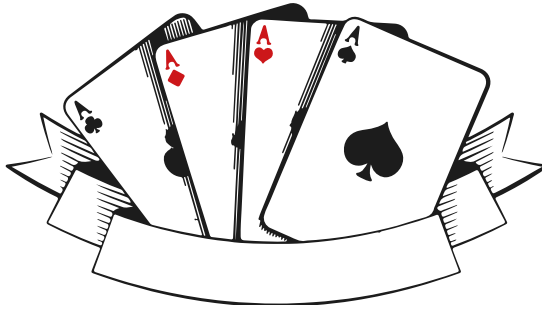


FABULA ULTIMA

BONUS



DRAW YOUR CARD!

FACE YOUR DESTINY
WITH ABILITY AND CLASS!

APRIL FOOL'S SPECIAL 2023



ACE OF CARDS

ALSO: Deckmancer, Destiny Duelist, High Roller



*Don't look
away!*

Aces of Cards make use of special decks to perceive the constant fluctuations of the stream of souls. Each deck is inextricably connected to its user and reflects their taste and personality: by drawing specific combinations at the right moment, an Ace of Cards manipulates magical energy to produce supernatural effects.

In some worlds, Aces of Cards duel against each other using their personal decks, in a quest for glory or in order to obtain precious artifacts.

- ◆ When did you first manifest your magic powers?
- ◆ Are you cold and perceptive, or brash and lively? What does your deck look like?
- ◆ What was the most unfortunate event in your life? What did you learn from it?
- ◆ How do you combine your deck with your other abilities?



ACE OF CARDS FREE BENEFITS

- ◆ Permanently increase your maximum Hit Points **or** Mind Points by 5 (your choice).

AGE OF CARDS SKILLS

DOUBLE OR NOTHING

Before you perform an Accuracy Check, a Magic Check for an offensive spell (⚡), or a Check to advance or turn back a Clock, you may declare **double or nothing**. If you do and the Check triggers a **critical success**, **double** the damage dealt by that attack or spell or the filled or erased sections of that Clock, respectively; however, any other kind of success becomes a **failure** instead.

HIGH OR LOW

When you generate a **critical success** or a **fumble**, you may draw 1 card from your **deck**. If you do, discard 1 card from your **hand**.

MAGIC CARDS

[+3]

You gain a **deck**, a **hand** and a **discard pile** (see next page).

During a conflict, you may use an action and spend up to **[10 + (SL × 5)]** Mind Points (minimum 10). If you do, **resolve 1 card** from your **hand** for every 5 MP spent this way (to a maximum of 5 cards; these cards form a **set**). After you resolve the effect of the **set** (if any), **discard** these cards and draw that many cards from your **deck**.

MULLIGAN

[+5]

At the end of your turn during a conflict, you may discard up to **[SL]** cards from your **hand**. If you do, draw that many cards from your **deck**.

TRAP CARD

[+4]

After an enemy you can see performs an action during a conflict, you may declare one of your **deck's suits** (after the action has been resolved) and put the first card on the bottom of your **deck** in your **discard pile**, face up. If that card is a **joker** or its **suit** matches the one you declared, you may immediately perform the **Spell** action for free, casting a spell with a **total Mind Point cost equal to or lower than [SL × 5]** (you must still pay its MP cost).

MANAGING THE DECK

Your **deck** is an actual deck of cards that you can assemble however you prefer, provided their backs are identical and you follow the restrictions below:

- ◆ The deck contains exactly **30 cards**: **2 jokers**, plus **28** cards divided into **4 types**, called **suits**; for instance, in a standard poker deck the **suits** are **clubs** (♣), **diamonds** (♦), **hearts** (♥), and **spades** (♠). When you create your character's **deck**, associate each **suit** to a different damage type among **air**, **earth**, **fire**, and **ice**.
- ◆ For each **suit**, the deck contains **7 cards** with **values 1 to 7**.

The simplest approach is to use a poker deck (removing **face cards** and **cards numbered 8 to 10**), but you can also use minor arcana from tarot, cards from collectible card games, and much more; just make sure the combinations are easy to identify.

- ◆ When a **conflict** begins, shuffle all 30 cards in your **deck** and place it **face down** in front of yourself, then draw **5 cards** to form your starting **hand**.
- ◆ If you need to draw cards and your **deck** doesn't have enough, draw as many as you can, **shuffle your discard pile into the deck**, place it **face down**, then keep drawing.
- ◆ When you draw cards from your **deck**, they are put into your **hand**. Normally only you can see your **hand**, but you can show it to others if you so wish.
- ◆ When you discard cards from your **hand**, place them **face up** into your **discard pile**, in whatever order you prefer. However, the order of cards in your **discard pile** cannot be modified.

Your **deck**, your **hand**, and your **discard pile** (as well as any Skills and effects related to them) are only available during conflict scenes; at the end of each conflict, shuffle all 30 cards back into your **deck** and put it aside.

RESOLVING A SET

To produce a given effect, a **set** must match its requirements **exactly** (for instance, resolving a **set of 5 cards with the same value** will not match the requirements of **Jackpot**; it has to be composed of **exactly 4 cards**).

When you resolve a **set** that includes **jokers**, you choose their **suit** and **value** (1 to 7).

If a **set** matches the requirements of two or more effects, you must choose and apply **only one** of those effects.

If you use a classic poker deck, the recommended suit types are: **air** (♦), **earth** (♣), **fire** (♥), and **ice** (♠).

EFFECT	SET REQUIREMENTS
<i>Note: effects Blinding Flush, Double Trouble, and Magic Flush deal 10 extra damage if you are level 20 or higher, or 20 extra damage if you are level 40 or higher.</i>	
Jackpot	4 cards of the same value, none of which is a joker
You and every ally present on the scene recover 777 Hit Points and 777 Mind Points; any PCs who have surrendered but are still part of the scene immediately regain consciousness (this does not cancel the effects of their Surrender).	
Magic Flush	4 cards of consecutive values and of the same suit
You deal damage equal to [25 + the total value of the resolved cards] to each enemy present on the scene; the type of this damage matches the suit of the resolved cards.	
Blinding Flush	4 cards of consecutive values
You deal damage equal to [15 + the total value of the resolved cards] to each enemy present on the scene; the type of this damage is light if the highest value among those cards is even , or dark if that value is odd .	
Full Status	3 cards of the same value + 2 cards of the same value
Choose two status effects among dazed , shaken , slow , and weak : if [the highest value among resolved cards] is even , you and every ally present on the scene recover from the chosen status effects; if odd , each enemy present on the scene suffers them.	
Triple Support	3 cards of the same value
You and every ally present on the scene regain an amount of Hit Points and Mind Points equal to [the total value of the resolved cards, multiplied by 3] .	
Double Trouble	2 cards of the same value + 2 cards of the same value
You deal damage equal to [10 + the highest value among resolved cards] to each of up to two different enemies you can see that are present on the scene; the type of this damage is one of your choice among those matching the suits of the resolved cards.	
Magic Pair	2 cards of the same value
You perform a free attack with a weapon you have equipped. If this attack deals damage, choose a suit among those of the resolved cards; all damage dealt by the attack becomes of the type matching that suit .	

NEW HEROIC SKILLS

BLACK & WHITE

Requirements: you must have mastered one or more Classes among **Ace of Cards**, **Darkblade**, **Entropist**, and **Spiritist**, and you must have acquired the **Magic Cards** Skill.

When you resolve the **Double Trouble** effect, you may have all of its damage become **light** or **dark** (instead of being of a type matching the **suits** of the resolved cards).

Additionally, as long as there is a **joker** in your **discard pile**, all damage dealt by your **Blinding Flush**, **Double Trouble**, and **Magic Flush** effects ignores Immunities and Resistances.

CARD VANGUARD

Requirements: you must have mastered the **Ace of Cards** Class, and must have acquired the **Magic Cards** Skill.

During a conflict, if you have **two or fewer vanguard cards** in play, you can use an action to choose **1 card** from your **hand** and place it face down as a **vanguard card**; if you do, draw 1 card from your **deck**.

When you suffer damage, if you have one or more **vanguard cards** in play, you may reveal one of them and place it on top of your **discard pile**: if you do and that card is a **joker** or its **suit** matches the type of the damage you suffered, you instead suffer no damage and regain an equal amount of Mind Points.

At the end of each conflict, if you have one or more **vanguard cards** in play, shuffle them back into your **deck**.

DUEL MASTER

Requirements: you must have mastered one or more Classes among **Ace of Cards**, **Fury**, **Rogue**, **Sharpshooter**, and **Weaponmaster**, and you must have acquired the **Magic Cards** Skill.

When you resolve the **Magic Pair** effect, if you attack with a weapon belonging to the **arcane** or **thrown** Category, you deal extra damage equal to **[the common value of the resolved cards]** and regain an amount of Mind Points equal to **[twice the common value of the resolved cards]** (for instance, resolving a pair of **5s** will allow you to deal 5 extra damage and regain 10 Mind Points).

FORBIDDEN RITE

Requirements: you must have mastered one or more Classes among **Ace of Cards** and **Arcanist**, and you must have acquired **3 Skill Levels** in the **Magic Cards** Skill.

As long as there are **one or more cards** in your **discard pile**, you have Resistance to the damage type matching the **suit** of the card **on top** of your **discard pile** (if that card is a **joker**, you have Resistance to all four damage types: **air, earth, fire, and ice**).

You also add the following **effect** to your list of **sets**:

EFFECT

SET REQUIREMENTS

Forbidden Monarch

4 cards of the **same value**, **none** of which is a **joker** + **1 joker**

You deal damage **777** damage to each enemy present on the scene; the type of this damage is **light** if **【the common value of the 4 cards】** is **even**, or **dark** if that total is **odd**.

If there is a **joker** in your **discard pile**, the damage dealt by this effect ignores Immunities and Resistances.

SAMPLE CHARACTERS

COLLECTOR

Dexterity **d8**, Insight **d8**, Might **d6**, Willpower **d10**

Ace of Cards (3 levels): **Magic Cards, Trap Card (SL 2)**

Chimerist (1 level): **Spell Mimic**

Rogue (1 level): **Soul Steal**

Tome (described as a CCG album!), sage robe, 170 zenit.

TRICKSTER

Dexterity **d8**, Insight **d8**, Might **d8**, Willpower **d8**

Ace of Cards (2 levels): **Double or Nothing, Magic Cards**

Entropist (2 levels): **Entropic Magic (Anomaly), Lucky Seven**

Sharpshooter (1 level): **Crossfire**

Stacked deck (custom weapon, **【DEX + INS】**, **thrown, ranged, accurate, improved magic defense, powerful**), sage robe, 70 zenit.

No need to wait
for the perfect hand.



What fun is life
if you don't live in the now?



ABOUT THIS CONTENT

This is a special Class designed for **Fabula Ultima**, written by **Emanuele Galletto** and published by **Need Games!** It is an odd Class in terms of both narrative implications and abilities, so make sure to discuss its availability during the campaign with the entire group.

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www.fabulaultima.it ♦ www.patreon.com/roosterema

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