



FABULA ULTIMA

BONUS



ONE HELL OF A BONUS CONTENT

NEW QUIRKS FOR MISUNDERSTOOD MONSTERS
AND HEROIC LORDS OF DARKNESS!

HALLOWEEN SPECIAL 2023



HALLOWEEN QUIRKS

In the depths between worlds and in remote lands, there are places dark and cursed, dominions contended between demon princes, gothic cities untouched by the sun, and looming castles where vampire queens and powerful monsters dwell.

Our heroes come from these places, and while they resemble mocking parodies of classic monsters and adversaries from horror and pop culture, heroes they remain: they have a **kind heart** and a strong **sense of justice**.

This **special Halloween content** offers a list of unique Quirks that allow you to play campaigns focused around a cast of "fake villains", where each Player Character is a parody of a monstrous or evil creature (such as a **vampire**, a **zombie**, a **monstrous experiment**, a **witch**, or a **demon**).

Amongst the main inspirations are the *Disgaea* and *The Witch and the Hundred Knight* videogame series (by Nippon Ichi Software), *Makai Kingdom* (also by Nippon Ichi Software), and *Trillion: God of Destruction* (by Compile Heart).

The protagonists of these stories act in the search of a balance between **light** and **darkness**, between **rationality** and **instinct**, in opposition to Villains who embrace one of the two extremes (such as an **archangel** ready to exterminate those who violate his laws, or an **ancestral demon** who wishes to rule the entire universe).

In short, sometimes you need a monster to stop a true Villain, and creatures from hell are capable of good just as much as angels are capable of evil!

QUIRKS? WHAT ARE THOSE?

Quirks are an **optional advanced rule** first introduced within the **Fabula Ultima Atlases**: they provide narrative and mechanical depth for Player Characters.

- ◆ A Player Character may only ever have **one** Quirk.
- ◆ If you use Quirks in your game, it is **strongly suggested** that each Player Character begins play with one. Additionally, no two characters in the same group should have identical Quirks.
- ◆ On average, a group of Player Characters with access to Quirks will be able to tackle more challenging situations than what would be normal for their level.
- ◆ If it makes sense in the story, a character may lose their current Quirk and gain a different one — discuss this with the group.



USING QUIRKS IN YOUR GAME

Quirks should be seen as a mechanical and narrative reinforcement of each Player Character's unique nature. Keep the following in mind:

- ◆ **Quirks shape the game.** Even the less impactful Quirk is a powerful statement about your character and their role in the story. Specifically, these Quirks turn each Player Character into a caricature inspired by creatures and monster of pop culture, granting special powers while providing tips and questions you can draw inspiration from to make sure these characters remain heroes of good... although some of them might indeed hide a terrible truth.
- ◆ **Freedom of choice.** You don't need a Quirk for your character concept to be valid. If your **Identity** is "**Former Demon Queen**", you shouldn't feel forced to pick **Overthrown Monarch** for that Identity to be relevant to the story.
- ◆ **How to use Quirks.** These options should be used to bring interesting situations into play, to give your character unique issues and problems to confront, and to provide additional mechanical support for their Traits.
- ◆ **How not to use Quirks.** These options should never be used to make your character stronger than the rest of the group, to steal the spotlight, or to bring sensitive topics that make others uncomfortable into play.



FALLEN ANGEL

You once dwelled among celestial spheres, basking in the glory of light... but now, you find yourself in this realm of monsters and darkness. Are you here for atonement, to bring light among shadows, or to spy on those who conspire against Heaven? Since your arrival, which of your prejudices were put to the test? Towards which other character have you begun experiencing unexpected feelings?

You are Resistant to **dark** and **light** damage.

Choose an option: you gain a **rare item** worth **1000 Zenit or less**; **or** you learn a single **Spiritist** spell of your choice; **or** you permanently increase your Mind Points by 10.

Once per session (approximately **four hours of play**), the Game Master can give you 1 Fabula Point to introduce unexpected complications caused by your angelic nature (for instance, some creatures or artifacts could react in strange ways to your presence, and you might draw the ire of infernal creatures).



MONSTER GANG

There are demon overlords; there are aeons-old mummies, powerful vampires, and even fallen angels; there are less notorious fiends, but still, respected. And then there's a bunch of... you. You're not that great, honestly, and all look kinda... samey? But there's really a LOT of you. Why are you at the bottom of the food chain? What's your common cause? Who is your leader, and how can someone easily tell them apart?

Your Player Character is not a single entity, but rather a group of monsters led by a leader who usually speaks for everyone. You're still treated as a single creature and follow all the normal rules, with some exceptions:

- ◆ **Hit Points:** when you lose HP, describe how members of the gang are defeated or slain; when you recover them, describe how they rejoin the battle or gather new recruits. When you **Surrender**, you may describe the leader's death and explain which member of the gang replaces them; if you **Sacrifice** yourself, the gang will disband forever, but shall be remembered with great respect.
- ◆ **All for One:** when you deal damage to a creature, if that creature is not a **swarm**, (see **Core Rulebook**, page **297**), you deal 5 extra damage to that creature.
- ◆ **One for All:** you are Resistant to damage dealt by sources that deal damage **only to you**, but you are Vulnerable to damage dealt by sources that also deal damage to **one or more other creatures** at the same time. Damage with no type ignores these Affinities as normal.



NETHER DELINQUENT

You attend the prestigious Infernal Academy, where the most promising evil minds are nurtured in an atmosphere of constant chaos. However, you represent a dreadful stain on the institution's reputation: you are... good. Detestably kind, well-mannered, you show up to lessons on time, and with your homework done. Why are you like this? Do you simply wish to stand out from the other students, or did you make a promise to someone? What dark side of your personality have you kept hidden?

After you **rest** in a location, choose one option: describe how you made it better (such as picking up garbage in the park, helping an old lady or joining a charity campaign) and obtain **1d6 Delinquency Points**; **or** describe how you indulge in a moment of selfishness, gain 1 Fabula Point and lose all accumulated **Delinquency Points**.

When you deal damage to a **Villain** or suffer damage from a **Villain**, you deal or suffer extra damage equal to your current **Delinquency Points**, respectively.

When you cause one or more allies to recover Hit Points and/or Mind Points, each of those allies recovers additional Hit Points and/or Mind Points equal to your current **Delinquency Points**, respectively.

At the end of each session (approximately **four hours of play**), if you have **10 or more Delinquency Points**, you receive a **Demerit** and lose all accumulated **Delinquency Points**; then, if you have received **3 or more total Demerits**, you are **expelled** from the Academy: you lose this Quirk, gain 3 Fabula Points, and receive a Heroic Skill of your choice (you may even choose a Heroic Skill whose requirements you **do not** satisfy, unless they include a Skill you don't have). This includes choosing a Heroic Skill for a Class you do not have.



UH... IS THAT ALL?

Definitely not! Many Quirks found inside **Fabula Ultima's** supplemental and playtest materials would fit a campaign in which misunderstood freaks and insecure demon princesses save the world from those who conceal ruthless cruelty behind an angelic mask.

Among the most appropriate we recommend Arboreal, Cursed, Fettered Heart, From a Distant World, Fugitive Experiment, Inventor Prodigy, Revenant, Robot, Ruinbringer, and The Beast Who Spoke (these can be found within the **High Fantasy** and **Techno Fantasy Atlases**).



OVERTHROWN MONARCH

You were destined to inherit the role of Demon Monarch, but things didn't go as planned. More specifically, looks like there's at least a dozen self-proclaimed heirs, almost all of them stronger and more influential than you are. How do you intend to reclaim your throne? Who stayed at your side, and who betrayed you? Is anyone aware of your secret weakness? How does said weakness represent your insecurities?

You deal 5 extra damage to **soldier**-rank enemies. Additionally, when you perform an Opposed Check against an **elite** or **champion**-rank enemy, you trigger a **critical success** if both dice show the same number (and it is not a **fumble**).

However, you possess a **secret weakness**: decide what it is together with your group, and connect it to a **past event** your character is ashamed of or has yet to confront, process, and overcome.

Examples: classical music (because your piano teacher was far too strict); sunlight (because everyone mocked you due to your pale complexion); maternal figures (because you have always felt you couldn't live up to your mother, the Queen).

Whenever you fail a Check while **your secret weakness is present on the scene**, you must automatically **reveal** it to everyone around you, and treat both dice as if they showed a value of **1**, thus triggering a **fumble** (this also means the dice cannot be rerolled and you will immediately gain 1 Fabula Point).

If you confront and process the event at the root of your **secret weakness**, you lose the penalty to Checks described above; additionally, from now on the strength of your Bonds is **always treated as being 1 point higher** (for instance, a Bond with three emotions will have a strength of 4).

If you're ever unsure how to apply the rules of this Quirk, it is you who always have final say. Be as honest and sincere as you can.



ABOUT THIS CONTENT

This is a set of Halloween special Quirks designed for **Fabula Ultima**, written by **Emanuele Galletto** and published by **Need Games!**

They are unique in terms of both narrative implications and abilities, so make sure to discuss their availability during the campaign with the entire group.

Find more at: www.fabulaultima.com and www.patreon.com/roosterema



SCION OF WITCHCRAFT

You belong to an ancient lineage of witches, tied to a particular power source and regarded with fear and suspicion by humans. How does your lineage manifest in you? What trouble did it cause? Who wishes to exploit your power?

Choose **one** damage type among **air**, **bolt**, **dark**, **earth**, **fire**, **ice**, and **poison**. You gain Absorption to the chosen damage type; additionally, whenever you deal damage of a type other than **physical**, that damage **automatically** becomes of the chosen type and its damage type **cannot be changed nor lost** (this effect **has priority** over any other rule in the game). However, you are also Vulnerable to a different damage type based on the one you have chosen (respectively **bolt**, **earth**, **light**, **air**, **ice**, **fire**, and **fire**).

You also gain the ability to perform Rituals of the **Ritualism** discipline; **additionally**, you may use **Ritualism** to **manipulate** the element corresponding to the chosen damage type, provided it is present on the scene (respectively air, electricity, darkness and shadows, ground and rock, fire, ice and water, and poisonous or rotting matter).



STUBBORN SKEPTIC

This tale of monsters, demons, and magicks sounds like videogame nonsense. You're probably dreaming, or someone hypnotized you. Maybe it's a prank! Surely it won't turn out you're a wandering soul from Purgatory, or that you stumbled into a magical portal. You gotta admit though, your memories are a fair bit jumbled.

If you are about to receive the effects of an attack, a spell, a Skill, or any other game effect controlled by another creature (be it a beneficial effect, or a negative effect), you **must** roll **1d6**:

- ◆ **1-4**: the effects apply as normal, and you gain **1 Suspicion Point**.
- ◆ **5-6**: you disbelieve the effects, and thus do not receive them.

At the end of each session (approximately **four hours of play**), before assigning XP, roll **2d20**. If you roll **equal to or lower than** your current character level, you gain **1 Suspicion Point**. Then, if you have **20 or more Suspicion Points**, you remember **how you arrived here** and the Game Master chooses one option: you remember a **key clue** regarding a **threat** that is present in your world; **or** you remember the existence of a new **threat** and receive a **key clue** about it.

When you regain your memories, a **strange power** awakens within you: you lose this Quirk and receive a Heroic Skill of your choice (you may even choose a Heroic Skill whose requirements you **do not** satisfy, unless they include a Skill you don't have). This includes choosing a Heroic Skill for a Class you do not have.



SUPERBOSS (SUPPOSEDLY)

You can transform into a colossus capable of turning entire cities to ash and strike terror in the hearts of all gamers. Or at least, this is what you say. Where do you come from? What do your transformations look like? Which aspect of your Final Form™ embarrasses you to the point you can't ever bring yourself to use it?

When you enter **Crisis** for the first time during a conflict scene, you may take on your **Second Form™** until the end of the scene. While in your **Second Form™**, you gain all of the following benefits:

- ◆ Your attacks gain the **multi (2)** property.
- ◆ On your turn, you treat all HP and MP costs as being reduced by 5 (minimum 0).

When you fall to 0 Hit Points, if you are in your **Second Form™** and have **one or more Bonds with a strength of 3 or higher**, you may erase **2 emotions** from one of those Bonds. If you do, you recover **999 Hit Points and 999 Mind Points** and enter your **Final Form™** until the end of the scene. While in your **Final Form™**, you keep all benefits of your **Second Form™**, as well as the following benefits and penalties:

- ◆ You gain a +4 bonus to Opposed Checks based on **brute force**, and you deal 5 extra damage to creatures belonging to the **humanoid** and **demon** species.
- ◆ If you fall to 0 Hit Points again and can Sacrifice yourself, you **must** do so.



THE PROMISE THAT BINDS YOU

You were once an entity of untold power, who could sow death and destruction with a snap of fingers. But you made a promise: you shall never again use your true strength. Who did you give your word to? Are they still alive? What terrible tragedy were you unable to prevent due to this promise?

You may only choose this Quirk if your character's Theme is **Guilt** or **Duty**, and your Theme cannot change as long as you still have this Quirk.

You permanently increase your maximum Hit Points **and** maximum Mind Points by 5, and also learn a spell of your choice among **Cursed Breath**, **Life Theft**, and **Mind Theft** (**Core Rulebook**, page 310; choose **[INS + WLP]** or **[MIG + WLP]** for the Magic Check and customize the name, damage type and/or status effect as instructed).

When you deal damage to one or more creatures, you may choose to **break your promise**: you deal **exactly 999 damage to each of them** and have that damage **ignore Resistance, Immunity, and Absorption**; if one or more **Villains** are among those creatures, they are no longer Villains and lose **all** Ultima Points (**you** choose their fate, as per the normal NPC rules). Once you **break your promise**, your Player Character becomes a **Supreme Villain** and you create a new character.



(UN?) FAITHFUL SERVANT

You are the right arm to another character, someone who could be destined to great things but is in dire need of your help, as well as showing a frequent lack of common sense. Which promise, debt, or oath binds you? What is your disposition towards them? What do you think is their most significant flaw? Have you ever thought you might be the one who deserves that spot? What secret have you kept from them?

When you gain this Quirk, choose another Player Character: that character becomes your **liege**. You both create a Bond towards each other; your Bond has one emotion chosen between **loyalty** and **mistrust**, and your **liege's** Bond towards you has one emotion chosen among **admiration**, **inferiority**, or **mistrust**.

Make sure whoever controls your **liege** agrees to this relationship and is looking forward to exploring the unique nature of this Quirk with you.

When your **liege** performs a Check, if you are present on the scene, you may **offer your help**: you will use the rules for **Group Checks** (**Core Rulebook**, page 50), but you automatically succeed on your Support Check. If this happens during a conflict scene, you **do not lose your turn** in the current round (thus ignoring the limitations in the rules for **Teamwork**, on page 76 of the **Core Rulebook**).

Whenever your **liege** accepts your help in a **Group Check**, you gain **1 Reliance Points**. At the end of each session (approximately **four hours of play**), before assigning XP, roll **2d20**. If you roll **equal to or lower than** your current character level, you gain **1 Reliance Point**. Then, if you have **20 or more Reliance Points**, choose one of the following options:

- ♦ **Challenge**: it is now time to put your **liege** to the test. Together with the Player who controls the **liege**, narrate a duel, a challenge or similar competition in which your **liege** must prove they do not need your help, and **they succeed**. Then, you lose this Quirk and gain a Heroic Skill of your choice (you may even choose a Heroic Skill whose requirements you **do not** satisfy, unless they include a Skill you don't have).
- ♦ **Betrayal**: the hour is dark, and you show your true colors. Together with the Player who controls your **liege**, narrate your betrayal and agree on an appropriate consequence (such as the loss of an important object, the resurrection of a terrifying foe, or a change of **Theme** for your **liege**). Then, your Player Character becomes a **minor** or **Major Villain** (Game Master's choice) and you create a new character.

HALLOWEEN CHARACTERS

BOG WITCH

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

Quirk: **Scion of Sorcery (poison damage)**

Elementalist (2 levels): **Cataclysm, Elemental Magic (Iceberg)**

Wayfarer (3 levels): **Faithful Companion (SL 3, an unlucky Construct within which burns a hellish flame, capable of dealing ice and fire damage)**

Staff, sage robe, 270 zenit.

CENTURIES-OLD VAMPIRE

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

Quirk: **The Promise That Binds You (life theft, dark damage)**

Esper (1 level): **Psychokinesis**

Mutant (2 levels): **Akromorphosis (SL 2)**

Spiritist (2 levels): **Spiritual Magic (SL 2: Enrage, Hallucination)**

Sage robe, 370 zenit.

MELLOW GANG

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

Quirk: **Monster Gang (the leader wears a headband!)**

Chimerist (1 level): **Feral Speech**

Dancer (2 levels): **Dance (SL 2: Griffin, Unicorn)**

Weaponmaster (2 levels): **Bone Crusher, Breach**

Colossal mochi pestle (**custom weapon, [DEX + MIG], brawling, melee, accurate, quick**), combat tunic, 120 zenit.

MODEL PUNK

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

Quirk: **Nether Delinquent**

Fury (1 level): **Indomitable Spirit**

Orator (2 levels): **Encourage, My Trust in You**

Spiritist (2 levels): **Spiritual Magic (Heal), Support Magic**

Megaphone (**custom weapon, [DEX + INS], arcane, ranged, accurate, elemental (bolt), magic defense boost**), sage robe, 70 zenit.

MUMMY ADVISOR

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

Quirk: **(Un?)Faithful Servant**

Entropist (2 levels): **Entropic Magic (SL 2: Acceleration, Divination)**

Orator (2 levels): **Condemn, Encourage**

Loremaster (1 level): **Flash of Insight**

Tome, sage robe, 270 zenit.

PRINCE OF MALEBOLGE

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

Quirk: **Overthrown Monarch**

Elementalist (3 levels): **Elemental Magic (Flare), Spellblade (SL 2)**

Darkblade (1 level): **Shadow Strike**

Fury (1 level): **Adrenaline**

Occult greatsword (**custom weapon, [DEX + MIG], sword, melee, accurate, defense boost, powerful**), combat tunic, 120 zenit.

ROBOKAIJU PROTOTYPE

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

Quirk: **Superboss (Supposedly)**

Tinkerer (1 level): **Gadgets (Infusions)**

Guardian (2 levels): **Defensive Mastery (SL 2)**

Sharpshooter (2 levels): **Barrage, Hawkeye**

Ventral Atomic Cannon (**custom weapon, [DEX + MIG], firearm, ranged, accurate, defense boost, powerful**), bronze plate, 70 zenit.

ZOMBIE MAID

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

Quirk: **Revenant** (see **High Fantasy Atlas**, page 120)

Guardian (2 levels): **Dual Shieldbearer, Protect**

Tinkerer (2 levels): **Gadgets (Alchemy), Potion Rain**

Wayfarer (1 level): **Resourceful**

Bronze plate, runic shield ×2, 70 zenit.

A monstrous heart
may show great kindness.



And light immaculate
can conceal cruelty.



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