

FABULA ULTIMA ◆ HIGH FANTASY ATLAS

CHANTER

Permanently increase your maximum Mind Points by 5.

MAGICHANT



On your turn during a conflict scene, you may use an action and spend a variable amount of MP to weave voice and music into a magical effect known as a **verse**.

You may only sing **one verse** per turn, even if you have access to multiple actions.

When you first acquire this Skill, you learn **all three volumes**, plus **one key** and **one tone**. Whenever you acquire this Skill again, you may learn **one key** or **one tone** (your choice).

RESONANCE



After you affect one or more enemies with a **verse**, if you have an **arcane** weapon equipped, you may choose one option: until the start of your next turn, your allies deal **SL** extra damage to those enemies; or until the start of your next turn, you recover **SL** Mind Points **every time** one of those enemies suffers damage (if the same source deals damage to two or more of those enemies at the same time, you recover **SL** MP for each damaged enemy).

SIREN'S SONG



You gain the ability to perform Rituals of the **Ritualism** discipline; additionally, you may use **Ritualism** to create **hearing-based illusions**.

SOUND BARRIER



After you sing a **verse** with **medium** or **high volume**, all **physical** damage you suffer until the start of your next turn is reduced by **SL** (applied **before** Affinities).

VIBRATO



After you sing a **verse** with **low** or **medium volume**, you may perform a **free attack** with a weapon you have equipped; treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack

SINGING A VERSE

When you sing a **verse**, you combine a **volume**, a **key** and a **tone** you learned. These determine the **verse's** MP cost, targets and effect.

The **volume** determines the sound intensity of your **verse** (and the creatures you can reach with it).

Each **tone** determines the general effects of your **verse**.

Each **key** has an associated **damage type**, **status effect**, **Attribute** and **recovery**. These modify the effects determined by the **tone**.

VOLUMES				
VOLUME	MP	TARGETS		
LOW	10	Yourself or another creature you can see who can hear you.		
MEDIUM	20	Every ally who can hear you.		
HIGH	30	Every enemy who can hear you.		

KEYS				
KEY	TYPE	STATUS	ATTRIBUTE	RECOVERY
FLAME	FIRE	SHAKEN	MIG	HP
FROST	ICE	WEAK	WLP	MP
IRON	PHYSICAL	SLOW	WLP	MP
RADIANCE	LIGHT	DAZED	INS	HP
SHADOW	DARK	WEAK	DEX	MP
STONE	EARTH	DAZED	MIG	HP
THUNDER	BOLT	SHAKEN	DEX	HP
WIND	AIR	SLOW	INS	MP

TONES				
CALM				
Each target recovers key recovery equal to 10 + twice your current Willpower die size . This amount increases by 10 if you are level 20 or higher , or by 20 if you are level 40 or higher .				
If this tone causes MP recovery, it has no effect on the character who sings it.				
ENERGETIC				
Until the start of your next turn, when a target succeeds on a Check that includes key Attribute and that Check allows them to advance or turn back a Clock, they may fill or erase an additional section of that Clock.				
FRANTIC				
Each target suffers key type damage equal to twice your current Willpower die size . This tone deals 5 extra damage if you are level 20 or higher , or 10 extra damage if you are level 40 or higher				
HAUNTING				
Each target suffers key status effect . Each target also loses Resistance to key type damage (if they have it) until the start of your next turn.				
LIVELY				
Each target treats their key Attribute as being one die size higher (up to a maximum of d12) until the start of your next turn.				
MENACING				
The first time each target suffers damage before the start of your next turn, that damage becomes key type . This can trigger once for each target of the verse, separately.				
SOLEMN				
Each target recovers from key status effect . Each target also gains Resistance to key type damage until the start of your next turn.				