

FABULA ULTIMA ◆ TECHNO FANTASY ATLAS

ESPER

Permanently increase your maximum Mind Points by 5.

For formulas on this class sheet, **BC** is equal to the number of filled sections of your brainwave clock.



COGNITIVE FOCUS

At the start of your turn during a conflict, you may choose one ally who is able to hear you or one enemy you can see that is suffering from **dazed**, **enraged**, and/or **shaken**.

Until the start of your next turn, the chosen creature becomes your **focus**. You gain a bonus equal to **SL** to Checks you perform to examine your **focus**, as well as to your Accuracy Checks and Magic Checks for attacks and offensive spells that include your **focus** among the targets.

CURRENT FOCUS



When you cause your **focus** to recover Hit Points and/or Mind Points, they recover **SL x 2** additional HP and/or MP, respectively.



HYPERCOGNITION

The total MP cost of your **spells** and **verses** that include your **focus** among their targets is reduced by **SL**, or by **SL x 2** if your **focus** is the only target (to a minimum cost of 0 Mind Points).

NAVIGATOR



You can communicate telepathically with any conscious ally **within one travel day** of you; you are **able to hear each other** for the sake of Skills and effects.

You gain the ability to perform Rituals of the **Ritualism** discipline. Additionally, you may use **Ritualism** to **transport creatures** in and out of the soul network, and to **gain information** and track entities while inside the soul network.



PSYCHIC GIFTS

Each time you take this Skill, you gain a psychic **gift**. Gifts can only be used when specific **events** take place. When this happens, you may spend an amount of MP equal to **BC x 5** (minimum 5 MP) in order to apply the effects of that gift to the event.

You may only use a single gift per event. If a gift causes HP or MP recovery, or if it causes MP loss, the amounts increase by 10 if you are **level 20 or higher**, or by 20 if you are **level 40 or higher**.



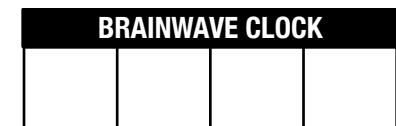
PSYCHOKINESIS

When you perform an Accuracy Check, you may replace one of the Attribute dice with **Willpower** (such as **DEX + WLP** for a **shortbow**). Additionally, your **melee** attacks with weapons belonging to the **arcane** or **sword** Categories may target **flying** creatures.

THE BRAINWAVE CLOCK

When you first acquire the **Psychic Gifts** Skill, you also receive a **Brainwave Clock**. Your Brainwave Clock has **4 sections**, and it begins each scene **empty**. After you resolve one of your **gifts**, **fill 1 section** of your Brainwave Clock (you do so **after** the effects of the **gift** have been calculated and applied).

Your Brainwave Clock determines your **gifts' cost in Mind Points**, as well as their **effectiveness**. You can still use your **gifts** when the Clock is full. Sections of your Brainwave Clock **may not be filled** in any way other than described above, and they **may only be erased** through the **Brainwave Discharge** Heroic Skill or through effects that **expressly** influence Brainwave Clocks.



BRAINWAVE CLOCK

PSYCHIC GIFTS

GIFT	EVENT
<input type="radio"/> ATMOKINESIS	When you deal damage That damage becomes air or bolt , and its source deals extra damage equal to 2 + BC .
<input type="radio"/> CLAIRVOYANCE	When an NPC becomes your focus or when you create a Bond towards an NPC Ask the Game Master a single question about that NPC, which the Game Master must answer truthfully. Then, describe what sensation revealed this information to you. You may use this gift only once on each NPC.
<input type="radio"/> GRAVITOKINESIS	When you deal damage That damage becomes earth or physical , and its source deals extra damage equal to 2 + BC . If the source deals damage to one or more flying creatures, they are forced to land immediately.
<input type="radio"/> LIFE TRANSFERENCE	When you cause one or more enemies to lose HP Choose yourself or an ally who is your focus : if they are in Crisis , they recover an amount of HP equal to 5 + (BC x 5) .
<input type="radio"/> PHOTOKINESIS	When you deal damage That damage becomes dark or light , and its source deals extra damage equal to 2 + BC .
<input type="radio"/> PSYCHIC BACKLASH	After an enemy succeeds on an Opposed Check against you or causes you to lose HP That enemy loses an amount of MP equal to 5 + (BC x 5) . Then, choose one option: that enemy suffers dazed , or that enemy suffers shaken .
<input type="radio"/> PSYCHIC SHIELD	After an enemy you can see performs an Accuracy Check or a Magic Check For the purposes of that Check, you may treat your Defense and Magic Defense scores as being equal to WLP + (BC x 2) . You may still use your normal scores if better.
<input type="radio"/> REASSURING PRESENCE	After you cover an ally with the Guard action That ally recovers an amount of MP equal to 10 + (BC x 5) . If that ally is your focus , they heal from a single status effect of their choice out of dazed , enraged , and shaken .
<input type="radio"/> THERMOKINESIS	When you deal damage That damage becomes fire or ice , and its source deals extra damage equal to 2 + BC .