

NAME

ATTRIBUTES

DEX

INS

MIG

WLP

STATUS EFFECTS

☐ SLOW

☐ DAZED

☐ WEAK

☐ SHAKEN

☐ ENRAGED

☐ POISONED

PRONOUNS

PHYSICAL

LIGHT

DARK

FIRE

ICE

BOLT

POISON

EARTH

AIR

LEVEL

ABSORB

IMMUNE

RESIST

VULNERABLE

FABULA POINTS

HELD

SPENT

EXPERIENCE POINTS

10 XP = LEVEL UP

HIT POINTS

BASE: (MIG × 5) + LEVEL

MIND POINTS

BASE: (WLP × 5) + LEVEL

INVENTORY POINTS

BASE: 6

DEFENSE

BASE: DEX

MAGIC DEFENSE

BASE: INS

EQUIPMENT

MAIN HAND

OFF HAND

ARMOR

ACCESSORY

TRAITS

IDENTITY

THEME

ORIGIN

BONDS

CHARACTER

ADMIRATION OR INFERIORITY

LOYALTY OR MISTRUST

AFFECTION OR HATRED

BACKPACK & MISC

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

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