

FABULA ULTIMA ♦ HIGH FANTASY ATLAS

COMMANDER

Permanently increase your maximum Hit Points by 5.

Gain the ability to equip **martial melee weapons** and **martial ranged weapons**.

BISHOP'S EDICT



During a conflict, you may use an action and spend 10 Mind Points to choose one option

- all MP costs are doubled.
- all sources of damage deal **SL × 3** extra damage.

The chosen effect lasts until the start of your next turn.

CHARGING CAVALRY



During a conflict, you may use an action and spend 10 MP to choose one ally that can hear you. That ally may immediately perform a **free attack** with a weapon they have equipped (or with a **basic attack** if they are an NPC). They gain a bonus equal to **SL** to the Accuracy Check, but treat their **High Roll** as 0 when calculating damage.

CRUSHING CHARIOT



After you use **Bishop's Edict**, **Charging Cavalry** or **King's Castle**, you may choose another Player Character that can hear you who has yet to take a turn during this round. That character may take their turn immediately after yours during this round.

KING'S CASTLE



During a conflict, you may use an action and spend 10 Mind Points to choose one option:

- no creature can recover Hit Points or Mind Points.
- all effects that restore Mind Points restore **SL × 5** additional Mind Points.

The chosen effect lasts until the start of your next turn.

QUEEN'S GAMBIT



During a conflict, you may use an action to perform a **free attack** with a weapon you have equipped, treating your **High Roll** as 0 when calculating damage. After this attack has been resolved, you may choose one option:

- one ally who is able to hear you recovers **5 + (SL × 5)** Hit Points.
- you immediately use a Skill you acquired among **Bishop's Edict**, **Charging Cavalry** or **King's Castle** for free (spending the appropriate MP).