

Heroes of the Lance in Fabula Ultima

Below is a proposed conversion of the thirteen Heroes of the Lance to the rules of Fabula Ultima. They will require *Fabula Ultima Core Rulebook* and *Fabula Ultima: Atlas High Fantasy* to use. When writing them, I have chosen to write simplified descriptions of various skills, so these can be easy to pick up for new players, but aren't just direct copy paste from the books. I choose to start them all at level 5, which is a starting level in Fabula, even if they join the cast later in the story. I have figured out it will be easier to level a character up than down, if they would be introduced earlier. The variable numbers dependent on Skill Level (number next to names of some skills) are already calculated for quick reference, so if you will be taking these characters higher, you will need to recalculate them.

Under the name of each character I included their traits in the format of Adjective, followed by Core Concept, then Detail, followed by a suggested Theme and starting Bonds. These do include some spoilers, as the secrets in Fabula Ultima exist between the characters, not players. I only elected to start with Bonds the characters begin at the start of the saga, not having more than two or a single bond with strength of two. Unlike most Fabula characters, many Heroes of the Lance have preexisting relationships with one another, but some of them only develop over the course of the game. If the GM feels this is too strong for a begging game, they are free to remove it.

When selecting classes, I have tried to reflect the accomplishments the characters have been shown to perform, as closely as possible. If multiple options were available, I tried to take one closer to the text, hence why Tas has levels in Fury for Provoke, even if he would probably be better off with Dancer doing the same through Peacock Dance - Provoke also *enrages* the target, which is closer to Kender taunt. I did try to show a variety of options in the game, however - Riverwind having levels in Darkblade, usually the edgelord class, came from my concern about overuse of the Fury, Guardian and Weaponmaster for other fighting characters. None of the others fit Darkblade, and you could potentially re flavor some of its darker aspects as Riverwind's trauma. In other cases, when giving characters similar classes, I aimed for different abilities or combinations of them, so they play differently.

I have not used homebrew aside from a small bonus given to Sturm's sword. To accurately reflect items like Staff of the Magi or Blue Crystal Staff, Raistlin and Goldmoon would have to start with Quirks, Described in *Atlas High Fantasy* - Heirloom Quirk, to be specific. However, Quirks are very powerful and game changing and if I allowed use of them, some builds would be completely different - Silvara, for one, would look much different with Elemental Soul: Ice Quirk. Moreover, quirks should not overlap between two characters and there wasn't enough fitting to give each character one, even if we would re flavor some of them. There is no wrong way to build a character in Fabula Ultima and I acknowledge many of these heroes could be built in multiple ways. Mine are just an example.

I sincerely hope these will allow a new wave of people to try the Dragonlance campaign for their own, in a completely different game. I believe *Fabula Ultima* has potential for a whole new generation of players to go through the same emotional journey as did the people who played original modules in AD&D or read the novels when they came out.

Caramon Majere

Mighty Mercenary who wants to be useful

Theme: Compassion **Bonds:** Raistlin (Loyalty), Tika (Affection)

Dexterity: d10 **Insight:** d6 **Might:** d10 **Willpower:** d6

LV 5 Hit Points: 80 **Mind Points:** 35

Equipment Points: 6 **Fabula Points:** 3

Initiative: -4 **Defense:** 12 **Magical Defense:** 6

Fury 4

- **Adrenaline 2:** Whenever he is in Crisis, Caramon's attacks deal additional 4 points of damage.
- **Provoke 2:** As an action Caramon can make an opposed MIG + WLP check against a creature of his choice, to which he gains bonus +2. If he succeeds, the target is *enraged* and compelled to attack him until provoked by someone else, something makes it stop being *enraged*, Tas falls unconscious or leaves the scene.

Weaponmaster 1

- **Breach 1:** Caramon can spend 5 Mind Points to use an action to make a single melee attack. On a hit, instead of dealing damage, he may choose to either destroy the target's armor or one of its shields or make the target take additional 2 damage whatever it takes damage until the start of Caramon's next turn.

Equipment

Steel Plate (Defense: 12 Initiative -4)

Greatsword (Accuracy: DEX + MIG +1, Damage: Highest Roll +10 physical damage)

Steel: 2d6 x10

Fizban the Fabulous

Loony Wizard Who is a god in disguise

Theme: Trickery **Bonds:** Tassheloff (Admiration)

Dexterity: d6 **Insight:** d10 **Might:** d6 **Willpower:** d10

LV 5 Hit Points: 35 **Mind Points:** 80

Equipment Points: 6 **Fabula Points:** 3

Initiative: -2 **Defense:** 7 **Magical Defense:** 12

Elementalist 1

- **Elemental Magic 1:** Fizban knows following Elementalist Spells:
 - **Ignis** (Instantaneous, 10 MP per target, up to three targets): Fizban makes an attack spell against all targets, rolling [INS + WLP]. Each target hit takes [Highest Roll x15] Fire Damage and, on a critical success, is also *shaken*

Entropist 1

- **Entropic Magic 1:** Fizban can cast following Entropist Spells:
 - **Gamble** (Instantaneous, up to 20 MP): Fizban rolls his Willpower die for every 10 Mind Points spent to cast this spell, then chooses one die and applies its result: 1: Fizban loses half of his Hit Points and Mind Points, 2-3: Each creature in this scene gets *poisoned* 4-6: each creature in the scene gets *slow* 7-8: up to three creatures of Fizban's choice recover 50 Hit Points each and recover from all status effects, 9+: Fizban deals 30 damage to any number of creatures he can see of his choice, rolling d6 to determine the type: 1 - air 2 - bolt 3 - dark 4- earth 5 - fire 6 - poison

Orator 3

- **Condemn 1:** Fizban can spend 5 Mind Points as an action to perform an opposed [INS + WLP] check against a target creature who can hear and understand him. He gains bonus +1 to this check. If he succeeds, the target loses 10 Mind Points and is either *dazed* or *shaken*
- **Encourage 1:** During a conflict, as an action, Fizban can spend 5 Mind Points to select another creature who can hear him and make it recover 5 Hit Points and treat one of its attributes as one dice size higher, to maximum of d12, until the beginning of Fizban's next turn.
- **Persuasive 1:** Whenever Fizban performs a Check to fill or erase sections of a Clock through charm, diplomacy, deception or intimidation, he can spend 20 Mind Points to fill or erase one additional section.

Equipment:

Tome (Accuracy: INS + INS, damage: Highest Roll +6 physical damage)

Sage Robe (Defense: DEX+1 Magical Defense: INS+2 Initiative -2)

Steel: 200 + 2d6 x 10

Flint Fireforge

Gruff Dwarven Warrior struggling against the old age

Theme: Stubbornness **Bonds:** Tasslehoff (Affection), Raistlin (Mistrust)

Dexterity: d6 **Insight:** d6 **Might:** d10 **Willpower:** d10

LV 5 Hit Points: 80 **Mind Points:** 55

Equipment Points: 6 **Fabula Points:** 3

Initiative: -3 **Defense:** 11 **Magical Defense:** 7

Fury 3

- **Indomitable Spirit 1:** Whenever he's spending Fabula Points, Flint can choose to either regain 5 Hit Points or 5 Mind Points or recover from a status effect of his choice
- **Withstand 2:** Whenever he takes a guard action and chooses to not protect another creature, Flint can either regain Hit Points equal twice the strength of his strongest Bond or, until end of his Next turn, treat either Might or Willpower as one type higher, to maximum of d12

Guardian 2

- **Defensive Mastery 2** - As long as he is wearing martial armor or carrying a shield, whenever Flint takes damage, it is reduced by 2, before applying Affinities.

Equipment:

Waraxe (Accuracy: MIG + MIG, damage: Highest Roll +14 physical)

Runic Plate (Defense: 11 Magical Defense: Insight +1, Initiative: -3)

Steel: 2d6 x 10

Gilthanas Kanan

Distrustful Elven Prince who resents humans

Theme: Pride **Bonds:** Laurana (Affection), Tanis (Inferiority)

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

LV 5 Hit Points: 50 **Mind Points:** 50

Equipment Points: 8 **Fabula Points:** 3

Initiative: -1 **Defense:** 11 **Magical Defense:** 9

Loremaster 1

- **Quick Assessment 1:** At start of a conflict, Gilthanas can spend 5 Mind Points to select a creature in the conflict and have Game Master reveal either one of their Traits or its Affinity towards a damage type of Gilthanas' choice.

Rogue 1

- **Cheap Shot 1:** Whenever Gilthanas hits with an attack targetting a single creature that suffers from status effects, he can deal additional damage equal to the number of status effects affecting the target.

Sharpshooter 3

- **Barrage:** Whenever Gilthanas makes a ranged attack, he can spend 10 Mind Points to make this attack have property multi (2) or to increase it's multi property to multi (3)
- **Crossfire:** Whenever Gilthanas sees a creature perform a ranged attack, that isn't a critical success, if he has a ranged weapon equipped, he can spend Mind Points equal to the result of that attack's Accuracy Roll, to make it fail against all targets.
- **Warning Shot 1:** When Gilthanas hits one or more targets with a ranged attack, he may choose instead of dealing damage to inflict *slow* or *shaken* on the targets or make each target lose 10 Mind Points

Equipment:

Travel Garb (Defense: DEX +1, Magical Defense: INS +1 Initiative -1)

Shortbow (two-handed ranged weapon, Accuracy DEX+DEX Damage: Highest Roll + 8 physical)

Steel: 2d6 x10

Goldmoon

Strong-willed Chieftain's Daughter on a quest from Gods

Theme: Faith **Bonds:** Riverwind (Affection)

Dexterity: d6 **Insight:** d10 **Might:** d6 **Willpower:** d10

LV 5 Hit Points: 35 **Mind Points:** 80

Equipment Points: 6 **Fabula Points:** 3

Initiative: -1 **Defense:** 7 **Magical Defense:** 11

Chanter 1:

- **Magichant 1:** As an action in conflict, Goldmoon can sing one of Magichants known to her. She knows the following ones:
 - **Goldmoon's Song** (Low Volume, Solemn Tone, Key: Flame): for 10 Mind Points, Goldmoon can target herself or another creature than can hear her. Target removes *shaken* status effect and gains resistance to fire damage until start of Goldmoon's next turn

Spiritist 4:

- **Healing Power 1:** Whenever Goldmoon casts a spell targeting one of more allies and has an arcane weapon equipped, she can make these allies recover hit points equal her number of Bonds, in addition to any healing provided by the spell
- **Spiritual Magic 2:** Goldmoon can cast Spiritis spells, she knows the following spells:
 - **Cleanse** (Instantenous, up to three creatures, 5 Mind Points per creature): Target recovers from all status effects.
 - **Heal** (Instantenous, up to three creatures, 10 Mind Points per creature): Target recovers 40 Hit Points. This amount increases by 10 per each 20 levels Goldmoon possesses.
- **Support Magic:** Whenever Goldmoon casts a spell targeting one or more allies and has an arcane weapon equipped, she can choose one creature she has a Bond with and grant them a bonus to their next check equal strength of that Bond.

Equipment:

Travel Garb (Defense: DEX +1, Magical Defense: INS +1 Initiative -1)

Staff (arcane, two-handed, Accuracy: WLP + WLP, damage: Highest Roll +6 physical)

Steel: 300 + 2d6 x 10

Lauralanthalasa “Laurana” Kanan

Beautiful Elven Princess who raises to the challenge

Theme: Leadership **Bonds:** Tanis (Affection), Gilthanas (Loyalty)

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

LV 5 Hit Points: 45 **Mind Points:** 70

Equipment Points: 6 **Fabula Points:** 3

Initiative: -3 **Defense:** 11 **Magical Defense:** 9

Commander 2

- **Charging Cavalry 1:** During the conflict, Laurana can spend 10 Mind Points and an action to make another Player Character who can hear her perform a free attack, or an NPC perform a basic attack. They add +1 to the accuracy check, but treat Highest Result as 0 for calculating damage.
- **Crushing Chariot:** After using one of Commander’s other skills, like Charging Cavalry, Laurana can select another Player Character who can hear her and has not yet taken turn during this round. This character can take a turn immediately after her.

Orator 3

- **Encourage 1:** During a conflict, as an action, Laurana can spend 5 Mind Points to select another creature who can hear her and make it recover 5 Hit Points and can treat one of its attributes as one dice size higher, to maximum of d12, until the beginning of Laurana’s next turn.
- **My Trust In You 1:** Whenever another Player Character performs a check and is able to hear her, Laurana may spend 1 Fabula Point to invoke one of their traits in order to let them reroll or improve the results, as if they rolled themselves. If she has a Bond with that character, they also recover 10 Mind Points
- **Persuasive 1:** Whenever Laurana performs a Check to fill or erase sections of a Clock through charm, diplomacy, deception or intimidation, she can spend 20 Mind Points to fill or erase one additional section.

Equipment:

Rapier (Accuracy: DEX + INS +1, damage: Highest Roll +6 physical)

Runic Plate (Defense: 11, Magical Defense: INS +1, Initiative -3)

Steel: 50 + 2d6 x 10

Raistlin Majere

Frail Red Robe Mage with hourglass eyes

Theme: Ambition **Bonds:** Caramon (Affection, Inferiority)

Dexterity: d6 **Insight** d10 **Might** d6 **Willpower** d10

LV 5: Hit Points: 35 **Mind Points:** 80

Inventory Points: 6 **Fabula Points:** 3

Initiative: -2 **Defense:** 7 **Magical Defense:**12

Elementalist 2

- **Elemental Magic 2:** Raistlin knows following Elementalist Spells:
 - **Ignis** (Instantaneous, 10 MP per target, up to three targets): Raistlin Makes attack spell attack against the targets, rolling INS + WLP. Each target hit takes [Highest Roll x15] Fire Damage and, on a critical success, is also *shaken*
 - **Vortex** (for the scene, self, 10 MP): Raistlin summons wind to protect himself, gaining +2 Defense against all ranged attacks

Entropist 2

- **Entropic Magic 2:** Raistlin can cast following Entropist Spells
 - **Dispel** (instantaneous, one target, 10 MP): Raistlin nullifies effects of all spells affecting a single creature until the end of this Scene.
 - **Divination** (until end of the scene, self, 10 MP): For the duration, Raistlin, upon seeing another creature make a check that isn't a critical success or fumble, can force it to reroll that check. After forcing two rerolls, the spell ends automatically.

Orator 1

- **Unexpected Ally:** Raistlin can spend 1 Fabula Point and an action to make 1 non-hostile creature that can understand him become helpful, as long as his requests are reasonable and he treats them well.

Equipment:

Sage Robe (Defense: DEX+1 Magical Defense: INS+2 Initiative -2)

Staff (arcane, two-handed, Accuracy: WLP + WLP, damage: Highest Roll +6 physical)

Steel: 200 + 2d6 x 10

Riverwind the Plainsman

Exiled Plainsman Warrior who suffered terrible horrors

Theme: Devotion **Bonds:** Goldmoon (Affection, Loyalty)

Dexterity: d8 **Insight:** d8 **Might:** d8 **Willpower:** d8

LV 5 Hit Points: 55 **Mind Points:** 45

Inventory Points: 12 **Fabula Points:** 3

Initiative: -1 **Defense:** 9 **Magical Defense:** 9

Darkblade 1

- **Painful Lesson 1:** Whenever a creature causes Riverwind to lose Hit Points, he can immediately perform free Study action against it, with a bonus +1. He can study the same aspect of a creature only once.

Guardian 1:

- **Protect:** Once per turn in a conflict, Riverwind can force an attack spell or another danger targeting a single other creature to target him instead. If it already targeted him, he suffers its effects twice and he cannot protect multiple creatures at once.

Wayfarer 3

- **Treasure Hunter 2:** During travel, Riverwind makes a discovery on a travel roll 3 or lower, instead of 1.
- **Well-Traveled:** Riverwind decreases difficulty of a travel roll by one die, minimum to d6. This ability is not cumulative with other characters possessing it.

Equipment:

Travel Garb (Defense: DEX +1, Magical Defense: INS +1 Initiative -1)

Bronze Sword (One-handed, Accuracy: DEX+MIG Damage: Highest Roll +6 physical)

Shortbow (two-handed ranged weapon, Accuracy: DEX+DEX Damage: Highest Roll + 8 physical)

Steel: 2d6 x10

Silvara

Mysterious Elven Maiden who is a disguised Silver Dragon

Theme: Secrets **Bonds:** Gilthanas (Affection, Mistrust)

Dexterity: d6 **Insight:** d10 **Might:** d6 **Willpower:** d10

LV 5 Hit Points: 35 **Mind Points:** 83

Equipment Points: 6 **Fabula Points:** 3

Initiative: 0 **Defense:** 6 **Magical Defense:** 10

Arcanist 1

- **Bind and Summon:** Silvara can use an action to spend 40 Mind Points to summon Arcanum representing her Silver Dragon heritage. She gains benefits of its Merge property and can dismiss it to activate its Dismiss property:
 - Arcanum of the Frost (Domains: cold, ice, silence). Merge: Silvara has resistance to ice damage, cannot be *enraged* and any ice damage she deals ignores resistance. Dismiss: Silvara can deal 30 ice damage to any number of creatures she can see, ignoring ice resistance.

Elementalist 2

- **Elemental Magic 1:** Silvara knows following Elementalist Spells:
 - **Glacies** (Instantaneous, up to three targets, 10 Mind Points per Target): Silvara makes INST + WLP magic attack against all targets, dealing them [Highest Roll] + 15 ice damage and making them suffer slow status effect on a critical success
 - **Iceberg** (Instantaneous, one target, 20 Mind Points): Silvara makes a INS + WLP magic attack against a single target, dealing it [Highest Roll] + 25 ice damage on a hit, ignoring resistances.

Loremaster 2

- **Focused 1:** Silvara's Mind Points maximum is increased by 3 and she gains a bonus +1 to any Open Checks made using INS + INS.
- **Knowledge is Power:** Silvara can replace one attribute with Insight when rolling accuracy check for weapon attacks.

Equipment:

Shortbow (two-handed ranged weapon, Accuracy: DEX+DEX Damage: Highest Roll + 8 physical)

Broadaxe (one handed melee weapon, Accuracy MIG + MIG Damage: Highest Roll +10, physical)

Sturm Brightblade

Loyal Knight of Solamnia Seeking to redeem the Order

Theme: Justice **Bonds:** Tanis (Loyalty), Raistlin (Hatred)

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

LV 5: Hit Points: 80 **Mind Points:** 55

Inventory Points: 6 **Fabula Points:** 3

Initiative: -3 **Defense:** 13 **Magical Defense:** 8

Guardian 4

- **Bodyguard** - Whenever Sturm takes guard action to protect another creature, that creature gains resistance to all damage types until start of Sturm's next turn
- **Defensive Mastery 2** - As long as he is wearing martial armor or carrying a shield, whenever Sturm takes damage, it is reduced by 2, before applying Affinities.
- **Protect** - once per turn in a conflict, Sturm can force an attack spell or another danger targeting a single other creature to target him instead. If it already targeted him, he suffers its effects twice and he cannot protect multiple creatures at once.

Weapon Master 1

- **Counterattack** - whenever enemy attacks Sturm with a melee attack, regardless if it was hit or miss, if the attack roll was even, Sturm can make single melee attack against that enemy

Armor:

Bronze Plate (Defense 11, initiative -3)

Bronze Shield (+2 Defense)

Brightblade (Greatsword, Accuracy: Dexterity + Might +1, Damage: Highest Roll +10 physical when wielded in two hands, +6 when wielded in one hand) Special: A member of the Brightblade family can wield this weapon in one hand or two hands, when not using another weapon or a shield.

Steel: 2d6 x 10

Tanthalas "Tanis" Half-Elven

Resourceful Half-Elf torn between two worlds

Theme: Commitment **Bonds:** Laurana (affection), Kitiara (affection)

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

LV 5 Hit Points: 60 **Mind Points:** 35

Equipment Points: 8 **Fabula Points:** 3

Initiative: -1 **Defense:** 11 **Magical Defense:** 9

Sharpshooter 3

- **Barrage:** Whenever Tanis makes a ranged attack, he can spend 10 Mind Points to make this attack have property multi (2) or to increase it's multi property to multi (3)
- **Hawkeye 1:** Whenever Tanis takes a guard action and chooses to defend himself, he can have his next ranged attack in this scene deal additional 2 damage or immediately make a free ranged attack with a bow, treating Highest Result for damage as 0
- **Warning Shot 1:** When Tanis hits one or more targets with a ranged attack, he may choose instead of dealing damage to inflict *slow* or *shaken* on all targets or make each target ose 10 Mind Points

Wayfarer 2

- **Tavern Talk 2:** When resting in an inn or tavern, Tanis can ask the Game Master up to 2 questions about his surroundings or people who live there

Equipment:

Travel Garb (Defense: DEX +1, Magical Defense: INS +1, Initiative -1)

Bronze Sword (One-handed melee weapon, Accuracy DEX+MIG Damage Highest Roll +6 physical)

Shortbow (two-handed ranged weapon, Accuracy DEX+DEX Damage: Highest Roll + 8 physical)

Steel: 2d6 x10

Tasslehoff "Tas" Burrfoot

Easygoing Kender with a big heart

Theme: Innocence **Bonds:** Flint (affection), Fizban (loyalty)

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

LV 5 Hit Points: 40 **Mind Points:** 45

Equipment Points: 14 **Fabula Points:** 3

Initiative: -1 **Defense:** 11 **Magical Defense:** 9

Fury 2

- **Indomitable Spirit 1:** Whenever he's spending Fabula Points, Tas can choose to either regain 5 Hit Points or 5 Mind Points or recover from a status effect of his choice
- **Provoke 1:** As an action Tas can make an opposed MIG + WLP check against a creature of his choice, to which he gains bonus +1. If he succeeds, the target is *enraged* and compelled to attack him until provoked by someone else, something makes it stop being *enraged*, Tas falls unconscious or leaves the scene.

Rogue 3

- **See You later!** Tas can as an action spend 1 Fabula Point to vanish from the current scene and reappear whenever he wants during a different scene, for which another player character is present.
- **Soul Steal 2:** Tas can perform a DEX + WLP check against a Magical Defense of another creature. On a success if the target was a soldier, Tas recovers 2 Inventory Point. If the target was an elite or a champion, Game Master describes their soul treasure, which is worth an amount of Steel not higher than target's level x 30, x 50 if they are a villain. Tas can only steal from the same creature once.

Equipment:

Travel Garb (Defense: DEX +1, Magical Defense: INS +1, Initiative -1)

Hoopak (Staff, Accuracy: WLP + WLP, Damage: Highest roll+6 physical)

Steel: 300 + 2d6 x 10

Tika Waylan

Fiery Barmaid that became a warrior

Theme: Rebellion **Bonds:** Caramon (affection)

Dexterity: d8 **Insight:** d8 **Might:** d8 **Willpower:** d8

LV 5 Hit Points: 70 **Mind Points:** 45

Equipment Points: 6 **Fabula Points:** 3

Initiative: -3 **Defense:** 12 **Magical Defense:** 8

Fury 2

- **Frenzy:** Whenever attacking with brawling, dagger, flair or thrown weapons, as long as she doesn't roll a fumble, Tika is considered to roll a Critical success whenever she rolls the same result on both dice.
- **Withstand 1:** Whenever she takes a guard action and chooses to not protect another creature, Tika can either regain Hit Points equal the strength of her strongest Bond or, until end of her Next turn, treat either her Might or Willpower as one dice higher, to maximum of d12

Orator 2

- **My Trust In You 2:** Whenever another Player Character performs a check and is able to hear her, Tika may spend 1 Fabula Point to invoke one of their traits in order to let them reroll or improve the results, as if they rolled themselves. If she has a Bond with that character, they also recover 20 Mind Points

Weaponmaster 1

- **Breach:** Whenever Tika hits 1 or more targets with a melee weapon, she may choose to not deal damage and instead inflict either *dazed* or *weak* on them or make them lose 10 Mind Points

Equipment:

Cooking Utensils (Improvised Weapons, Accuracy: DEX + MIG, Damage: Highest Roll +2, breaks after attack)

Brigandine (Defense 10, initiative -2)

Bronze Shield (+2 Defense)

Steel: 250 + 2d6 x 10

About the author

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<https://docs.google.com/document/d/1fFmClwK3wcJzzy4i1VapDHeJzDA8aLgBuAIQuFvKhEc/edit>