

FABULA ULTIMA + PLAYTEST MATERIALS v1.11

GUARDIAN

Permanently increase your maximum Hit Points by 5.

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

RETALIATION



When you deal damage during your turn, if you performed the Guard action during your previous turn and chose to cover an ally, you deal **SL** extra damage.

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 × 5**.

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.