to now; once you're ready, you can read the **advanced rules** below and then move on to **Scene 8**.

SITUATIONAL MODIFIERS

When a character performs a Check, the Game Master may apply a **+2 bonus** or a **-2 penalty** that reflects a particularly advantageous or disadvantageous circumstance. This is called a **situational modifier**, and should always be clearly communicated before the Check is made.

OPPORTUNITIES

When a character scores a **critical success**, they receive an **opportunity** and may spend it for a powerful effect (see **sample opportunities** below). Similarly, when a character **fumbles** a Check, the enemy gets an **opportunity** to spend against that character or someone else.

Support Checks **never** generate **opportunities**.

You can come up with custom-made **opportunities**, but they are subject to the GM's approval.

SAMPLE OPPORTUNITIES

✦ The next Check made by you or one of your allies gains a **+4 bonus**.

✦ One creature of your choice suffers a status effect: **dazed**, **shaken**, **slow**, or **weak**.

✦ You ask the Game Master a single question about something, or someone, that is part of the scene: the Game Master answers truthfully — if there was no predetermined answer, the Game Master invents one on the spot and that answer becomes truth from this point on.

✦ Fill or erase **2 sections** of a **Clock** (see page **38** for an explanation of Clocks).

✦ Add **one emotion** to one of your Bonds, or create a **new Bond** with one **emotion**.

SPENDING FABULA POINTS TO ALTER THE STORY

You already know that Fabula Points can be spent to reroll dice and improve the Result during Checks, but there's a third way to use them: a Player may spend 1 Fabula Point to **introduce a narrative element or alter the scene to their advantage**. This follows a few basic rules:

✦ If the change you propose affects something introduced by the Game Master or by this scenario, you will need the Game Master's permission. Similarly, if the change you propose affects a Player Character, you will need the corresponding Player's permission.

✦ You cannot contradict a narrative element introduced by yourself or by someone else — you should **add something** to the story, not **remove something**.

✦ Any mechanical consequences of the narrative element, such as damage or status effects, are exclusively determined by the Game Master.

For instance, a Player might spend a Fabula Point to declare that the Villain is secretly another Player Character's father. But to do so, they would need permission from both the Game Master (who introduced that Villain) and the Player who controls that Player Character.

Another example would be spending a Fabula Point to have an arcane mechanism short-circuit and fill the battlefield with static energy; the Game Master might decide this translates to 10 **bolt** damage to every creature, or a **Vulnerability** to **bolt** damage for all creatures until the end of the current round, but that's their call to make — the Player cannot request a specific effect.

Given the amount of freedom this rule brings to the table, we understand it can be a bit intimidating — especially for the Game Master, who needs to reconcile the Player's narrative description with the mechanics of the game. Because of this, we have provided a few examples of what could be done with Fabula Points and how the Game Master could handle it mechanically:

✦ **Allies.** If the group introduces one or more allied creatures who can fight alongside them, those creatures should attack once per round (dealing 10 damage of an appropriate type), and maybe take one or two hits in place of a Player Character before retreating. Keep things simple.

✦ **Damage.** If a narrative element deals damage to a single creature, it should deal 20 damage of an appropriate type; if it deals damage to multiple creatures, it should deal 10 damage to each.

✦ **Status Effects.** If a narrative element hinders one or more creatures' ability to perform well in the scene, you should simply have those creatures suffer a status effect that feels appropriate, such as **poisoned** for a toxic fog or **slow** for a damaged armor that gets in the way of their movements.

✦ **Elemental Tricks.** If a narrative element would change the type of damage dealt by an attack or spell or give one or more creatures Resistance or Vulnerability to an element, that effect should last for a single round at most.

NEW CONFLICT ACTIONS

Three new actions become available during conflicts: **Inventory**, **Objective**, and **Study**.

INVENTORY

You spend Inventory Points to create a **remedy**, **elixir**, or **tonic** and administer that item to yourself or an ally of your choice.

OBJECTIVE

You attempt to make progress towards a main objective or side objective within the scene. First, you should describe what you want to accomplish to the Game Master; then, the GM decides whether a simple Check will be enough to achieve your goal, or if a **Clock** is needed.

In **Fabula Ultima**, we use **Clocks** to keep track of approaching dangers or long-term objectives which require multiple Checks.

For instance, if the heroes try and persuade the enemy to a truce, the Game Master should use a Clock to represent the group working together towards that goal during the scene.

Clocks generally feature **4 to 12 sections** and are always visible to the entire table — larger Clocks indicate events that are unlikely to happen or objectives that are hard to achieve.

✦ Once a Clock is part of a scene, anyone can attempt to influence it by performing the **Objective** action and describing what they do: the Game Master will decide the Attributes and Difficulty Level of each Check based on the circumstances.

✦ When the outcome of a Check causes a Clock to **advance** or **turn back**, the number of sections that get filled or erased is equal to **1, +1 for every three points** that the Result of the Check beat the Difficulty Level.

As an example, a Result of **15** on a Check with a Difficulty Level of **10** made to advance a Clock will fill **two** sections — one for the success, and another for beating it by three points.

✦ **4-section Clocks** indicate **minor** objectives, such as granting your allies Resistance to a specific damage type for two or three rounds.

✦ **6- and 8-section Clocks** are the most common and indicate **major** objectives, such as preventing an enemy from using a specific attack or spell until the end of the scene.

✦ **10- and 12-section Clocks** indicate **resolutive** objectives, which end the conflict with a victory for the side who completed them.

When you establish a Clock, remember to tie it to an **objective**, not a specific approach. This way, anyone can contribute regardless of their Attributes and Skills — while some approaches will undeniably prove more effective than others, you should never frame a Clock in such a way that one or more Players feel like they can do nothing to influence it.

Clocks are an extremely flexible tool that allows you to find many creative solutions for the same situation and pursue side objectives within a scene. For instance, you could run a chase scene where the pursuers and the fugitives each have their own Clock, or an audience where two opposing sides have Clocks of different sizes because one already enjoys the favor of the public.

Experimenting with Clocks is one of the most satisfying aspects of **Fabula Ultima**.

STUDY

You focus your attention on a creature and perform an 【INS + INS】 Check to learn more about them. Depending on your Result, the Game Master reveals...

✦ **10 or higher:** The creature's **Species**, **maximum HP**, and **maximum MP**.

✦ **13 or higher:** All the above, plus the creature's **Traits**, **Attributes**, **Defense**, **Magic Defense**, damage **Resistances** and damage **Vulnerabilities**.

✦ **16 or higher:** All the above, plus the creature's **attacks** and **spells**.

A Player Character may only Study the same creature **once**; after you've made the Check, that's what you have managed to understand — you will have to learn the rest through trial and error.

ENEMY TRAITS

In **Fabula Ultima**, adversaries have **Traits** just like Player Characters do. If you play as the Game Master, take these into account when establishing the Difficulty Level for Checks or assigning situational modifiers — for instance, if a Player Character wields a fire-infused weapon and attempts to intimidate an enemy with the "afraid of fire" Trait, the Difficulty Level of the Check should be lowered.

The previous conflict featured simplified enemy profiles, which did not include **Traits**; in the following scene, enemies will instead have Traits just like in the full game.

FINAL BATTLE

Game Master: Address the rest of the group and read aloud:

> *You make your way through the ruins at the bottom of the Crater and towards the large dome-shaped building. From up close, you can see it is made from **stone and brass**, streaked by vertical gaps glowing with purple light. It resembles an engine more than it does a building.*
>
> *Upon entering, you see the inside consists of a **single circular room**, its roof supported by a massive central pillar covered in arcane symbols. Judging by the scraps scattered on the ground, the pillar was originally encased in brass; its lower section has been **smashed by a powerful impact**.*
>
> *Standing near the pillar is **a tall woman**, her grey hair tied in a single braid. Her left hand grips a long, **ivory-white spear**; her right hand holds an item that resembles a **large pocket watch**. Moving slowly towards you, as if to protect her, is a **massive warrior in onyx-black magitech armor**.*
>
> *The woman turns to look at you, a sad expression on her face.*

If **Cassandra** is present, she will recognize the woman as her mentor Desdemona.

If **Lavigne** is present, the black magitech armor worn by the imposing warrior will remind her of Armorican craftsmanship, combined with Elonian magitech science.

> *"I'd have preferred to take the **Compass of the Beyond** and avoid unnecessary violence," sighs the woman. "My name is **Desdemona Perses**. I wish we could've met under different circumstances. Unfortunately, I cannot allow you to live after you seeing **my brother** and I here."*

If **Cassandra** is present, Desdemona will look at her and add:

> *"You... why are you here. Please don't make me choose between you and my family. Not when I can finally be reunited with Tristan! Leave, Cassandra! Forget you ever saw me here, and I will not take your life."*

The final **conflict** of this scenario is about to begin: the Player Characters are facing **Desdemona Perses** and her brother **Tristan**, whose spirit has been brought back from the dead and is trapped inside a powerful magitech body.

Game Master: Read the new rules (**Villains and Ultima Points**, **Elite Enemies**, **0 Hit Points**) together with the Players, then take a few minutes for yourself and read the information on Desdemona and Tristan starting on page **44**.

Meanwhile, the group can discuss goals and possible strategies for the conflict.

If you are the Game Master, never be afraid to call for short breaks when you have to come up with a good reaction to the Player Characters' choices, or to review your notes about the game.

Once you're all ready, perform the **Initiative Group Check** (in this case, the Difficulty Level for the **leader**'s Check will be **13**) and begin the conflict.

At this point, you and the Players are free to take the scenario in whatever direction you wish — this is now **your story**.

VILLAINS AND ULTIMA POINTS

Desdemona and Tristan are both **Villains**, formidable adversaries that act as a counterpoint to the Player Characters.

A good Villain is always connected in some way to one or more Player Characters: for instance, Desdemona is a person from Cassandra's past, and Tristan is relevant to both Lavigne and Edgar (due to his magitech armor crafted from Armorican metal).

In **Fabula Ultima**, Players will create characters with heroic goals and motivations, and the Game Master will create Villains who negate or subvert those very same goals and motivations.

The clash between conflicting visions is the true heart of this game.

Just like the heroes have Fabula Points, Villains have a resource of their own called **Ultima Points**.

✦ After performing a Check, if the Villain didn't roll a **fumble**, they may spend 1 Ultima Point to **invoke one of their Traits** and reroll **one or both** dice and use the new Result.

✦ During a conflict scene, a Villain may use an action and spend 1 Ultima Point to instantly **recover from all status effects** and **regain 50 Mind Points**.

✦ A Villain may spend 1 Ultima Point to **leave the scene safely**, preventing anyone from interfering with their escape. They can also do this upon being reduced to 0 Hit Points.

Ultima Points are powerful, but Villains cannot recharge them —and a Villain with no Ultima Points becomes just like any other Non-Player Character.

Villains can be **minor**, **major**, or **supreme**: both Desdemona and Tristan are **minor Villains**, which means they have **5 Ultima Points each**.

ELITE ENEMIES

Desdemona and Tristan are both **elite** enemies — basically, each of them counts as **two** normal enemies of the same level.

Elite enemies have **twice** as many Hit Points as normal and perform **two turns** per conflict round; in this conflict, we suggest having Desdemona perform her turns before Tristan during each round.

For instance, let's say there are four Player Characters and they manage to succeed on the Initiative Group Check; the turn order during each round would be:

PC ▶ Desdemona ▶ PC ▶ Desdemona ▶ PC ▶ Tristan ▶ PC ▶ Tristan

In the interest of game balance, if there are only **three Player Characters** in the group, we suggest you only have Desdemona be an **elite** enemy.

TAKE YOUR TIME

The battle against Desdemona and Tristan can be quite challenging for both the Players and the Game Master — this is your first contact with the full **Fabula Ultima** experience, after all!

Our advice is to be patient and take your time to strategize, discuss actions and effects, and figure out how things work. Once you're comfortable, start experimenting: use Fabula Points in creative ways, add epic descriptions, and bring out each character's personality!

0 HIT POINTS

During this scene, you will be using the full rules for falling to 0 Hit Points.

NON-PLAYER CHARACTERS

If a Non-Player Character falls to 0 Hit Points, their fate is decided by whoever dealt the final blow — they might flee, be captured, or die. Villains with at least 1 Ultima Point will **almost always** spend it to safely leave the scene, usually cursing the heroes and plotting revenge.

The Game Master can find suggestions on what to do when Desdemona or Tristan falls to 0 Hit Points on page **47**.

PLAYER CHARACTERS

If a Player Character falls to 0 Hit Points, they may **Surrender** or **Sacrifice** themselves.

✦ **Surrender.** The character loses consciousness, receives 2 Fabula Points, and suffers a narrative consequence imposed by the Game Master (see **sample consequences of surrendering**, below). The consequence might be tied to the current conflict or something completely unrelated. Suffice it to say, the world got a bit worse because a hero accepted defeat.

A character who surrenders **cannot be killed** and will awaken at the start of the next scene they are part of, with an amount of Hit Points equal to half their maximum.

✦ **Sacrifice.** The character loses their life but achieves a major victory within the scene — the Player and the Game Master narrate this epic moment together. We encourage you to go overboard with your description because the character will be permanently lost after this scene: they willingly gave up their life and cannot be brought back from the dead.

SAMPLE CONSEQUENCES OF SURRENDERING

✦ Something or someone the character holds dear is lost, stolen or severely damaged.

✦ The character is separated from the group — captured, stranded on a desolate island, dragged away by a monster and so on.

✦ The character erases their current **Theme** and replaces it with Anger, Doubt, Guilt, or Vengeance.

✦ The character erases one of their Bonds replaces it with a Bond towards a character chosen by the Game Master. This Bond starts with one **emotion**: **hatred**, **inferiority**, or **mistrust**.

✦ An enemy gets to make a major move — a village is conquered, a precious artifact is taken, a terrible ritual is completed, the seal on an ancient evil is broken, and so on.

RUNNING THIS SCENE

In its essence, this scene is a **boss fight** — the heroes confront powerful antagonists and must work together in order to emerge victorious.

Contrary to what happens in a typical videogame, however, **Fabula Ultima** allows for a variety of creative approaches to this scene, and the story will go on even if the group is defeated — there is no *GAME OVER* screen: you will live on with the consequences of your failures.

As the Game Master, use these four pages as **reference** when running this scene, but do not hesitate to make these characters yours and put your own spin on their story.

DESDEMONA AND TRISTAN

The basic concept for this pair of Villains is that after Tristan's death, Desdemona desperately tried to find a way to bring him back to life. Recognizing her skill in battle, the Elonian Empire offered to help: they use magitech science to trap Tristan's soul inside a colossal armor, which **could only be created from Armorican metal**.

Tristan is **unable to speak**, and his armor is **empty**; his spirit is bound to the metal itself.

Afterward, Desdemona heard of an artifact known as the **Compass of the Beyond**, seemingly capable of **linking the world of the living with the world of souls** and rumored to have been lost during the fall of Megido.

Thus, she convinced Elonia to make a move against Dunova.

When the heroes arrive on the scene, the Compass has already been forcefully extracted from inside the great pillar at the center of the room: Desdemona plans to use the artifact to **navigate the afterlife** and fully resurrect Tristan.

Fearing that Elonia would take the Compass from her, Desdemona must make sure no one knows she has it — unfortunately, the Player Characters already do...

Everything else about these two characters is up for you to invent!

CASSANDRA'S CHOICE

If Cassandra is present, Desdemona will initially try to convince her to leave, then perhaps even attempt to win her over to her side.

+ If Cassandra **is not swayed**, Desdemona will fight against her normally.

+ If Cassandra decides to **leave**, you should keep the Player involved in the scene! One of you might control Desdemona and the other might control Tristan, for instance.

+ If Cassandra decides to **betray the group** and join Desdemona's side, she will still be controlled by the Player for the rest of the battle (which will likely end with the heroes' defeat). Then, Cassandra will become a Non-Player Character and leave the group.

One of **Fabula Ultima**'s main tenets is that Player Characters are expected to do the right thing and act like heroes. If they betray the group they simply aren't Player Characters anymore — the Player will create and play a new hero, and their previous character will become an NPC under the Game Master's control (this would make for an interesting Villain).

REASONING WITH DESDEMONA

Negotiating a truce with Desdemona is only possible if the group offers to let her leave with the Compass and never reveals they saw her and Tristan here. Still, reaching this compromise should be a **10-section Clock** with a typical Difficulty Level of **13**.

SURRENDER AND DEFEAT

If a Player Character falls to 0 Hit Points and **Surrenders** during this scene, follow the advice on page **43** — Lavigne's Theme might become **Anger** now that she has witnessed Elonia stealing Armorica's metal for its experiments, Cassandra might develop a Bond of **hatred** or at the very least **mistrust** towards Desdemona, and so on.

Above all else, choose dramatic consequences that allow the characters to grow and become more complex.

If **the entire group is defeated**, the last attack hits the central pillar, and the dome begins to crumble — Desdemona and Tristan take the Compass and leave, believing the Player Characters will be crushed during the collapse. You should then ask the Players to describe how they manage to escape the building before it's too late (no Checks required, they've already lost enough).

DESDEMONA PERSES

Lv 10 ◆ HUMANOID

Traits: Agile, determined, sorrowful, veteran warrior.

DEX d8	INS d8	MIG d8	WLP d8	Hit Points	120
DEFENSE 9		MAGIC DEFENSE 9		Mind Points	60

VULNERABILITIES: DARK, BOLT	RESISTANCES: AIR, LIGHT

ATTACKS

🗡 **Heart Piercer (melee)** ◆ 【DEX + MIG】+4 ◆ 【HR + 12】 **physical** damage. Damage caused by this attack ignores Resistances.

🏹 **Spirit Piercer (ranged)** ◆ 【DEX + WLP】+4 ◆ 【HR + 5】 **air** damage, and the target of this attack loses 5 Mind Points. Then, Desdemona regains 5 Mind Points.

SPELLS

✦ **Ventus (offensive spell)** ◆ **Target:** Up to three creatures ◆ **Cost:** 10 MP per target ◆ **Check:** 【INS + WLP】+1
Each target suffers 【HR + 15】 **air** damage.

TRISTAN PERSES

Lv 10 ◆ CONSTRUCT

Traits: Clad in magitech armor, eerie, imposing, voiceless.

DEX d8	INS d6	MIG d10	WLP d8	Hit Points	140
DEFENSE 12		MAGIC DEFENSE 8		Mind Points	40

VULNERABILITIES: BOLT, LIGHT	RESISTANCES: DARK, EARTH

ATTACKS

🗡 **Iron Gauntlet (melee)** ◆ 【DEX + MIG】+1 ◆ 【HR + 10】 **physical** damage.

🗡 **Ground Shaker (melee)** ◆ 【MIG + MIG】+1 ◆ 【HR + 5】 **earth** damage. This attack may target up to **two** Player Characters at once: perform a single Accuracy Check and compare it to the Defense of both targets to determine who is hit by the attack; the effects of the attack are the same for each target.

SPECIAL RULES

Magic Counter ◆ After a Player Character casts a spell, Tristan automatically performs **Iron Gauntlet** against that character (this attack takes place **after** the effects of the spell have been fully resolved).
If this attack hits, it deals **exactly 10 physical damage** (treat the HR as being equal to 0).

If there are only 3 Player Characters, Tristan should have **70 Hit Points** and only perform **a single turn** during each round. Otherwise, the battle might be too challenging.

ENEMY TACTICS

Desdemona should cast **Ventus** on as many targets as possible during her first turn in each round; during her second turn, she uses **Heart Piercer** or **Spirit Piercer** on a random target. If low on Mind Points, she will use **Spirit Piercer** instead of **Ventus** during her first turn in the round (or use that action to spend 1 Ultima Point, recover from all status effects, and regain 50 Mind Points).

Tristan should perform **Iron Gauntlet** against a random target during his first turn in each round, then use his second turn to perform **Ground Shaker** against two random targets.

Both Desdemona and Tristan will keep **at least 1 Ultima Point** to leave the scene safely.

TWISTS

A good boss fight always features a few **twists**!

WHEN TRISTAN FALLS TO 0 HIT POINTS

If a character reduces Tristan to 0 Hit Points, have the Player describe the fate of his magitech armor — is it destroyed? sliced in two? simply deactivated?

Then, Tristan will **spend 1 Ultima Point** to save himself: his soul will rise from the remains of the armor and dive towards Desdemona, who will catch it inside the **Compass of the Beyond**.

If Desdemona no longer has the Compass (e.g. the heroes took it by completing a **Clock**), Tristan will avoid defeat but his soul will disperse into the air — perhaps to return later during your adventures. Desdemona will be **very unhappy**.

WHEN DESDEMONA FALLS TO 60 HIT POINTS OR LESS

At this point, Desdemona will leap on top of Tristan and **enter his armor**. Tristan's fist will grab Desdemona's spear and the two will now fight as one — the battle continues normally, but Desdemona **cannot be targeted by attacks, spells or Skills until Tristan is reduced to 0 Hit Points**, at which point she will exit the armor and catch Tristan's soul inside the Compass (as described above).

WHEN DESDEMONA FALLS TO 0 HIT POINTS

If Desdemona is reduced to 0 Hit Points, she will immediately **spend 1 Ultima Point** to smash the pillar in the middle of the room and use the collapse to cover her escape.

CONCLUSION

Game Master and Players: You have reached the conclusion of this tutorial scenario!

You should narrate this final scene together; when we see your heroes rising from what's left of the building, what are they doing? What have they lost? Who is helping who? What emotions can we see in their eyes?

Treat this like the closing scene of the pilot episode for an anime series: it should evoke a feeling of adventure, hope, and expectation towards the future, but also foreshadow a new threat — for instance, the Game Master could describe the clear sky above the Crater, where a fleet of Elonian airships can be seen flying towards Dunova; or perhaps some ancient, terrible creature stirring within the depths of the ruins.

After all, it's always cool to end a play session with a cliffhanger!

This is a good time to end the play session and maybe chat a bit about the game.

Needless to say, your story doesn't have to end here:

✦ What will the heroes do now? Will they chase after Desdemona, or will they return to Dunova?

✦ How did the recent experiences affect each Player Character? How will their **Identity**, **Theme**, and **Bonds** change after today?

✦ Will the empire make a move against the kingdom?

✦ What will it take to repair Leon's airship? Will the group find Olivia with him?

✦ What kind of creatures still lurk within the Crater, and will they remain there?

If you want to keep playing with these characters and see where their story goes, you can download a **free** pdf packed with advice and ideas:

Your story will continue on **fabulaultima.com**!

ABOUT THE FULL EXPERIENCE

In order to teach you the rules, this tutorial included premade characters, a partially predetermined world and a largely linear story.

Once the core book for **Fabula Ultima** is in your hands, the Players and the Game Master can take all these aspects into their hands and create a unique experience together.

So, what's different? How does it work? Well, here are a few highlights!

YOUR WORLD

✦ You will create a fantastic world **together**: places like Dunova, the Crater or the Empire will be something you invent at your table, placing them on a shared map!

✦ You will define the world's **major historical moments** and **threats**, providing the seeds which will then blossom into your adventures. Then, session after session, your world will **grow**, and its map will become rich with interesting and dangerous locations!

YOUR CHARACTERS

✦ Players will each design a heroic character, define that character's **Traits** and **Bonds**, and choose a custom list of powerful abilities that give them a unique playstyle.

✦ The Game Master will create powerful **Villains** whose desires and machinations threaten the entire world; enemies who act as a dark mirror to the heroes' hopes and beliefs.

YOUR STORY

✦ Player Characters **drive the story forward** scene after scene, setting their goals and facing the obstacles on their path together.

✦ The Game Master will react to the Player Characters' choices and introduce **enemies and obstacles** that keep the pressure high and prevent the group from easily achieving their goals.

GROWTH AND CHANGE

Above all, the full game will allow you to **level up** your characters and see them grow more powerful and complex: and at the same time, they will have to risk more and more of what they hold dear in order to make the world a better place.

This cycle of growth and transformation, victory and defeat, is the true heart of **Fabula Ultima**: embrace it, and your story will be unforgettable.

QUICK RULES REFERENCE

0 Hit Points 43

Attack (action) 28

Bond 21

Check 15

Clock 38

Critical success 16

Conflict 26

Die size 2

Difficulty Level (DL) 16

Elite enemies 42

Emotion 21

Fabula Point 23, 37

Fumble 16

Group Check 25

Guard (action) 28

High Roll (HR) 28

Hit Points (HP) 25, 43

Initiative 27

Inventory (action) 38

Inventory Points (IP) 33

Mind Points (MP) 25

Modifier 16

Objective (action) 38

Opportunity 36

Resistance 28

Round 27

Situational modifier 36

Skill (action) 29

Spell (action) 29

Status effect 17

Study (action) 39

Trait 19

Turn 27

Ultima Point 41

Vulnerability 28

Zenit 32

CONTINUE?

YES NO

Discover **Fabula Ultima** and download free content, fillable sheets, original soundtrack & more on **fabulaultima.com**!

This is your world,
this is your story.

Make your choice
and fight for what you believe in.

Fabula Ultima is a Tabletop Role-Playing Game inspired by JRPGs, the Japanese videogame RPGs. In **Fabula Ultima** you and your friends will tell epic stories of aspiring heroes and fearsome villains, set in fantasy worlds brimming with magic, wondrous places, and uniquely bizarre monsters!

Press Start is **Fabula Ultima**'s ready-to-play introductory scenario: a complete tutorial that will plunge you into a tale of bravery and memorable characters... all you need is the courage to fight for what you hold most dear!

NEED GAMES!