

FABULA ULTIMA ◆ CORE RULEBOOK

# TINKERER

Permanently increase your maximum **Inventory Points** by 2.

You may initiate Projects.

## EMERGENCY ITEM



Once per conflict scene, if you are in **Crisis**, you may perform an additional action on your turn. This action **must** be the **Inventory** action.

## GADGETS



When you first acquire this Skill, choose a gadget type: **alchemy**, **infusions** or **magitech**. You gain its **basic benefits**.

Whenever you take this Skill again, choose one option: you gain the **basic benefits** of a new gadget type; **or** you gain the **advanced benefits** of a gadget type whose **basic benefits** you already obtained; **or** you gain the **superior benefits** of a gadget type whose **advanced benefits** you already obtained.

## POTION RAIN



When you create a potion that restores a single creature's HP and/or MP, you may have it affect up to **SL** additional creatures. If you do, the potion only restores half the amount of HP and MP to each creature.

## SECRET FORMULA



When you create a potion or magisphere whose effects restore HP and/or MP, each restored amount is increased by **SL × 5**.

When you create an elemental shard, potion or magisphere that deals damage, that item deals **SL** extra damage.

## VISIONARY



When you work on a Project, up to **SL × 100** of material costs are automatically paid. Additionally, you generate an additional **SL** progress every day. If multiple characters with this Skill work on the same Project, the effects will be cumulative.

### MAGISPHERE PROTOTYPES, ANY LEVEL

MP	SPELL	TARGET	DURATION

## GADGETS: MAGITECH



### BASIC: MAGITECH OVERRIDE

You may use an action and spend 10 Mind Points to perform an opposed **INS + INS** check against a nearby **soldier-rank construct** you can see (the GM must tell you who is a valid target). If you succeed, you gain control of the creature until the end of the scene (the GM gives you its profile). You may only control one **construct** at any given time, but may set it free whenever you want; the **construct** is also set free as soon as it is harmed by you or by one of your allies. Once free, the **construct** is again in control of its actions and might turn against you.

### ADVANCED: MAGICANNON

You may perform the **Inventory** action and spend 3 Inventory Points to create a **firearm** weapon known as a **magicannon**. The magicannon will crumble to pieces as soon as you create a new magicannon. When you create a magicannon, choose the type of damage it deals (**air**, **bolt**, **earth**, **fire**, **ice**, or **physical**).

MAGICANNON			
ACCURACY	DAMAGE	DAMAGE TYPE	PROPERTIES
DEX + INS + 1	HR + 10		2-HANDED, RANGED

### SUPERIOR: MAGISPHERES

You develop three magisphere prototypes; each of them can replicate a spell chosen from the following lists: **Elementalist**, **Entropist** and **Spiritist**. The spells you choose may come from the same list or different lists.

You also develop two more prototypes upon reaching **level 20**, and another two upon reaching **level 40** (the same applies if you already reached those levels).

You may perform the **Inventory** action and spend 2 Inventory Points to create a **magisphere** and immediately perform the **Spell** action for free, casting one of the spells you have developed a prototype for. The spell follows the normal rules (including MP costs and Magic Checks) and the magisphere is destroyed upon use.

### MAGISPHERE PROTOTYPES, LEVELS 20 & 40

MP	SPELL	TARGET	DURATION

## GADGETS: ALCHEMY



You may perform the **Inventory** action to rapidly craft a **potion** with powerful but somewhat unpredictable effects. When you do so, choose one type of **mix** among those you have unlocked (**basic**, **advanced** or **superior**) and spend the appropriate amount of Inventory Points.

When you create a mix, roll the amount of twenty-sided dice indicated by that mix, then assign one of those rolls to the **target** table and one to the **effect** table. Discard all remaining dice, then describe the effects of the mix!

The two effects marked with "Any" on the **effect** table are always available and can be chosen if none of the available effects appeal to you.

MIXES		
MIX	IP	DICE
BASIC	3	2
ADVANCED	4	3
SUPERIOR	5	4

### TARGETS

DIE	TARGET
1-6	you or one ally you can see that is present on the scene
7-11	one enemy you can see that is present on the scene
12-16	you and every ally present on the scene
17-20	every enemy present on the scene

### EFFECTS

DIE	EFFECT
ANY	suffers 20 <b>poison</b> damage
ANY	recovers 30 Hit Points
1	treats their <b>Dexterity</b> and <b>Might</b> dice as if they were one size higher (up to a maximum of d12) until the end of your next turn
2	effect 1, but with <b>Insight</b> and <b>Willpower</b>
3	suffers 20 <b>air</b> damage. This amount increases to 30 damage if you are <b>level 20 or higher</b> , or to 40 damage if you are <b>level 40 or higher</b>
4	effect 3, but with <b>bolt</b> damage
5	effect 3, but with <b>dark</b> damage
6	effect 3, but with <b>earth</b> damage
7	effect 3, but with <b>fire</b> damage
8	effect 3, but with <b>ice</b> damage
9	gains resistance to <b>air</b> and <b>fire</b> damage until the end of the scene
10	effect 9, but with <b>bolt</b> and <b>ice</b> damage
11	effect 9, but with <b>dark</b> and <b>earth</b> damage
12	suffers <b>enraged</b>
13	suffers <b>poisoned</b>
14	suffers <b>dazed</b> , <b>shaken</b> , <b>slow</b> and <b>weak</b>
15	recovers from <b>all status effects</b>
16-17	recovers 50 Hit Points and 50 Mind Points
18	recovers 100 Hit Points
19	recovers 100 Mind Points
20	recovers 100 Hit Points and 100 Mind Points

## GADGETS: INFUSIONS



When you successfully hit one or more targets with an attack, you may spend 2 Inventory Points to produce a special **infusion** and apply the corresponding effect to that attack (if the attack had the **multi** property, apply the effects of the infusion to each target).

You cannot apply more than one infusion to the same attack; producing and using an infusion are both part of the action you used to attack with the weapon.

### BASIC INFUSIONS

<b>CRYO</b>	Attack deals 5 extra damage. Damage becomes <b>ice</b> .
<b>PYRO</b>	Attack deals 5 extra damage. Damage becomes <b>fire</b> .
<b>VOLT</b>	Attack deals 5 extra damage. Damage becomes <b>bolt</b> .

### ADVANCED INFUSIONS

<b>CYCLONE</b>	Attack deals 5 extra damage. Damage becomes <b>air</b> .
<b>EXORCISM</b>	Attack deals 5 extra damage. Damage becomes <b>light</b> .
<b>SEISMIC</b>	Attack deals 5 extra damage. Damage becomes <b>earth</b> .
<b>SHADOW</b>	Attack deals 5 extra damage. Damage becomes <b>dark</b> .

### SUPERIOR INFUSIONS

Choose one:	
• you recover an amount of HP equal to half the HP loss suffered by the target of the attack.	
• you recover an amount of MP equal to half the HP loss suffered by the target of the attack.	
This infusion can only be used if the attack targeted a <b>single</b> creature.	

<b>VENOM</b>	Attack deals 5 extra damage. Damage becomes <b>poison</b> . Each creature hit by the attack suffers <b>poisoned</b> .
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### PROJECTS

NAME	COST	PROGRESS
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