

FABULA ULTIMA ◆ PLAYTEST MATERIALS v1.11 ◆ OPTION A

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 normal 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

During a conflict, you may use an action and spend 10 Mind Points to choose a **construct** or **elemental** enemy you can see that does not possess independent intelligence and is suffering from **one or more status effects**. If you do, that enemy recovers from all status effects, then the Game Master reveals its **entire profile** and you may force it to immediately perform an action of your choice; during that action, the creature is treated as an ally of your group.

ADVANCED: MAGICANNON

You may perform the **Inventory** action and spend 2 Inventory Points to create a **magiccannon** and destroy any **magiccannon** you previously created. If you do so and both your **hand slots** are empty, you may immediately equip the newly created **magiccannon** and perform a **free attack** with it. Whenever you create a **magiccannon**, choose what type of damage it deals (**air**, **bolt**, **earth**, **fire**, **ice**, or **physical**).

FIREARM: MAGICANNON

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

SUPERIOR: MAGISPHERES

You develop a **magisphere** for each of **three spells** from among those found in the **Elementalist**, **Entropist**, and **Spiritist** lists; these spells may come from the same list or from different lists (this **does not** count as "learning" or "knowing" these spells).

You develop a new **magisphere** upon reaching **level 20**, and another 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 perform the **Spell** action for free, casting one of the spells you have developed a **magisphere** for. The spell follows the normal rules (including MP costs and Magic Checks).

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

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

CRYO	Attack deals 5 extra damage. Damage becomes ice .
PYRO	Attack deals 5 extra damage. Damage becomes fire .
VOLT	Attack deals 5 extra damage. Damage becomes bolt .

ADVANCED INFUSIONS

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

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 single creature.

VENOM	Attack deals 5 extra damage. Damage becomes poison . Each creature hit by the attack suffers poisoned .
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PROJECTS

NAME	COST	PROGRESS
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