



Choosing Your Class

The Grimoire features a wealth of playable Classes, with more being added via Sea of Souls updates. While it's exciting to have so many choices, it can be pretty overwhelming. Make sure to reference this document for a quick overview of each Class, their specialties and main qualities. The star rating on each class is meant to represent their mechanical complexity, from least complex (★☆☆) to most complex (★★★★). Variant Classes are grouped at the end of this document.

Core Classes

Emergent ★☆☆	Wildcard ★★☆☆	Shadow ★★☆☆
Origin: <i>Persona</i> series Playstyle: Powerful and Reliable	Origin: <i>Persona</i> series Playstyle: Flexible and Resourceful	Origin: <i>Persona 4</i> Playstyle: Creative and Cooperative
<ul style="list-style-type: none">❖ Can only wield one Persona❖ Can learn up to four spell Types❖ Gain SP by defeating Shadows❖ Trade in Spell Points for new spells, Spell Cards, or Social Skill Points	<ul style="list-style-type: none">❖ Can wield up to eight Personae❖ Acquires new Personae from negotiation<ul style="list-style-type: none">❖ Able to Fuse and Sacrifice Personae❖ Gains a negotiation bonus based on the character's Arcana	<ul style="list-style-type: none">❖ Can only wield one Persona❖ Gains the Explorer Feat, a permanent bonus to exploring the Metaverse❖ Copies allies' spells and skills❖ Are able to "Realize" any spell, making it affect objects and structures in the Metaverse
Emergent Characters	Wildcard Characters	Shadow Characters
<ul style="list-style-type: none">❖ Mitsuru Kirijo (<i>Persona 3</i>)❖ Kanji Tatsumi (<i>Persona 4</i>)❖ Haru Okumura (<i>Persona 5</i>)	<ul style="list-style-type: none">❖ Maya Amano (<i>Persona 2</i>)❖ Joker (<i>Persona 5</i>)	<ul style="list-style-type: none">❖ Teddie (<i>Persona 4</i>)



Core Classes (Cont.)

Suppressor ★☆☆	Beacon ★★☆
Origin: <i>Persona 3</i> Playstyle: High-Damage and Focused	Origin: <i>Persona 3</i> Playstyle: Strategic and Versatile
<ul style="list-style-type: none"> ❖ Can only wield one Persona ❖ Can gain a Combat Skill Point instead of a Social Skill Point each level <ul style="list-style-type: none"> ❖ Able to enter a “Berserk” mode for a limited time ❖ Small chance to not gain Social Skill Points during an Activity, which can be negated by paying an Aspect Point 	<ul style="list-style-type: none"> ❖ Can wield several Personae <ul style="list-style-type: none"> ❖ Gain a new Persona every other level ❖ Gain an exclusive accessory that grows stronger every five levels <ul style="list-style-type: none"> ❖ Gain a slight bonus to survive otherwise lethal attacks
Suppressor Characters	Beacon Characters
<ul style="list-style-type: none"> ❖ Aigis (<i>Persona 3</i>) ❖ Labrys (<i>Persona 4: Arena</i>) 	<ul style="list-style-type: none"> ❖ Rei (<i>Persona Q</i>)



Sea of Souls I Classes

Devil Summoner ★★★	Artificial User ★★☆☆	Nahobino ★★☆☆
Origin: <i>Shin Megami Tensei I</i> Playstyle: Unique and Flexible	Origin: <i>Persona 3</i> Playstyle: High-Risk, High-Reward	Origin: <i>Shin Megami Tensei V</i> Playstyle: Defensive and Offensive Versatility
<ul style="list-style-type: none"> ❖ Can wield up to 3 Personae ❖ Can wield one more Persona every three levels ❖ Can obtain Personae through negotiation ❖ Cast spells from unequipped Personae's deck ❖ Gain unique features by choosing a COMP 	<ul style="list-style-type: none"> ❖ Can only wield one Persona ❖ Can sacrifice HP for powerful bonuses ❖ Can "steal" spells from hostile Shadows 	<ul style="list-style-type: none"> ❖ Can only wield one Persona ❖ Starts with a powerful, scaling weapon ❖ Spell decks can hold 24 spells ❖ Can gain "Essences" through negotiation ❖ Essences give you Resistances or spells
Devil Summoner Characters	Artificial User Characters	Nahobino Characters
<ul style="list-style-type: none"> ❖ Aleph (<i>SMT II</i>) ❖ Flynn (<i>SMT IV</i>) 	<ul style="list-style-type: none"> ❖ Chidori (<i>Persona 3</i>) 	<ul style="list-style-type: none"> ❖ Protagonist (<i>SMT V</i>)
Velvet Room Attendant ★★☆☆	Navi ★☆☆☆	
Origin: <i>Persona 3</i> Playstyle: Longevity and Versatility	Origin: <i>Persona 3</i> Playstyle: Support Mastery	
<ul style="list-style-type: none"> ❖ Can only wield one Persona ❖ Can cast spells from allies' decks ❖ Can recover spell uses during combat ❖ Can "inherit" spell decks from dead Users 	<ul style="list-style-type: none"> ❖ Can wield several Personae ❖ Can only choose certain spell Types (Intel, Status, Buff, Debuff) <ul style="list-style-type: none"> ❖ Start with the <i>Perception</i> Intel spell ❖ Gain Spell Points by helping allies mitigate damage <ul style="list-style-type: none"> ❖ Access to exclusive Navi Spells 	
Attendant Characters	Beacon Characters	
<ul style="list-style-type: none"> ❖ Elizabeth (<i>Persona 3</i>) ❖ Margaret (<i>Persona 5</i>) 	<ul style="list-style-type: none"> ❖ Fuuka Yamagishi (<i>Persona 3</i>) ❖ Futaba Sakura (<i>Persona 5</i>) 	



Sea of Souls II, III, and VI Classes

Marebito (SoS II) ★☆☆	Mirage Master (SoS III) ★★☆	Maken Host (SoS VI) ★☆☆
Origin: <i>Persona -trinity soul-</i> Playstyle: Powerful and Focused	Origin: <i>Tokyo Mirace Sessiens #FE</i> Playstyle: Creative and Resourceful	Origin: <i>Maken X</i> Playstyle: Aggressive and Strategic
<ul style="list-style-type: none"> ❖ Can only wield one Persona ❖ Can copy spells learned by allies ❖ Can copy a slain Shadow's skill bonuses ❖ Must consume "Suppressants" or suffer a steep penalty 	<ul style="list-style-type: none"> ❖ Can only wield one Persona ❖ Gain Social Skills by slaying Shadows ❖ Gain new combat and resource perks by leveling up Social Skills ❖ Can form "Contracts" with Shadows ❖ Contracts can be redeemed for rewards 	<ul style="list-style-type: none"> ❖ Can only wield one Persona ❖ Melee and ranged attacks gain permanent bonuses ❖ Can command allies to attack for you during your turn ❖ Gain spells from slain Shadows ❖ Can attack outside their turn
Marebito Characters	Mirage Master Characters	Maken Host Characters
<ul style="list-style-type: none"> ❖ Yuji Kimoto (<i>Persona -trinity soul-</i>) 	<ul style="list-style-type: none"> ❖ Itsuki Aoi (<i>TMS #FE</i>) ❖ Tsubasa Oribe (<i>TMS #FE</i>) 	<ul style="list-style-type: none"> ❖ Kei Sagami (<i>Maken X / Maken Shao</i>)



Varaint Classes

Variant Classes are based on Core classes, with small tweaks that can change their gameplay niches and offer diferent features.

Innocent (SoS I) (Suppressor) ★☆☆	Uninvited (SoS IV) (Wildcard) ★★★☆
Origin: <i>Shin Megami Tensei Online</i> Playstyle: Strategic and Versatile	Origin: <i>Persona 3</i> Playstyle: Strategic and Versatile
<ul style="list-style-type: none"> ❖ Can only wield one Persona ❖ Can gain a Combat Point intsead of a Social Point every other level <ul style="list-style-type: none"> ❖ Able to enter a “Berserk” mode for a limited time <ul style="list-style-type: none"> ❖ Can learn spells outside their Types ❖ Small penalty to Shadow negotiations 	<ul style="list-style-type: none"> ❖ Start with two Personae ❖ Can wield up to four Personae ❖ Gain fuse Starter Personae with others ❖ Cannot equip Persona acquired by negotiation
Innocent Characters	Uninvited Characters
❖ Azura (<i>SMT Online</i>)	❖ Goro Akechi (<i>Persona 5</i>)
Humanity Companion (SoS V) (Shadow) ★★★☆	Tensei (SoS V) (Beacon) ★★★
Origin: <i>Persona 5 Strikers</i> Playstyle: creative and Reliable	Origin: <i>Persona 2: Eternal Punishment</i> Playstyle: Solid All-Arounder
<ul style="list-style-type: none"> ❖ Can only wield one Persona ❖ Can learn spells from other players, but not Natural Skills <ul style="list-style-type: none"> ❖ Spells can affect both the real world and the Metaverse 	<ul style="list-style-type: none"> ❖ Can only wield one Personae <ul style="list-style-type: none"> ❖ Persona gains new Types or Resistances every other level ❖ Gain an exclusive accessory that grows stronger every five levels <ul style="list-style-type: none"> ❖ Can act while in Death’s Door
Humanity Companion Characters	Tensei Characters
❖ Sophia (<i>Persona 5 Strikers</i>)	❖ Kei nanjo (<i>Persona 2: Eternal Punishment</i>)