FABULA ULTIMA ✦ HIGH FANTASY ATLAS

SYMBOLIST

Permanently increase your maximum Inventory Points by 2.

MAGIC SYMBOLS ○○○

If an ally bears one of your **symbols**, that ally may perform the **Spell** action and destroy that symbol to cast a single spell among those **you** know, as long as it has a total **Mind Point cost equal to or lower than** $SL \times 10$ (that ally must still pay the MP cost).

MIRAGE ○

You gain the ability to perform Rituals of the **Ritualism** discipline; **additionally**, you may use **Ritualism** to create **sight-based illusions**.

PERSONAL TOUCH ○○○○○

When a creature you can see that is bearing one of your **symbols** suffers damage or recovers Hit Points and/or Mind Points, you may have that creature suffer SL extra damage or recover SL additional Hit Points and/or Mind Points, respectively).

SYMBOLIC CONNECTION ○

You always know the exact direction in which to find any creature bearing one of your **symbols**, as long as that creature is within **2 travel days** of your position.

SYMBOLISM ○○○○○

Each time you acquire this Skill, you learn **two symbols**.

You may have **up to** $SL + 1$ **symbols active at the same time**; if you create more while at your limit, you must first choose and destroy some of your previous **symbols**.

You may perform the **Inventory** action and spend 2 Inventory Points to create a **symbol** you have learned and choose one option:

- apply that **symbol** to yourself
- apply that **symbol** to an ally you can see
- perform a **free attack** with a weapon you have equipped. This attack deals no damage, but you apply a copy of the chosen **symbol** to each enemy hit by the attack (each copy counts as a separate **symbol** towards your limit or $SL + 1$ active **symbols**).

ACTIVE SYMBOLS

TARGET	SYMBOL OF…

RULES FOR SYMBOLS

A creature may only bear one symbol at a time — if they receive a new symbol, regardless of source, any previous symbol is destroyed.

Symbols and their effects have unlimited durations until destroyed.

If a Symbolist dies, each symbol they created is immediately and automatically destroyed.

If a creature bearing a symbol dies, that symbol is also destroyed. However, if the creature is a NPC that simply changes its form and statistics when reduced to 0 Hit Points, that does not remove the symbol: in short, the symbol is "narratively" tied to that specific character, not to their current manifestation and parameters.

A Villain may, during a Game Master scene, spend 1 Ultima Point to destroy any number of symbols borne by themselves and by any of their allies that are present during that scene.

Other valid methods to forcibly remove a symbol against the will of the Symbolist who created it include the use of an opportunity appropriate to the scene or an NPC Skill specifically created by the GM (but this should be done no more than two or three times per campaign).

A Symbolist may destroy any number of their symbols at any time, no action required.

If a symbol requires you to make a choice when it is created, that choice applies to all copies of the symbol created with that action (but does not affect any copies of that symbol created through previous actions).

SYMBOLS

○ **SYMBOL OF BINDING:** The **current** Attribute die sizes of the creature bearing this **symbol** can **never** be **higher** than that creature's corresponding **base** Attribute die sizes (this does **not** end any spells or effects, but it will negate their influence over the creature's Attributes).

○ **SYMBOL OF CREATION:** When the creature bearing this **symbol** needs to spend Inventory Points during a conflict, they may instead destroy this **symbol** to spend no Inventory Points.

○ **SYMBOL OF DESPAIR:** When the creature bearing this **symbol** recovers Hit Points and/or Mind Points during conflicts, instead they only recover **half** the normal amount of Hit Points and/or Mind Points, respectively.

○ **SYMBOL OF DESTINY:** After the creature bearing this **symbol** makes a Check, if you are able to see them, you may spend 1 Fabula Point to force that creature to reroll both dice. You may only do so once per Check, and only if the Result was not a **critical success** or **fumble**.

○ **SYMBOL OF ELEMENTS:** When you create this **symbol**, choose a damage type: **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light**, or **poison**. When the creature bearing this **symbol** deals damage to one or more creatures, if you can see the creature bearing this **symbol**, you may spend an amount of Mind Points equal to **one third of the total damage being inflicted to those creatures**. (including any sources of extra damage). If you do, all damage dealt this way changes type to the type chosen when you created this **symbol**.

○ **SYMBOL OF ENMITY:** As long as the creature bearing this **symbol** is in **Crisis**, any of that creature's enemies who are able to see them must include them among the targets of their attacks and offensive spells, if possible.

○ **SYMBOL OF FLUX:** When you create this **symbol**, choose a status effect: **dazed**, **shaken**, **slow**, or **weak**. Then, choose one option: the creature bearing this **symbol** gains immunity to the chosen status effect; or the creature bearing this **symbol** loses immunity to the chosen status effect and cannot gain it.

○ **SYMBOL OF FORBIDDANCE:** When you create this symbol, choose an action type: **Attack**, **Guard**, **Objective**, **Spell**, or **Skill**. When the creature bearing this **symbol** performs the chosen action, they lose 5 Hit Points and 5 Mind Points (before performing that action). Both amounts increase to 10 if you are **level 20 or higher**, or to 20 if you are **level 40 or higher**.

○ **SYMBOL OF GROWTH:** Spells with a **target** of "Up to three creatures" cast by the creature bearing this **symbol** have a **target** of "Up to four creatures" instead. The creature still needs to spend additional Mind Points for a fourth target.

SYMBOLS, CONTINUED

○ **SYMBOL OF METAMORPHOSIS:** When you create this **symbol**, choose a Species: **beast**, **construct**, **demon**, **elemental**, **monster**, **plant**, or **undead**. The creature bearing this **symbol** is treated as belonging to the chosen Species for the sake of Skills and effects, instead of their normal Species (this does **not** otherwise alter any of the creature's profile, such as their Affinities or any special rules they may have). This **symbol cannot** be applied to Player Characters.

○ **SYMBOL OF PROSPERITY:** When the creature bearing this **symbol** spends 1 Fabula Point to **invoke a Trait or Bond**, they also receive 100 zenit.

○ **SYMBOL OF PROTECTION:** When you create this **symbol**, choose a damage type: **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light**, or **poison**. The creature bearing this **symbol** gains Resistance to the chosen damage type.

○ **SYMBOL OF REBELLION:** If a **Villain** is present on the scene, any Opposed Checks made by the creature bearing this **symbol** trigger a **critical success** when both dice show the same number (as long as the Check is not a **fumble**).

○ **SYMBOL OF REBIRTH:** If the creature bearing this symbol is about to be reduced to 0 Hit Points, they may destroy this **symbol**. If they do, they are instead reduced to exactly 1 Hit Point.

○ **SYMBOL OF REVENGE:** When a creature in **Crisis** hits the creature bearing this **symbol** with an attack or offensive spell, the creature in **Crisis** recovers 5 Hit Points and 5 Mind Points.

○ **SYMBOL OF SACRIFICE:** When the creature bearing this **symbol** suffers damage, if you are able to see them, you may destroy this **symbol**. If you do, you suffer the same amount of damage instead of that creature.

○ **SYMBOL OF SORCERY:** The total Mind Point cost of spells that target the creature bearing this **symbol** is reduced by 5 MP (to a minimum total cost of 5 MP). If a spell targets multiple creatures bearing this **symbol**, the effect will be **cumulative**.

○ **SYMBOL OF TRUTH:** Checks performed to examine or locate the creature bearing this **symbol**, as well as Accuracy Checks and Magic Checks for attacks and offensive spells that include the creature bearing this **symbol** among their targets, gain a +2 bonus. If an attack or spell targets multiple creatures bearing this **symbol**, the effect will be **cumulative**.

○ **SYMBOL OF WEAKNESS:** When you create this **symbol**, choose a damage type: **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, **light**, or **poison**. The creature bearing this **symbol** suffers 5 extra damage from sources dealing damage of the chosen type.