

FABULA ULTIMA ♦ NATURAL FANTASY ATLAS

# GOUPMET

Permanently increase your maximum Mind Points by 5.

You may start Projects to create unique foods and drinks; they are always consumable and their area is based on the number and type of creatures you need to nourish.

COOKING



When you **rest** inside a settlement, you gain **SL** ingredients.

You may use an action and combine **2 or 3 ingredients** to prepare a **delicacy** and choose one option:

- you apply its effects to yourself or an ally you can see.
  - you perform a **free attack** with a weapon you have equipped. This attack deals no damage, but you apply the delicacy's effects to each enemy hit by the attack.

You may carry up to **10 + (SL × 5)** ingredients, and they will never spoil until you use them; if you take this Skill during character creation, you begin play with ten ingredients with random tastes.

# **KNIFE AND FORK**



When you perform the **free attack** granted by the **Cooking** Skill, if you combined **no more than 2 ingredients**, you may have the attack deal damage as normal. If you do, you treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack.

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MADE WITH LOVE



When you use the **Cooking** Skill and choose to apply the effects of the **delicacy** to yourself or an ally you can see, you may spend up to **SL × 10** MP. For every 10 MP you spend this way, apply the delicacy's effects to an additional ally you can see.

# SALT AND PEPPER



When you prepare a **delicacy**, you may spend 2 Inventory Points: if you do, change the **taste** of one ingredient to a taste of your choice.

# TRAVELING COOK



After each travel roll, if you acquired the **Cooking** Skill, you gain **SL × 2** ingredients.

# COOKBOOK SHEET

# GATHERED INGREDIENTS

BITTER	SALTY	SOUR	SWEET	UMAMI

**DELICACY EFFECTS, D12 ROLL**

- 1 Each of this delicacy's targets recovers from the **(choose one)** status effect.  
 DAZED  ENRAGED  POISONED  SHAKEN  SLOW  WEAK
- 2 Each of this delicacy's targets suffers the **(choose one)** status effect.  
 DAZED  SHAKEN  SLOW  WEAK
- 3 Each of this delicacy's targets recovers 40 **Hit Points**.  
 This amount increases to 50 if you are **level 30 or higher**.
- 4 Each of this delicacy's targets recovers 40 **Mind Points**.  
 This amount increases to 50 if you are **level 30 or higher**.
- 5 This delicacy deals 20 **(choose one)** damage to each of its targets.  
 This amount increases to 30 damage if you are **level 30 or higher**.
- AIR  BOLT  EARTH  FIRE  ICE  POISON
- 6 Until the end of your next turn, every source that deals **(choose one)** damage deals 5 extra damage to each of this delicacy's targets.  
 AIR  BOLT  EARTH  FIRE  ICE  POISON
- 7 Each of this delicacy's targets cannot perform the **Guard** action during their next turn.
- 8 Each of this delicacy's targets cannot perform the **Spell** action during their next turn.
- 9 Each of this delicacy's targets cannot perform the **Skill** action during their next turn.
- 10 Each of this delicacy's targets gains Resistance to **(choose one)** damage until the end of your next turn.  
 AIR  BOLT  EARTH  FIRE  ICE  POISON
- 11 Each of this delicacy's targets treats their **(choose one)** as if it were one die size higher (up to a max of **d12**) until the end of your next turn.  
 DEXTERITY  INSIGHT  MIGHT  WILLPOWER
- 12 During the next turn of each of this delicacy's targets, all damage they deal becomes **(choose one)** and its type cannot change.  
 AIR  BOLT  EARTH  FIRE  ICE  POISON

**INGREDIENT TASTE, D6 ROLL**

1 bitter	3 sour	5 umami
2 salty	4 sweet	6 your choice

**GAINING INGREDIENTS**

You will normally receive ingredients through the **Cooking** and **Traveling Cook** Skills; you might also receive them as **rewards** during play. When you obtain an **ingredient**, you're never too sure what it will taste like — roll a **d6** to determine the **ingredient's taste**, then describe its appearance and give it a name.

You may also purchase **ingredients** from stalls, shops or merchants: the price is **10** for an **ingredient** with a random taste, or **20** for an **ingredient** with a taste of your choice.

**TASTES AND DELICACIES**

When you use the **Cooking** Skill, you combine two or three **ingredients** to generate a special **delicacy** with powerful effects that will be applied to its targets.

Every **different** combination of **two tastes** (even if it's the same **taste** used twice!) will add an **effect** to the **delicacy**.

When you combine two **tastes** you **never combined before**, determine the **effect** of that combination by rolling a **d12** and consulting the "Delicacy Effects" table; most entries also require you to make a choice (such as a specific damage type or status effect). Once you're done, record the resulting effect on your **cookbook sheet**: from this moment on, that **taste combination** will **always** produce that exact **effect** when you use it.

No two combinations of **tastes** in your **cookbook sheet** can have **identical effects**. When you determine the effect of a new combination, you must make your choices in such a way that the resulting effect has no precedents (for instance, by selecting a different damage type or status effect); if you can't, **re-roll the d12**.

When completed, your **cookbook sheet** will feature a total of **15 effects**, one for each possible pair of tastes.

**Delicacies** created through the **Cooking** Skill have an immediate effect and are then destroyed; if you want to prepare foods with unique effects and use them later, you must instead use the rules for **Projects**.