FABLE OR OPUS?

Which Claude to use for which job, from Broski Talk Ep. 4, *Claude Fable 5.2 Is Here*. Our take after testing both, next to what Anthropic says.

EVERYDAY WORK

OPUS 5.5

$4 in / $20 out per million tokens

- Email, writing and research
- Basic software development
- Anything you do every day: it's half the price and the gap is small
- Anthropic calls it its "strongest daily driver" and says to start here

THE HARD, LONG JOBS

FABLE 5.2

$8 in / $40 out per million tokens

- Video editing, VFX and game development: where we saw the biggest difference
- Long agent runs and hard reasoning
- When Opus 5.5 on high effort still falls short
- Up to 30% faster than Fable 5.1 (Anthropic's figure)

"FABLE 5.2 ON LOW IS ABOUT THE SAME AS OPUS 5.5 ON MAX."

Our rule of thumb from the episode, not a benchmark.

1h 56m

Fable 5.2 on Tony's "Cathedral of Ice" test: faster, with more detail.

3h 11m

Opus 5.5 on the same test: slower, but it cost much less.

Close call

Side by side, the gap is small. Pay for Fable when the details matter.

Prices: Anthropic's models overview, read Nov 11, 2026 (platform.claude.com/docs/en/models/overview). Both models have a 1M-token context window. Test: x.com/EnvolDev. Watch the side-by-side at 10:14: youtu.be/gd1R-aPgmmA?t=614

12 RULES FOR YOUTUBERS, 10 YEARS OUT.

Someone asked Fable 5.2 for advice for YouTubers for the next 10 years, with no explanations. This is what it said. We read it on the show at 8:17.

01	Assume anything that can be generated will be. Build on what can't be.
02	Information is going to zero, so be the experience.
03	Do real things in the real world. Proof will be worth more than polish.
04	Make videos that lose something when an AI summarizes them.
05	Be the creator people ask their AI for by name.
06	Keep every raw file. Your archive will have uses nobody has invented yet.
07	Decide how your face and voice get licensed before someone else does.
08	Publish in every language from day one.
09	Stay small. Head count is no longer an advantage.
10	Own a line to your audience that no platform can switch off.
11	Pick a subject you can stay curious about for 10 years.
12	When everyone has the same tools, what you choose to make is the only edge.

THE #1 LIFE HACK

Asked for the world's greatest unconventional life hack, Fable 5.2 said: **ask directly for what you want, far more often than feels comfortable.** A no costs a few seconds. A yes can be a raise, a discount, a mentor or a job that was never posted.

It cited research by Vanessa Bohns and Francis Flynn: people underestimate how often others say yes to a direct request. And Steve Jobs, who cold-called Bill Hewlett at 12 for spare parts and got a summer job too. Watch it at 12:39: youtu.be/gd1R-aPgmmA?t=759

The 12 rules: posted by @yarslav on X. The life hack: posted by @PromptLLM on X. Both are Fable 5.2's answers, lightly shortened.