FABULA ULTIMA ✦ CORE RULEBOOK

GUARDIAN

Permanently increase your maximum Hit Points by 5.

Gain the ability to equip **martial armor** and **martial shields**.

BODYGUARD ○

If you perform the **Guard** action and choose to provide cover to another creature, that creature gains Resistance to all damage types until the start of your next turn.

DEFENSIVE MASTERY ○○○○○

As long as you have a **shield** or a **martial armor** equipped, all damage you suffer is reduced by SL (applied **before** damage Affinities).

DUAL SHIELDBEARER ○

You may now equip a **shield** in your **main hand** slot. As long as you have two shields equipped, you gain the benefits of both items and may treat them as the following combined two-handed melee **brawling** weapon:

WEAPON: TWIN SHIELDS			
CATEGORY	ACCURACY	DAMAGE	DAMAGE TYPE
BRAWLING	MIG + MIG	HR + 5	PHYSICAL

Deals extra damage equal to your SL in defensive mastery.

FORTRESS ○○○○○

Permanently increase your maximum Hit Points by SL × 3.

PROTECT ○

When another creature is threatened by an **attack**, **spell** or other **danger**, you may take their place (any Checks that are part of the danger will be performed against you; 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.