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FABULA ULTIMA ✦ PLAYTEST MATERIALS v1.11

SHARPSHOOTER

Permanently increase your maximum Hit Points by 5.

Gain the ability to equip **martial ranged weapons** and **martial shields**.

BARRAGE ◯

When you perform a **ranged** attack, you may spend 10 Mind Points to choose one option:

- the attack gains **multi (2)**.
- you increase the attack's **multi** property by one, up to a maximum of **multi (3)**.

CROSSFIRE ◯

After a creature you can see performs a **ranged** attack, you may spend an amount of Mind Points equal to the 5 + total Result of their Accuracy Check in order to have the attack fail automatically against all targets. You can only use this Skill if you have a **ranged** weapon equipped, and it has no effect if the Accuracy Check was a **critical success**.

HAWKEYE ◯◯◯◯◯

When you perform the **Guard** action and choose **not** to cover another creature, you may spend 10 Mind Points to choose one option:

- the next **ranged** attack you perform before the end of your next turn deals 5 + (SL × 5) extra damage, and all its damage ignores Resistances and Vulnerabilities
- you perform a **free attack** with a **bow** or **firearm** weapon you have equipped, treating your **High Roll** as being equal to 0 when determining damage.

RANGED WEAPON MASTERY ◯◯◯◯

You gain a bonus equal to SL to all Accuracy Checks with **ranged** weapons.

WARNING SHOT ◯◯◯◯

When you hit one or more targets with a **ranged** attack that would deal damage, you may have the attack deal no damage. If you do, choose one option:

- inflict **shaken** on each target hit by the attack.
- inflict **slow** on each target hit by the attack.
- each target hit by the attack loses SL × 10 Mind Points.

Describe your maneuver!

Fabula Ultima is a roleplaying game created by Emanuele Galletto and published by Need Games.

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