

FABULA ULTIMA + PLAYTEST MATERIALS v1.11

# DARKBLADE

Permanently increase your maximum Hit Points by 5.

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

Choose one:

- ☐ Gain the ability to equip **martial melee weapons**.
- ☐ Gain the ability to equip **martial ranged weapons**.

## AGONY



Once per turn (including other creatures' turns), after you deal damage to one or more enemies, if you have a **Bond** towards at least one of those creatures, you may recover **SL × 2** Hit Points and **SL × 2** Mind Points.

## DARK BLOOD



As long as you are in **Crisis**, you have Resistance to **dark** damage and poison **damage**.

## HEART OF DARKNESS



Once per scene upon entering **Crisis**, you may choose a specific creature you can see that you don't have a **Bond** towards. If you do, create a **Bond** of **hatred** towards that creature.

## PAINFUL LESSON



After another creature causes you to lose Hit Points (with an attack, a spell or any other method), you may immediately perform the **Study** action on that creature for free. If you do, gain a bonus equal to **SL** to your Check.

Remember, you can study the same aspect of a creature only once.

## SHADOW STRIKE



You have learned to channel your vital force into your attacks. You may use an action to perform a **Shadow Strike**: roll your current **Might** die and lose an amount of Hit Points equal to **the number rolled on your Might die**. If this didn't reduce your Hit Points to 0, you may perform a **free attack** with a weapon you have equipped: if this attack hits one or more targets, it deals extra damage equal to **SL + the number rolled on your Might die**. However, all damage dealt by this attack becomes **dark** and its damage type cannot be changed.