

# CASSETTE RANGER



## Acknowledgments

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## Disclaimer

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## Class — Cassette Ranger

*"I need you to understand... The potential energy of mankind is limitless. The ability to manifest your will to alter reality... to change your world, and your selves... that lies within you."*

Cassette Rangers are a strange type of User that transform into Shadows by recording them in battle. Few know how or why this process works or why it cannot be replicated by other Users, although it appears to be an innate property of their Potential. To enact this process, they simply need a recording device, whether it be a cassette recorder, a disc burner, a video camera, or other similar device.

- ❖ **Record of Shadows:** Cassette Rangers do not gain a Starter Persona upon User creation; instead, they get a **Recording Device** and a **Recording** of a recordable Shadow of their choice that is at or below their level. They may acquire new Recordings by recording Shadows during battle. Cassette Rangers can store up to 2 Recordings in their stock. This limit increases by 1 upon reaching levels 5, 10, 15, and 20.
  - Shadows may be recorded by spending a Default action to target a Shadow the Ranger can see while their stock is not full. Shadows have a **(Shadow HP% + 10[Shadow Tier])%** chance to resist recording: roll 1d100, if the result is greater than the Shadow's resistance chance, the Recording is successful. Targets with Hetic Resistances and targets with a higher level than you cannot be recorded, but Ultimate Personae may be recorded with no resistance upon being defeated.
  - Cassette Rangers can Sacrifice Recordings to obtain a Spell Card of their choice from the Types the recorded Shadow possessed. The resulting Spell Card has a maximum Tier equal to the Recording's Tier, which is equal to the recorded Shadow's Tier.
    - If the Ranger reaches Confidant Rank 50 with another Player, use the rules outlined above (without Sacrificing) to produce a Spell Card.
  - A Recording Device can be repaired or replaced by spending a Time Block to do so; however, this reduces your next RP gain to zero.
    - Despite their namesake, Recordings have no physical form, instead existing in the Ranger's mind akin to a Persona. As such, there is no need to replace recordings if the Recording Device is damaged.
- ❖ **Like Chimeras:** As long as they have a Recording Device, Cassette Rangers may transform into a Shadow they possess a Recording for in their stock as a Quick action. While transformed, they assume that Shadow's stat block, except for HP; instead, each Recording has a maximum HP equal to **(2 \* Shadow VIT \* Recording Tier)** and takes damage in place of the Ranger. If a Recording's HP is reduced to 0, the transformation immediately ends, the Recording is removed from stock, and the Ranger takes the remaining damage. Instant death effects cause the User to immediately lose 5 Energy but they do not enter Death's Door. A transformation may be canceled as a Quick Action.
  - While transformed, Rangers cannot benefit from healing effects; instead, the Recording in use gains these benefits. Revival effects do not affect Recordings.
    - A new Recording has HP equal to the recorded Shadow's HP at the time of successful recording. A Recording's HP restores at the start of the day.
  - Each Recording grants free uses of each spell the Shadow possesses at the start of the day based on the Recording's Tier: Tiers **I, II, III, and V** grant **5, 3, 2, and 1** free uses respectively. After its free uses are spent, casting a spell costs Energy equal to the Shadow's Tier.
- ❖ **Your Inception:** At the start of each battle, Cassette Rangers restore Energy equal to their current **VIT/3**. Additionally, when a Tyrant is defeated, all Rangers in combat gain a permanent VIT boost of 1 and a **Ranger Feat**.



## Ranger Feats

Name	Effect	Req.	Additional
<b>Loosen Your Mind</b>	Once per combat as a Quick action, you may choose a Recording in your stock: Expend 1 free use of one of its spells, restore Energy equal to the Recording's Tier.		Can be chosen multiple times; Each extra time chosen allows this effect to be activated once more per combat
<b>Same Old Story</b>	While in combat with an enemy that has Hetelic Resistances, restore Energy equal to that enemy's Tier - 2 (minimum 1) at the start of each of your turns. If there are multiple enemies with Hetelic Resistances, this effect only considers the highest-leveled one.		Can only be chosen once
<b>The Rhythm of Falling Forwards</b>	While you are transformed, restore Energy equal to the Recording's Tier each time you are affected by a spell that you are Weak to, damaged by a Critical Hit, or afflicted with a Status effect. This applies even if the Recording is removed, but does not stack with itself. I.e. This effect does not activate twice if you receive a critical hit from a spell you are weak to.		Can only be chosen once
<b>Wherever We Are Now</b>	With the consent of the User, choose an allied User's Starter Persona: As a Quick Action, you may spend 1 Aspect Point to transform into that Persona, gaining 1 free use of each of its spells while transformed. Its HP is equal to $PLv. / 2 * (that\ User's\ VIT + that\ Persona's\ VIT\ boost)$ .	CLv. 5; Confidant Rank 50 with the chosen Persona's User	Can only be chosen once per Persona
<b>Recording Boost</b>	Subtract 25% from a Shadow's chance to resist Recording.	CLv. 5	Can only be chosen once.
<b>Stepping Over the Line</b>	You may target Shadows above your CLv. for Recording. If you do, they gain 25% Recording resistance for each level they are above you.	CLv. 10	Can only be chosen once
<b>Optical Laser</b>	Once per day, you can spend 1 Aspect Point when you attempt a Recording to bypass a Shadow's resistance to Recording, automatically succeeding to record the Shadow at the start of your next turn.	CLv. 10	Can only be chosen once
<b>Arrow of Time</b>	<i>"So typical of you humans... You'll use something without even knowing how it works... So wake up already!"</i> You may transform into a Recording you have in Stock without using a Recording Device by activating your Arcana's Arcana Spread, replacing its effect with this one. While transformed this way, your Recording's HP begins at its maximum possible value and spells you cast are Realized.	CLv. 15	Can only be chosen once.
<b>Together at the End of the Line</b>	Choose an allied User with their consent: As a Quick Action, they may spend 2 Aspect Points to transform into a Recording you are currently transformed into, gaining 1 free use of each of its spells while transformed. Their temporary Recording begins with HP equal to your Recording's current HP when they transform but is tracked separately. If they transform into their own Persona, they instead gain 2 free uses of each spell and their temporary Recording's HP begins at its maximum possible value.	CLV. 15; Confidant Rank 100 with the chosen User	Can only be chosen once per User