

FABULA ULTIMA ◆ GM CHEAT SHEET

NPC CREATION**STEP 1: TRAITS**

Bring character to life with **personality**, **needs**, **instincts**, and **quirks**.

STEP 2: LEVEL

Average NPC difficulty is **5** above party level.

STEP 3: ATTRIBUTES

Pick one dice distribution: **8-8-8-8 10-8-8-6 10-10-6-6 12-8-6-6**

Assign scores to **DEX**, **INT**, **MIG**, and **WLP**.

STEP 4: SPECIES

Each species has a base number of skills and may have damage affinities.

STEP 5: BASIC ATTACKS

For each attack, choose two attribute dice and damage type.

Damage is **HR + 5** by default.

STEP 6: SKILLS

Species base number of skills + one skill for every ten levels.

Gain an additional skill for each damage vulnerability.

Vulnerability to physical damage grants two skills.

STEP 7: RANK ◇

Elite: skills + 1, HP × 2, 2 turns/round

Champion: skills + X, HP × X, MP × 2, X turns/round

Villain: minor = 5 UP, major = 10 UP, supreme = 15 UP

SKILLS ◇

CRISIS EFFECT: an effect that persists while in crisis, such as changing affinities or an attack ignoring resistances.

DAMAGE ABSORPTION: one resistance or immunity becomes absorption.

DAMAGE IMMUNITY: one non-vulnerability becomes immunity.

DAMAGE RESISTANCE: gain 2 resistances or cancel 2 vulnerabilities.

FINAL ACT: an effect triggered at zero HP, such as self-destruct.

FLYING: can't be melee attacked by non-fliers. Being in crisis or taking vulnerable damage forces the flier to land.

IMPROVED DAMAGE: +5 damage to one attack or spell.

IMPROVED DEFENSES: assign +2 and +1 to defense and magic defense.

IMPROVED HIT POINTS: +10 to max HP.

REACTION: react to one specific trigger, such as counterattacking when melee attacked or recovering MP after taking magic damage.

SPECIAL ATTACK: add a special effect to one basic attack, such as multi, applying a status, preventing an action, or starting a clock.

SPECIALIZED: +3 to accuracy, magic, or one type of opposed check.

SPELL CASTER: learn **two** spells *OR* learn **one** spell and gain +10 max MP. Spells may come from character classes or from the NPC spell list. Choose **MIG + WLP** or **INS + WLP** for the magic check.

STATUS EFFECT IMMUNITY: gain immunity to two statuses.

UNIQUE ACTION: a unique effect triggered by taking the **skill** action, such as changing affinities or increasing the damage of one spell.

◇ = INCLUDES PLAYTEST CHANGES!

SPECIES ◇		
SPECIES	SKILLS	DAMAGE AFFINITIES
BEAST	4	
CONSTRUCT	2	IMMUNE: POISON & POISONED RESIST: EARTH
DEMON	3	RESIST: CHOOSE TWO
ELEMENTAL	2	IMMUNE: POISON & CHOOSE A TYPE & POISONED
HUMANOID	4	
MONSTER	4	
PLANT	3	IMMUNE: DAZED, SHAKEN, ENRAGED VULNERABLE: CHOOSE 1: AIR / BOLT / FIRE / ICE
UNDEAD	2	IMMUNE: DARK & POISON & POISONED VULNERABLE: LIGHT

NPC RANKS ◇

SOLDIER	DEFAULT RANK
ELITE	REPLACES 2 SOLDIERS
CHAMPION	REPLACES ANY NUMBER OF SOLDIERS OF EQUAL LEVEL
VILLAIN	ELITE / CHAMP WITH ULTIMA POINTS, ◇ ACTS FIRST

NPC SPELLS ◇

NAME	MP	TARGET	EFFECT
AREA STATUS	20	ANY	MINOR STATUS
BREATH	5	ONE	HR+10 DMG
CURSE	5	ONE	MINOR STATUS
CURSE XL	10	ONE	MINOR STATUS × 2
CURSED BREATH	10	ONE	HR+15 DMG & MINOR STATUS
DEVASTATION	30	ANY	30 DMG (ONLY ELITE & LVL ≥ 30)
LICK WOUNDS	5	SELF	RECOVER 20 HP, +10 PER 20 LVL
LIFE THEFT	10	ONE	HR+15 DMG, RECOVER ½ AS HP
MIND THEFT	10	ONE	HR+15 DMG, RECOVER ½ AS MP
POISON	×10	≤ 3	POISONED STATUS
QUICKEN	◇ 10	ONE	TARGET DOES BASIC ATTACK
RAGE	×10	≤ 3	ENRAGED STATUS
SHELL	10	SELF	RESIST PHYSICAL DMG
WAR CRY	×10	≤ 3	+1 ACCURACY
WEAKEN	10	ONE	+5 DMG FROM ALL SOURCES

ENCOUNTERS

DIFFICULTY	ENEMY LEVEL	NUMBER OF ENEMIES
EASY	SAME LEVEL AS PARTY	FEWER ENEMIES THAN PARTY
NORMAL	5 LEVELS ABOVE	EQUAL NUMBER OF ENEMIES
HARD	10 LEVELS ABOVE	MORE ENEMIES THAN PARTY

SPENDING AN ULTIMA POINT

ESCAPE FROM SCENE	INVOKED TRAIT	RECOVER 50 MP & CLEAR STATUSES
	TO RE-ROLL DICE	

MISSION REWARDS

LVL	ITEM COST	AVG REWARD
5	≤ 500	250 / PC
10	≤ 1000	400 / PC
20	≤ 1500	500 / PC
30	≤ 2000	800 / PC
40		1000 / PC

MISC DAMAGE

LVL	MINOR	HEAVY	MASSIVE
5	10	30	40
20	20	40	60
40	30	50	80

BASIC WEAPONS						
Category	Weapon	Cost	Accuracy	Damage	Hands	Ranged
Arcane	Staff	100	WLP+WLP	HR+6	2	
	Tome	100	INS+INS	HR+6	2	
Bow	Crossbow	150	DEX+INS	HR+8	2	Ranged
	Shortbow	200	DEX+DEX	HR+8	2	Ranged
Brawling	Unarmed		DEX+MIG	HR+0	1	
	Improvised		DEX+MIG	HR+2	1	Either
	Iron Knuckle	150	DEX+MIG	HR+6	1	
Dagger	Steel Dagger	150	DEX+INS + 1	HR+4	1	
Firearm	♦ Pistol	250	DEX+INS	HR+8	1	Ranged
Flail	Chain Whip	150	DEX+DEX	HR+8	2	
Heavy	Iron Hammer	200	MIG+MIG	HR+6	1	
	♦ Broadaxe	250	MIG+MIG	HR+10	1	
	♦ Waraxe	250	MIG+MIG	HR+14	2	
Spear	♦ Light Spear	200	DEX+MIG	HR+8	1	
	♦ Heavy Spear	200	DEX+MIG	HR+12	2	
Sword	♦ Bronze Sword	200	DEX+MIG + 1	HR+6	1	
	♦ Greatsword	200	DEX+MIG + 1	HR+10	2	
	♦ Katana	200	DEX+INS + 1	HR+10	2	
	♦ Rapiere	200	DEX+INS + 1	HR+6	1	
Thrown	Shuriken	150	DEX+INS	HR+4	1	Ranged

EQUIPMENT QUALITIES

Quality	Cost	EFFECT	🗡️	🛡️	💍
Antistatus	500	Immune to a status	•	•	•
Resistance	700	Resist a non-physical damage type	•	•	•
Amulet	800	+1 Magic Defense	•	•	
Bulwark	800	+1 Defense	•	•	
Dual Resistance	1000	Resist two non-physical damage types	•	•	•
Swordbreaker	1000	Resist Physical Damage	•	•	•
Immunity	1500	Immune to a non-physical damage type	•	•	•
Omnishield	2000	+1 Defense and Magic Defense	•	•	
Perfect Health	2000	Immune to all statuses	•	•	•
Damage Change	300	All damage dealt becomes a type		•	
Initiative Up	500	+4 Initiative		•	•
Accuracy Up	1000	+1 Accuracy		•	•
Magic Up	1000	+1 Magic		•	•
Vitality Up	1000	+5 HP when recovering HP		•	•
Healing Up	1500	+5 HP per target for healing spells		•	•
Spell Up	2000	+5 damage for offensive spells		•	•
Weapon Up	2000	+5 damage, choose melee or ranged		•	•
Magical	100	Targets magical defense	•		
Hunter	300	+5 damage to a species	•		
Piercing	400	Damage ignores resistances	•		
Dual Hunter	500	+5 damage to two species	•		
Multi	1000	Attacks have multi (2)	•		
Status	1500	Target takes a minor status	•		
Status Plus	2000	Target takes a major status	•		

Players may **upgrade** equipment with a quality by paying **double** the quality's cost.
No equipment may have more than **one** quality.

BASIC ARMOR & SHIELDS ◇			
Armor	Cost	Def	M. Def
None		DEX	INS
Silk Shirt	100	DEX	INS + 2
Travel Garb	100	DEX + 1	INS + 1
Combat Tunic	150	DEX + 2	INS
Sage Robe	200	DEX + 1	INS + 2
Brigandine	♦ 150	10	INS
Bronze Plate	♦ 200	11	INS
Runic Plate	♦ 250	11	INS + 1
Steel Plate	♦ 300	12	INS
Bronze Shield	100	+2	
Runic Shield	♦ 150	+2	+2
BASIC SERVICES			
Inn, Village	5	Full Rest	
Inn, Town	10		
Inn, City	20		
Taxi, Land	10	1 Travel Day	
Taxi, Water	20		
Taxi, Air	40		
Item Shop	10	1 Inventory Point	
MOUNTS & VEHICLES			
	Cost	Seats	Speed
Mount, Land	200	2	× 2
Mount, Water	500	6	× 2
Mount, Submarine	1000	6	× 2
Mount, Air	2000	6	× 3
Vehicle, Land	600	6	× 2
Vehicle, Water	2000	10	× 2
Vehicle, Submarine	4000	10	× 2
Vehicle, Air	8000	10	× 3
CUSTOM WEAPONS			
	♦ = MARTIAL		
1.	Choose the weapon's category.		
2.	Choose whether the weapon is melee or ranged.		
3.	Choose DEX+INS or DEX+MIG accuracy check.		
4.	The weapon will always require two hands.		
5.	The weapon begins as not martial , with physical damage of HR + 5 and a cost of 300 zenith.		
6.	Choose three customizations.		
7.	If damage bonus ≥ 10, weapon becomes martial.		
WEAPON CUSTOMIZATIONS			
Accurate	+2 Accuracy		
Defense Boost	+2 Defense, counts as a shield		
Elemental	+2 Damage, choose damage type		
Mag Def Boost	♦ +2 Magic Defense		
Powerful	♦ +5 Damage, +7 if Heavy Not allowed if Dagger or Arcane		
Quick	May choose to perform 2 attacks ♦ Counts as 2 customizations, obeys 2-weapon fighting rules		
Transforming	May have 2 forms Both must have transforming		