



# REVENANT: Heart's Guise

ver. ALPHA 0.0.31

Last Edit - 15/11/2020

## CHANGELOG

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**26/11/2018** - Finished the first pass on the game's rules. Still waiting for some feedback on the rules and stuff, but finally finished putting them out.

**27/11/2018** - Solved the problem with the social link paradox where multiple characters could not start a social link if some other character already had levels on it.

**28/11/2018** - Improved Tables for Character Experience, Compendium Price and Enemy Experience. Changed the Title Fonts and Sizes.

**29/11/2018** - Added Table for money given by enemies when they are defeated. Explained about level difference experience and added chances for the names modifiers in skills. Normalized the Text Font. Created the Persona separate level upgrade table. Added gift session.

Enhanced the Supplies session specifying the base items better. Fixed Tables for money needed for summon and experience given by enemies.

**20/02/2019** - Added the exhaustion mechanic and how it can be used and it affects the character's health.

**06/03/2019** - Finished transportation clause. How players use it, how to get tired from it and general rules. Fixed Shuffle time mechanics to better fit a Tabletop reality.

**14/03/2019** - Fixed some text at the beginning through Supplies Section.

**14/04/2019** - Rewrote the introduction and set up chapters. Removed one of the town's images. Moved the Changelog to the top. Created the Github for issues and for the welcome paragraphs.

**28/04/2019** - Changed many things on how support personas work, progress and use their abilities. Now there are more examples of skills and the skill gain per level has been changed. Also their social link progression have changed, leaving the healing skills more up to the player.

**06/05/2019** - Added the Rolling dice section which explains how to hit and how to use the dice proposed for the game.

**21/05/2019** - enhanced the rolling dice section, reorganized the chapters and remade chapter 1, 2, 3 with clearer and more accurate information. Rewrote the main weapons clause to make it more flexible for players to use other weapons.

**20/06/2019** - Defined better what are the tired and sickened conditions. Removed dungeon crawling from the exhaustion clauses. Added the initial money to the Character creation session.

**26/06/2019** - Defined better how the weaknesses and strengths work when creating the persona. Separated the Map into districts. Created general characteristics for the districts. Specified more on the tired condition when going out at night.

**02/07/2019** - Enhanced day sections with activities that can be made there. Specified the exams and questions throughout the year.

**19/07/2019** - Added Major Arcana descriptions. Started to modify the skill cards to match the Persona 5 ones.

**10/08/2019** - Created a ranking system for all the skills in the game. Remade the obtainable skill cards through shuffle time.

**11/08/2019** - Created a Character and Persona Sheet.

**26/08/2019** - Created the Game Master chapter and the Creating Social Link section. Rearranged some other chapters sections as well.

**30/09/2019** - Adjusted the text in a few sections. Remade damage and created an enemy damage section. Remade HP and MP progression and rewrote some of the strengths and weaknesses criterias.

**19/10/2019** - Rewrote how the Stats work and what they represent for each persona. Created more restrictions to Support Action during fights. Nerfed Hitchances for weapons to compensate for the agi bonus and to make the early game a bit more challenging. Updated how Support Works again, reworked their progression and skills they can get. Updated ranged skills and how being ranged as main type works. Restricted the requirements to use Shuffletime.

**25/10/2019** - Changed the ranks for ranged skills created. Added and changed skills in the Ailment section to add elemental and aid skills that are also related to that type.

**28/10/2019** - Changed how damage works again, and added skill enhancements to support players. Changed Shuffletime to always happen when an all-out-attack is used by the players in a battle.

**21/11/2019** - Rewrote some parts for better understanding. Remade progression for support characters.

**17/02/2020** - Fixed some spelling errors, replaced and added images, and rewrote the session about supplies

**31/08/2020** - Started to remove copyright from the game, slowly transitioning into its own game. First time using **Revenant: Heart's Guise**.

**02/09/2020** - Remade the first chapter, segmenting it more so the premises and concepts of the game are displayed better for people who never played.

**17/10/2020** - Rewrote up to chapter 7, still taking the copyrighted stuff out.

**15/11/2020** - Rewrote and reviewed game master sections Encounters and Dungeons.

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# 1. Introduction

Welcome to Revenant: Heart's Guise, where you're going to experience a tabletop RPG focused on interacting with NPCs to build their stories and venture into other worlds created by the human mind to prevent the end of your own.

The main objective when I started writing was to create a tabletop version of Persona, a video game series from the Megami Tensei franchise and it is still how I'm basing the development. I'm trying to make the rules of the game playable at a tabletop level, not only by researching about the game, but also others from the same series and ultimately creating new rules. Throughout this rulebook you will find some links and external resources to places where I found information and based the content, so people can understand how I came up with the rulings and features over

the time. In the long term, I'm gonna be removing those links, as I clean up the rules and make more reference sheets.

To play this game, I decided to use a dice system to portray mechanics and rules. When studying the rules of other games from the series, I saw that many relied on percentage and on complex equations, so, to try and simplify those calculations we are going to use a ten-sided die, here commonly referred to as **1d10** (1 representing one die, d10 representing that it is a ten-sided one) to make dice rolls and 2 types of rolls will be used. The first one being the social interaction rolls, where the player has to beat a set difficulty. The second one are percentage rolls, where the player rolls the dice twice and checks if the numbers shown are inside a certain range depending on the action. How those rolls work are going to be detailed further on in this document. If there are more than one dice instanced in a roll, the amount of dice will be shown as 2d10 for 2 ten sided die, 3d10 for 3 dice and so on. Also a calculator would be handy, since simplified equations are still equations, so keep in mind that math is going to be used at some point. Because of the nature of this game, a Tarot deck is also advised to be used, even if not physically. There is some more content to be used in this game such as a character sheet, which is basically a document to register the players' avatars and those will be displayed and available further on in a different chapter.

In this document I am going to try and lay out the rules and parts of a story of my own as an example and simple setup for people trying to play this game after. Many of the references and resources I used are going to be displayed on the last chapter called References.

## 1.1 Roles and Players

People who play this game are divided into 2 groups. The first one consists of those who are interpreting a single character, keeping track of their own progress and are the "main cast" of the story. This first group will be referred here as **Players** as they are doing what is normally called playing the game itself.

The second group is a bit different, it is usually called something around **Game Master (GM)**, dungeon master or even narrator. The first is the name we will be referring to here. They have the responsibility to narrate the course of actions and to mediate the rules during each session of play. Normally there is only 1 Game Master and they dictate what happens and what doesn't during the game. This does not mean that the game master is or should act as an authoritarian figure, but as mediator between the rules and the player's group decision.

There is also a minimum amount of people necessary to play this game, which is 1 GM and 1 player. It is set like this because this role playing game is supposed to be played with a group of people, but it can be played solo even if it is not the objective.

## 1.2 Premisses

Mostly based on concepts solidified by Carl Jung regarding the idea of cognitive perception and symbolism, Revenants: Heart's Guise is about breaking through the usual reality and adventuring into a new world to explore the extent of human psyche manifested physically. The fantasy in this game is based on preventing a disastrous calamity by facing this manifestation, in other words, characters will face representations of their own world, sometimes distorted versions of it, sometimes a completely different version of what they think it looks like.

“You know yourself better than anyone, but do you know your true self?”

This is where the revenants come in. As the physical manifestation of one's self, Revenants represent the capacity to face this new world and mostly through force, they protect and eliminate manifestations threatening the characters. As the representation of a character, Revenants will change their abilities and appearance throughout the game as each person develops themselves and begins to understand who they really feel they are.

In this regard, the players should seek to form bonds with other people and with themselves to not only understand the society around them, but also grow as people.

## 1.3 Timeline and Events

Just as many games, mostly ones about highschool life, this one starts at the beginning of the school year. In this case, players are generally students and will be able to start the game living at the school's dormitory. Although this is only a generic beginning, each player can choose how their story adapts to the game and where it would be proper for them to live. I recommend the GM creating their own city and locations, so the players feel more immersed in their specific universe, but if that is not your objective, there are going to be preset locations and a map here to exemplify how the game works.

The story experienced by the players, is mostly lived in a linear form, which means you start at some point in time and go forward from there. The existence of flashbacks and past stories to be lived are a possibility as well, however only advised as a form of passing along information and not to resolve immediate actions. As mentioned, it normally starts at the beginning of the School year, then around **210 days** pass before the game reaches its conclusion. That specific number of days is a

rough average of game time and school days, the important thing to keep in mind is that there should be a set time for players to finish the story or lose the game, which is not what usually happens in RPGs but is the proposition here.

During these **210 days** all the main action occurs, some simple time skips may happen according to the story, but none required solely by the players, unless it is an unanimous decision by the entire group, including the GM. It is important to keep note of these skipped days because the game really focuses on acting on a daily basis, so losing or skipping a day can ruin players and GM plans.

Use time wisely during these days, because **THEY WILL END**. Players should think about their actions and which character they will be spending time with building bonds, because they will be relevant at the end. Game Masters are advised to create bad endings if the players can't uncover the whole story in time or make some catastrophic choices.

## 1.4 Creating a Theme

It is important for this game to stylize a main theme for the game to work around, they are normally related to problems we currently face in our society, since many of the topics we've talked about until now are the manifestations of one's mind, the main objective is to create a relation to what influences it and the main theme revolves around it.

The theme doesn't have to be a complex statement as long as it is broad enough to affect multiple facets of society. Some examples are "desensibilization of individuals towards problems that their society in general suffers, blinding them to the world around them" and "Abuse of power and creation of a Savior figure through authoritarianism".

In *Revenants: Heart's Guise* the theme leading the story and main design decisions is "**The feeling powerlessness people feel due to a bigger system influencing their choices and thoughts**" and through that the aesthetic and more often shown theme of Prison is portrayed throughout this book.

Understanding the idea so far leads to the construction of the world the characters live in, which is mostly divided in two parts, the "real world" and the "unveiled world"

## 1.5 Real World

Half of the game is lived in our usual world and time, now being the second decade of the second millennium using the christian calendar as base. The real world is where the characters were usually born and are used to live in. It will consist mostly of fictional regions and cities to try and prevent the association to actual real places and people. There, characters will experience the struggles of normal life such as going to school, working full time jobs, social interactions and the unfair expectations from the society around them.

The main theme is manifested in the real world as characters start creating links with their Unique Bonds developing their understanding about the world and people who live in it.

## 1.6 Unveiling a New World

During the days played, players should be invited and engaged to visit another world, this one in which they will experience many parts of the game, mostly involving combat, dungeon crawling and Resolving key parts of the story.

This part of the game introduces the main cast to a fantasy world linked to the main theme that represents the physical manifestation of the psyche. This world can be the result of a collective will or the strong will of one specific individual. In any case, the depiction of this world or worlds is based on a metaphoric view trying to portray physically what a mind or collective of minds perceive as reality.

Inside them, characters will face the Unmade, creatures born out of people's stifled thoughts and emotions, and Rogue Revenants, beings created through the collective view of humanity towards myths, legends and many other folklore. However, do not be fooled by their concepts, Unmade and Rogue Revenants are made out of negative will and do not represent the real beliefs and thoughts of people, they are the distorted thoughts made physically.

The Unveiled World doesn't appear at all times, it's emergence happens when people are suffering enormously, when society is collapsing. Even if that is not exactly how people understand it, their feelings and subconscious thoughts start taking form.

When characters venture into the Unveiled Worlds they should start getting hints about that great calamity the Real World will face, which will mark the ending of the game. Hints about what humanity is struggling most and what formed that world.

## 1.7 The Great Calamity

Revenants: Hearts Guise is a story about preventing the world's end, sometimes by those who lead it, sometimes by a greater power that decides to end humanity. This event is not something that characters have knowledge of at the beginning of the game and depending on their action and choices they may not even live to discover.

Serving as a punishment for "humanity's crimes" the Great calamity is usually an event brought to "reset" or recreate the world. The problem with it is that it is not usually due to an agreement with those who live in the Real World, but an imposition of a will towards it.

Beware the Great Calamity, it will come, prepare, form strong bonds and try to unveil the true face of your demise.

## 2. Setting Up

"At the distance on the top of a building, a mysterious main-cast type character with a black coat and long waving white hair stands looking sadly at the city. The person stares while the river flows through and the sounds of cars echoes. A portable music device stands beside the person playing After you've gone, Turner Layton's Version. This morning is looking bright with clear sky, birds hovering around and many ships docking bringing new products.

In the city of **Kimonobe**, school year is starting, kids swarm the city's east as they head to school once again. However, this year everything seems gloomier than usual, even gloomier than the rise of the nihilist thinking in the minds of the youngsters of this generation. That was because of the recent events, strange deaths that have been happening around the city's center. People are being found between buildings, dead as if someone tried to fit them inside a box like a contortionist. A total of 3 people were found exactly like that in the past week.

People are talking about a serial killer, but the bodies are clean as if they had never been touched by a second person, no marks, no bruises, the bodies just appear dead in the alleys. The police are not talking about it yet, since the investigations have not concluded anything and an early judgment could wrongly startle the city. Videos on social media are getting popular, some even say it's fake, but nothing comes from the authorities.

Meanwhile, Olivia Weiss is arriving in town after being at a Teenager Correction Center for 3 years. She is happy to be back, but fears what people will think about her after what happened in the past. 'How is Min doing?' she thinks as she gets off the bus early in the morning in front of the dorm just as school is about to start. "

By setting up the game the GM can create a mood for the players, at least at the beginning when it isn't all about fighting. My example here tries to set this simple "detective mood", people dying mysteriously and cliché entering of a mysterious character who is probably related to some villain in the story. Now the players have



something to look up to. Behind the scenes, the GM has to have planned what is the next part of the setting.

While in this phase, before the game actually starts the GM should be thinking about the development of 3 main contents: **Unique Bonds, Plot and School/work Questions and Challenges.**

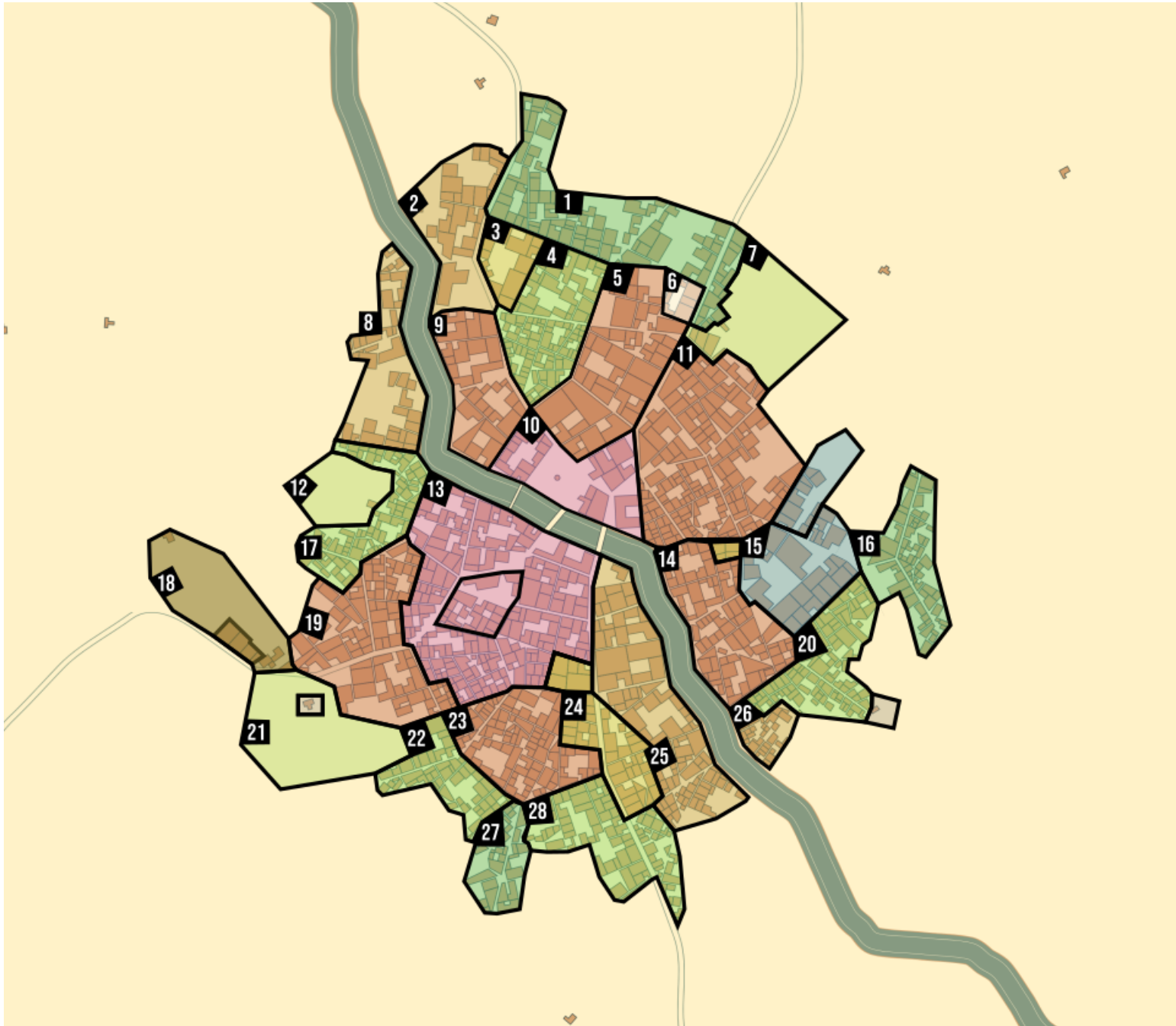
The term Unique Bonds in this game refers to each individual Non player character the players will have the possibility to form an intimate relationship with, it being romantic or fraternal depending on many factors. This is one of the hardest parts to create before playing the game itself, since the Game Master has to predict and create different paths and storylines for those individuals. More about this will be explained at the Unique Bonds Chapter.

To think about the Plot means that the Game Master will create a narrative, normally centered around social criticism like “how there is no real excuse to continue to consume at places that hurt marginalized people and how society blinds itself to that” and not things like “tax is theft”. Also, they have to create a series of maps or dungeons, which is the name commonly used for the environments players will go to explore and battle enemies, where the players will not only do that but also learn about their fictional world and what is the imminent doom that is coming to their world. It is during this phase where the Game Master should set the main theme so the players have something to base themselves when creating their own characters and to understand what mood the game is going to have.

School Questions and Challenges may look like an exaggeration to think about during the set up, however as part of simulating the Real World and as a way to engage players and humorously reward them in the process. There are usually 70 to 77 questions laid out throughout the 210 days, they are normally given while in school or work and reward the characters with Social Stat experience.

Finally, the Challenges are key story points where the players will have to fight unique enemies, discover important parts of the story or maybe even find new allies. The Idea of a challenge is to be daring and advance the story in a meaningful way somehow. The GM should know when those events are going to happen and most importantly what will happen if the characters can’t overcome each challenge.

## 2.1 Map and Ambiantation



This map represents where the characters currently live and where the game will take place when it comes to the Real World. In the city, players will find many places and people to interact and advance their social life.

Kimonobe has 28 districts, which will be used later on so players can traverse through them and interact with many things inside each one.

**District 1, 16 and 27:**

Those districts consist of low density population and highly valued housing areas. Basically where the richest people in town live. They are condominiums, small mansions and other buildings like that. An example could be that of a diplomat's house in a condo inside the 16th district.

**District 2, 8, 25 and 28:**

Those are the portuary districts. This is where the dock sites, containers and big warehouses are situated. Also some decks for particular boats and some fishing sites may be found. The portuary districts are kimono's main access to the outside.

**District 3, a specific part inside 13 and 14, and 24:**

Here is where the police Departments, fire stations and other administration offices for public safety are. Some of them are inside other districts, like the one in district 14, which is the fire station and a Police station in district 13. It is made like this to portray the possibility of having some important locations that are not worthy of a district.

**District 4, 17, 20, 22 and 28 :**

Here you will find higher density residential areas, where more common folk live. It doesn't mean that you won't find some convenience stores and a few commercial buildings, but nothing too big. There is a Big church in district 20.

**District 5, 11, 14, 19 and 23 :**

Being pretty much the opposite from the previous district, these ones are high density commercial areas, not necessarily higher valued areas, but common commerce and stores. This doesn't mean that there can't be residences there, but they are mostly cheap apartments and low value housing.

**District 6:**

This is the School Dorm. Pretty simple, normally relevant to the players.

**District 7, 12 and 21:**

Those are the city Parks, green areas where people go to rest, take a stroll and do recreational activities. There is a Big Temple in district 21.

**District 10 and 13:**

Those are the highest valued commercial areas. There you will find hotels, fancy restaurants, corporation buildings and the city Square. In the southern part of the district there is the huge building complex which belongs to a single company.

**District 18:**

Here is the Prison complex. It is very relevant to this story so I had to create it. It stays a bit far from the city, but is very fortified.

Another important part of the ambientation is the existence of a calendar. It may seem silly at first glance, but keeping track of days, climate, when to meet the Unique Bonds and future events is a useful tool to have. More about online customizable calendars can be checked at the References Chapter.

## 2.2 Awakening

As with almost all the rest of the settings, this part can be skipped if the story demands it, but it's portrayed here so everyone understands how it works. This is kind of the starting breakpoint between fantasy and realness in the game. The Awakening is an event used as the first summoning of the characters Revenant, it is normally what gets things started and the characters finally realize they are not dealing with normal stuff anymore.

I'm going to use the main character as the example for things, but feel free to have a group of characters as a main cast in the game, it's just that it is easier to set things up for demonstration.

"Olivia Weisz and her friends find themselves lost, seeking that clue inside the Prison. It was indeed a strange place, 'why would they ask to sign a contract at the entrance?' they all wondered. The four kids wander through the distorted hallways as they cannot see what lies inside the cells, 'are they people? Are they monsters? What's up with the masks?'. A trail of red blood contrasts from the greenish bricks as it leads the characters to a big open room with two people at its center.

One of them is our well known black trench coat, white hair person, who stands besides another one who was some kind of doctor using a lab coat shackled to a pillory. While holding a strange spiraling key, the black and white person pronounces:

- Oh, it is nice to see that more people are here to witness... Well, let's get going with his release. Watch, since you all will be next, after all if you are able to come here, you can be freed as well... Or at least have the potential.

The person then proceeds to what it seemed to be a trepanation process, inserting the spiraling key into the doctor's head. The kids try to prevent the person from finishing the procedure, since the doctor was now screaming in pain. As they run to the center of the room they see themselves blocked by another tall black figure. It was slim, had a white mask and in one pair of hands it held a globe while with the other two pairs it wore many syringes and saws. A wide black mantle impaired the kid's vision as they could only hear the doctor's final screams.

Suddenly the cloaked figure disappeared and the teenagers saw the white-haired person walking away from the pillory. As they stepped away, prison bars closed the path between the kids and them. The person then said:

- Well, the potential was wasted, this person is not strong enough... Let's test something new and see if YOU can escape this prison.

As they said that, the body of the deceased doctor started to flicker and their limbs started to crook. A beam of light started coming out from its head, setting the beginning of a

transformation. Now its body was black, the pillory had grown and it seemed distorted as if it could now be used as a weapon, the doctor had turned into a monster.

This big menace now starts to walk towards the main cast. This is the time! As the monster is going to strike everything seems to stop, the main character then hears a voice inside his head "Well well well, it seems this is an inescapable situation isn't it? Tsc tsc, if you hadn't signed that contract I wouldn't even be here trying to figure this out... But anyway, choose now!! Do you want to escape or do you want to remain in this prison?!!"

A and appears in the dark indicating a new chance, the beginning of everything.

- Take the contract...

Olivia, desperate and without an option, takes the hand as the strange second voice echoes through their head. When their hands touch, the white glove hand turns into a chained key and right after that:

- Use it! Set me free from this cage!! Let me roam this world free and let's escape from all the Prisons!!!

Suddenly a lock forms in the main character's right hand and they quickly use the key to unlock it.

- I am thou, thou art I... Thou who roams, shackled to fate. Thou who ist imprisoned but free. Bring forth the ultimate prisoner, caged beyond perception... **LÈFER!!!!** (the "man" in the iron mask)



*I made this.*

*i don't have this in my portfolio but here it is anyway*  
<https://www.artstation.com/goldengreed>

The monster is knocked back as the flourishing entrance of the great Prisoner makes its presence in the room."

Ok, that is it. As many other games the awakening part is pretty intense, it usually comes in a life and death situation and marks the "real" beginning of the game. The awakening is a narrative part, usually, since it marks the time when the character or characters "awake" their bond with their Revenant. It usually happens right before an introductory battle, but there are still other rules to talk about. First **Arcana Selection**, then **Revenant Creation** and **Weapon Selection**. We are going to detail more about the Real World after, when this battle finishes and the characters get back to living their not-so-normal-anymore lives.

## 2.3 Character creation

Creating your character in Revenant: Heart's Guise consists of describing many of their physical and mental characteristics and then tying them together in a series of quantified parameters, here called Social Stats. physical appearance is not so impacting to the game. However, you still have to choose your **Major Arcana** and create a personality around it. I suggest either choosing one based on a personality you created or randomly picking one so you create the character later. Those are simple methods of defining which arcanas will be playable characters and which won't. The Arcana Descriptions are displayed in a previous session called Arcana Representation.

When creating your character, take into account the rest of the party, try to add things to the main party, even if your character is "an assalariate adult who witnessed the kids when they were awakening and also got their own persona". Try to bring a backstory relevant to the main theme of the game. As you may have noticed in the example displayed here, the main theme of this game is imprisonment and freedom, but try to adapt to yours.

To help a little bit more, here are some interesting parameters to construct your character:

- Describe your appearance. Here are some guidelines: Age, skin color, hair color, eye color, height, weight.
- Describe your style, like clothes and accessories.
- General description of what they like and dislike.
- Personality

- Backstory

However this isn't the end of character creation, as I mentioned you have to choose your arcana and you also have to synthesize your characters aspect into Social Stats. Those are standard at the beginning of the game, so you basically begin with 1 level of progress in **Knowledge, Courage, Proficiency, Empathy and Charisma**. Further on in the game you will be able to upgrade these parameters through daily activities. Also, you additionally have to choose 1 of those, based on your character personality, to have a +1d10 bonus when rolling for actions. This bonus was created to expand characters potential at the beginning of the game and guaranteeing successes later on by having characters being specifically good at something.

Each character is also proficient with one type of Melee and Ranged Weapons. Those will be better described at the **Supplies** section and having a main type does not mean you cannot use other weapons, it means that you have extra 5% accuracy and critical chance with those types of weapons. Also, even if you don't buy them ingame, when you first form a bond with your Revenant, the default weapons will be gifted to you.

Finally, the HP and SP, which respectively represent the amount of injury or damage your character can take and the amount of skills you can activate. **HP** or **Health Points** are the exact amount of health and stamina to stay awake, so if its value is zero or less a character is Knocked Out (**KO**), more about this will be discussed at the **Death** section. **SP** is the amount of **Skill Points** a character has and all their skills uses some amount of SP, so if you have 0, the character cannot use skills that rely on this parameter.

Each character Starts the game with **42HP** and **26SP** and gains more as they progress in levels. Also everyone starts with **2.000¥** independently of their background.

We still have to talk about different types of Revenant Users. The first one being the Regulars, people who control only one Revenant and the second is the Jack User, a person who can form bonds with many Revenants. Being a Jack User means that you would be able to use more Revenants during a fight, not only your original one, also it means you would be able to use the Solitary Confinement service at the Velour Chamber. However, it also means the player would have to keep track of all the Revenants they have and their individual experiences and skills, this may seem reasonable at first, but having many sheets and the ability to be a Jack-of-All-Trades defeats the purpose of an RPG. Being Regulars keeps each player at the same power level by also keeping some of the most important game features such as the Concession, Sacrifice and Fusing Revenants. We are going to get into these procedures later on, but just warning about it.



Basically, It is highly recommended that Jack Users only exists on single player campaigns, but they are going to have their mechanics displayed in this document in case GMs and players want to test and understand it better.

## 2.4 Creating your Revenant

One of the best parts about playing an RPG are the customization options. In this game is no different, the players get to choose which arcana they represent in the game, their status, equipment and which unique bonds they create. However, it is important to keep in mind that repeated arcana representations are not part of the usual gameplay and it is not recommended to do so, since each character represents a different type of story and personality. Also there is a difference between the Jack Users and the Regulars. The first one has the ability to summon different Revenants and the second, just one. Regardless of your type, **you have your own unique Revenant at the beginning.**

When creating your own revenant, try to reference it around historic, mythologic or literature figures, don't base it on living people. Keep in mind the theme of the game. As examples I used The Man in the Iron Mask, a famous historical figure that has to do with this game's theme, Imprisonment and freedom.

Every Revenant has their own quantifiable characteristics as well, which makes them have potential for specific roles much like classic RPGs. They refer more to combat functions, however, than to social, but remember, **your Revenant should reflect your character's personality.** Even if it's more related to battle, always prioritize the concept when creating and leveling them up.

Part of defining the role is to distribute points in your Revenant's Stats. **Every one of those Stats starts with 1** and the player must choose another **5 points to distribute** during its creation. **No Stat can be more than 3 on Level 1**, so keep that in mind.

The Stats are:

### Strength (ST)

- Strength is used directly to improve the Damage of Physical Skills. Also, For every 10 points of ST, add 1d10 to physical skills damage.

### Magic (MA)

- Magic is used directly to improve the Damage of Elemental Skills. It is also used to increase the amount of SP you gain each level. For every 25 points of MA, add 1 extra SP when leveling up. Also, For every 10 points of MA, add 1d10 to elemental skills damage.

### Endurance (EN)

- Endurance is used directly to mitigate damage. It is also used to increase the amount of HP you gain each level. For every 15 points of EN, add 1 extra HP when leveling up.

#### **Agility (AG)**

- Agility is used directly to determine which character goes first in a fight. It is also used to determine the evasion number your opponents have to beat when rolling to try and hit you. Finally, for every 2 points in AG add 1% to the hit chance of your weapon.

#### **Luck (LU)**

- Luck is used to improve your chances to deal critical hit and to apply ailments to enemies. For every 5 points in LU increase your critical chance by 1%. The same goes for Ailment chances.

## **2.4.1 Major Arcana Representation**

In this part some information about the tarot's Major Arcanas will be displayed to define, in this game, what they represent as journeys, problems and people. When reading the description to make your Revenant, the arcana you represent in the game or even when creating the unique bonds, try correlating the description with the problematic in question. To create the following descriptions I used the book *The Pictorial Key to the Tarot* (I don't know if that is the exact book in english, since the book I used was called "O tarô Universal de Waite", but I certainly tried to follow Rider & Waite definitions). Feel free to use other sources to define each major arcana as you please, but here are some guidelines about Major Arcanas:

### **0. The Fool**

The fool represents a step into the unknown, normally the beginning of a new adventure. It also represents the search for self knowledge and plenitude. The Fool represents a new experience to be molded, expontaneous and innocent, it faces the challenges in different ways than the most experienced would. It is normally portrayed as the main Character in other stories, but in this game it is not required to have this arcana to play.

### **1. The Magician**

The Magician is the creator, they can build things from zero, give form for what does not have one. However, they don't act alone, The Magician needs external forces to

help them create. They conduct the flow of actions, they are a locus of power of some kind. It means the understanding of that power, the control of your own being and course. It talks more about a material kind of control, not over the mind, but the body and the tools it uses.

## **2. The High Priestess**

This arcana represents the inner unlimited power of self. The understanding of your unconscientious capacity and its control. The High Priestess is the journey to self understanding and control of your inner sense. It also represents the contact with this internal mind power and control.

## **3. The Empress**

Unification of body and spirit, the Empress is the one who provides, she symbolizes the abundance of life, love and pleasure of senses. The empress creates life, and the world around her is shaped in her liking, she not only lives in that world but she is it. The Empress is the mother who loves all unconditionally and wants to protect her creations. She can also represent the inactivity that is that world, since she can provide everything. She is a safe haven.

## **4. The Emperor**

The emperor represents the power of mind put into the world, normally through a documented form like writing. The world of the emperor is one like the empress, however is not so beautiful or generous. Even so, it does not mean it doesn't give possibility for enlightenment. The emperor, much like a father figure, represents rules and love through imposing them. The teacher who is open to suggestions but will make sure the lessons are learnt. The Emperor is loved by those they protect and would not fear. The one who is in power must use it carefully and wisely. The emperor will make the tough decisions and even if most times uses logic will know when to use the heart to make them.

## **5. The Hierophant**

This card represents tradition and beliefs, those being religious or not. The hierophant is the one who carries secret knowledge and could be easily represented by more than one person. In the case of the hierophant, people follow them because they belong to the same group and they are the defined leader. The Hierophant is responsible to pass the knowledge, "there is no I in TEAM". The Hierophant is responsible for keeping the traditions but will care to change when the time comes.

## **6. The Lovers**

The Lovers represent the Union between two beings. It represents the multiple forms of love and how a relationship can be undone even if it had a good start or how

uncorresponded love can end a person. The Lovers also represents the choice before taking action and to ponder consequences. It represents a sexual decision to a relationship and if not, it can mean a dilemma about a relationship.

## **7. The Chariot**

This card is the intense power of mind to guide your feelings into action. You cannot move without your feelings and The Chariot means conquering those feelings for your own good deed. It means disciplining yourself to conquer. Conquer yourself, your inner demons before others. Conquering yourself is to conquer the world. Never give up and follow your objectives.

## **8. The Strength**

Following the Chariot, the Strength means to be able to stay on top of those emotions you conquered, to have patience and resilience to be able to forgive. To be brave and continue the journey. It shows the determination and conviction to surpass challenges with cunning and perseverance instead of just brute force. The Strength means to surpass self doubt and truly conquer your own world.

## **9. The Hermit**

The Hermit is a card that represents someone with great knowledge and experience, but instead of teaching through words, the Hermit guides others by making them live those experiences. Knowledge is conquered and is done so by daily sacrifice. However the journey of the Hermit is lonely and they give up mundane items as well as practices. The Hermit traces a path which leaves most of your problems behind in order to focus on conquering one's Nature. The journey shows that the light won't come easy to you and when it does you will have enough knowledge to understand that it was already inside you waiting to come out.

## **10. The Wheel of Fortune**

Wheel of Fortune means change, sometimes suddenly. It represents the cycles of Luck and Destiny in the sense that it would be possible to foresee the outcome of something based on its origin so, by being aware of it you can change your luck. It really means a sure and quick change in life. How a person can react to this change depends on how they understand their own situation and prepare for the future. However even if your fate seems grim, there is always an opportunity to learn. If you are not prepared and don't know where to head to, then it really doesn't matter where you choose to go, since it will certainly lead you to an answer of some kind.

## **11. The Justice**

Justice talks about some "immutable" laws of the universe, the ones that will punish those who have done evil and to reward the good doers. It is said like this, but it actually

references the phrase “you reap what you sow” also talking about the butterfly effect of an action that a person deemed unimportant that will actually make a difference in your life later. Justice teaches one of the most cruel and true lessons “you get what you deserve, not what you want”. So basically justice is a card that teaches that your past will catch up to you. To represent justice, you must not be the blind justice that courtrooms represent, this justice represents equity and authority. Reasonable, impartial, devoid of compassion but not excessive in its judgement. However you must always look at yourself before judging others and that is what Justice really is.

## **12. The Hanged Man**

The card of the Paradox. The teachings of the hanged man are simple and effective but hard to accept, mostly when it comes to applying them to self. “Stop running and you might win the race”. This is said in a sense that changing perspectives about the situation is easier said than done, but necessary nonetheless. Renounce something you have to be able to achieve your true goal. The Hanged Man proposes a Trade Off and as long as you are ready to accept it it will always have an upside, even if it might seem you have lost something important.

## **13. Death**

Death represents transformation, but differently from the Hanged Man it is an inevitable one. You can try to fight it but this change will happen in your life. It teaches that a person is actually dying constantly, as new thoughts permeate their head, new habits, clothes. People change one way or another. To progress in life you must “die” in your old one. Conquer death with spiritual renewal. However death is cruel, if you do not let go of what is holding you back voluntarily, it will take it from you by force, it will make you change.

## **14. The Temperance**

Represents the search for harmony of desire and purity. To fight your inner demons in order to live with them in harmony. Do not give up darkness, keep it in balance with the light inside you and you will be stronger. It represents equilibrium, first within oneself and then with others. The presence of The Temperance usually means a road to health and balance.

## **15. The Devil**

The Devil represents a weakness inside. Every person has darkness in their heart and when they perform a bad action it is not an external force that makes them do it, it is the negative part of their personality taking form. Negating this darkness will make it easier for it to culminate inside you later. When you submit to your inner demons you become susceptible to others controlling your life. The Devil actually teaches you that

you can free yourself from those restraints by your own will. To do so a person must understand that your inner demon is a shadow that naturally forms when there is light.

## **16. The Tower**

The Tower represents a rupture in the old ways to make way for new things. It talks about how holding on to this sense of security in actually dragging you down and leading you to your demise. It talks about the danger that is to “build” a tower on a weak or fake foundation and how it will fall, if not by itself by you. The experience of the Tower, while humiliating and completely obliterating, teaches that no one is invincible and it leaves a new and clean ground so a person can start again. After the fall they will have the knowledge to start again. The tower is said to be like a fusion of Death and Temperance and is a collapse in ego that will lead you to remake your journey, but now with an assured knowledge.

## **17. The Star**

The Star means hope, it is the light that guides the way. It is not the answer, but a brighter path to your answer. Have faith in yourself, this is the card for the power of emotions and truth. The star has a very simple meaning, hope so you can continue, faith so you can win the most difficult of challenges.

## **18. The Moon**

The Moon the card about illusion, not knowing exactly what is real or not. Also it represents a darker journey, one without guidance. During this journey, one can only be guided by their own light and if you doubt or forget about it you will be lost forever. It represents the necessity to see things clear, try to visualize the consequences or maybe that things are that bad. Also it represents the trust one must have in the situation when things seem unclear. By trusting yourself and fighting your fears the way will present itself to you.

## **19. The Sun**

The Sun represents the confidence of someone who has been through their journey and is resting in order to face the beginning of another one. It is the surety of another day and the confidence in tomorrow. It represents coming out of the journey stronger and wiser, in control of what is around you. The Sun represents that because “even if there is rain, the sun is still there behind it”. It is a herald to good endings, it shows the bad parts of our own hearts so you can take care of them. When presented to the power of the sun, you have to remember that this power is indeed yours and it will become a positive ending. The calm before the next cycle, the sun represents that reward.

## **20. The Judgment**

The Judgment represents restoration, not of the body itself or of your way of living but for your spirit. It is the reckoning for your mind, even if you do not pay outright in the material world, things will resolve within. It is time to find yourself. This resolve, however, does not destroy anything you have built so far, it actually solidifies your learnings and cleanses your spirit. This cleansing happens however, to prepare you for a new journey, this one however made at a higher level of being. This choice to change however, is different from the ones seem so far, it is possible to negate it, but with time you will realise you regret this decision. Your day of judgment will come and there will be a time to acknowledge your mistakes and collect your deemed rewards. Understand your mistakes from the past so you can clean yourself anew for a new journey.

## 21. The World

The World represents union at the end, your mind and your body are together and ready for what is to come. It is to be one with the world around materially and spiritually. It is time to meet your maker, even if only spiritually and after that come back with surety of purpose and being sure you will meet them again. It is finally the end of the cycle and time to start it all over again.

## 2.4.2 Revenant Types

Revenants have weaknesses and strengths, most of those are shown through different elements and skills.

The types are: **Physical (Melee or Ranged)**, **Elemental (Fire, Ice, Electric, Wind, Psychic, Atomic, Bless, Curse)**, **Neutral, Ailment and Aid**.

Revenants have 1 Main, 1 Sub and 1 Weak type. The types represent the potential strength of your skills, your resistances and weaknesses. They can also have up to one more Main type, which will also result in another Weak Type, staying with 2 of each.

Next, are the descriptions of what each type means and what criteria they fit:

- The **Main** type is the one you have resistance to and can, by leveling up, take skills up to rank 10. They can be one of the Physical, Elemental, Ailment or Aid.
- The **Sub-type** represents a secondary strength, by choosing one you can get skills up to rank 5. The subtype doesn't grant any resistance nor weaknesses. They can be the same as the main type but be in another category, for example, you can have melee as your main and ranged as your sub.

- The **Weak** type represents the one in which, if your character gets hit by, they will **fall down** and take bonus damage. They can be either a Physical or Elemental type.

When you choose Physical as a main or weak type, you must pick either Melee or Ranged. When you do, that is what really represents your type. The same goes for Elemental and Fire, Ice, Electric, Wind, Psychic, Atomic, Bless, Curse.

There are some exceptions to these rules. A Revenant cannot have resistance to the Physical or Ailment types at the beginning of the game, they have to acquire those resistances with other skills later on. Also, the Aid type does not grant natural resistance to anything. So, when picking any of those 3 types mentioned as main, you must pick an elemental type to have resistance on.

When you choose an elemental type as your main, you automatically gain a Weak Type based on that choice. Here is a list that represents the opposing types, meaning that if one is chosen the other one is automatically the weakness:

- **Fire - Ice**
- **Electric - Wind**
- **Psychic - Atomic**
- **Bless - Curse**

If a Revenant happens to have 2 main element types that are opposite to each other, the player is not obligated to choose another 2 elements that are also opposite to each other, for example, if one has Fire and Ice as mains, they can have Bless and Ranged as their weaknesses.

## 2.4.3 Skills

Revenants have skills, abilities they use in battle to defeat their enemies. They can hold up to 8 skills at a time and they begin with **2 at level 1**.

To choose skills, a player must know in which rank category they are. All characters start the game at Rank 1, at level 8 they achieve Rank 2 and every 8 levels they reach another rank until level 72, when the 10th and final rank is achieved.

If you are trying to get a skill that belongs to your main type, you can go as high as a rank 10 skill, however if that skill is part of your subtype you can go as high as rank 5. If that skill is neither of the above you can only choose up to rank 1. You cannot get skills from your weak type by leveling up.



Skills that deal damage will usually carry a description which will mean multipliers and the overall damage the skill has.

Miniscule **x0.5**

Light **x1.0**

Medium **x1.5**

Heavy **x2**

Severe **x2.5**

Colossal **x3**

This means that a skill with the colossal multiplier will deal 3 times the magic or physical damage the Revenant has.

Also, some skills have percentile chances attached to them:

Very low: **10%**

Low **20%**

Medium **50%**

High **70%**

In this game the players may choose skills for their Revenants to have, remembering that **you start with 2 skills and can only hold 8 at maximum**. This doesn't mean that they won't gain more than 8 skills, it means that they can get replaced if the 8 slots are full. **Every five levels, until level 80 your Revenant should gain another skill**. It means that your Revenant will get around 18 total skills to play with. Note that once replaced, a skill can only be obtained again through skill cards or inheritance, which will be explained further on.

All the skills in this game can be checked at the Skill Ranks Table, available externally to this rulebook.

## 2.5 Being the Support

There is another function for a Revenant user. Technically, there isn't when talking about ingame story but in the game mechanics there is the Support, which is a special role to play in the game only attributed to the Regulars.

The role of the support is to stand by in most fights and only act during specific turns to analyse, buff your allies, debuff your enemies and perform other kinds of aid to the party. It is a vital function and in this RPG is performed by a player rather than

the game master. Just like other players, a support should create their progression, however their Stats and Types are different

**Strength (ST)** Increases the effectiveness of your buffs and debuffs.

**Magic (MA)** increases the amount of SP healing.

**Endurance (EN)** increases the amount of HP healing.

**Agility (AG)** is the test rolls, such as detecting weakness, map reveal and fleeing.

**Luck (LU)** for the chance of debuffs.

The progression is also different to match the new status meanings:

For every 20 points in ST you get +1 turn of effect on your Buffs and Debuffs.

For every 15 points in MA you get +1MP healing on your skills that do so.

For every 10 points in EN, you get +5HP healing on your skills that do so.

For every 20 points in AG you get +1 on test rolls.

For every 5 points in LU you get 1% more chance of ailments and support skills to be applied.

Differently from the regulars, the Supports don't choose main types, but still have to pick resistances and weaknesses as if they were someone from that type. Following that, they only get to hold up to 5 skills. Those are related to how they want to help the party. Supports start with one skill and every 4 levels they get a new skill. All Revenants of this type also start with the Enemy Analysis, Stealth and the Flee action and those don't count for skill slots.

To roll for enemy analysis, use 1d10. After rolling the dice add the bonus from **STR** and if the result is higher than 7 you reveal all the stats strengths and weaknesses of one target enemy and all with the same name as it. Note that some enemies cannot have their stats revealed, however in this game, your result is 10 or more, classifying your roll as a critical success, your GM should give you a hint about something.

To Flee you must do the same as enemy analysis, however if you succeed you get the chance to run from the entire battle and not just one enemy. There are some fights, normally boss fights that the GM can prohibit you from fleeing. Also, there may be some enemies that raise the fleeing rate or impede you from fleeing as well.

The skills for a Support vary a lot depending on what the player objective is in the game. They may want to enhance many different aspects of play and next I'll be talking about how those normally appear and what they do:

**Enemy Analysis:** A support player Starts with this skill and can choose it again when they get to pick new ones. When a player does so, they get a +1 bonus to the enemy analysis test result. When you pick this skill, you can also choose to not get the bonus, but have the capacity to analyse all enemies instead.

**Flee:** A support player Starts with this skill, if they choose to pick it up again when choosing new skills, they are always successful on the test as long as the battle permits fleeing. When a test is a critical success, the next time you try to flee, get +1 on the result. If by any means the result of the roll would be 7 or more before you even try the test, you automatically succeed without any bonuses.

**Stealth:** A support player Starts with this skill and every time they pick it up, they add +1 to the party's Stealth Meter.

**Map Reveal:** A support player can pick this skill as early as level 1. When they do, they gain the ability to make a dice roll to reveal the map and the enemy positioning. If you pick this skill again, you can either be able to reveal hidden rooms or get +1 to the test result.

**HP healing:** You can only get HP healing skills starting at level 12. The first time you pick this skill, it heals an ally for 10HP at the end of a fight. Every Time you do it afterwards, it heals for 20HP more. When you pick this skill after level 32, you can choose to not increase the healing amount but make it affect all of your allies instead.

**SP healing:** You can only get SP healing skills starting at level 40. Each time you get the skill, it heals 2SP of one target at the end of a fight. When you pick this skill after level 56, you can choose to not increase the healing amount but make it affect all of your allies instead.

**Debuffs:** These debuffs are the Aid and Ailment skills that target your opponents, such as Tarunda, Dazzler, etc. Basically skills that negatively affect your enemies. Each time you pick a debuff skill, pick one that matches your Rank. Your debuffs last for one round by default.

**Bufs:** The buffs are the Aid skills that don't heal and are used on your allies such as tarukaja and sukukaja. Each time you pick a buff skill, pick one that matches your Rank. Your buffs last for one round by default.

When in battle, Supports can only use the same type of skill once every 3 rounds, which means that if they use a buff, they can sequence it with a debuff, but not with a buff again.

You cannot have the same skill assigned to more than one slot, which means you can't repeat skills, if you pick the same it will be upgraded or chosen in another mode for example. With this the players won't be able to have 2 separated skills that do the same thing.

## 2.6 Unshrouded Revenant

- I am thou and thou art I... Thou who has escaped DEATH once! Thou who shall escape her many times more. Bear Witness as thou art the uncaged, the unbound, the unshackled!!!...
- **HOUDINI!!**



Revenants are the representation of oneself, however as one changes and reaches a degree of understanding about themselves it is not uncommon to have their perception changed. Achieving the ultimate form of your Revenant is the result of this new understanding and is one of the most gratifying steps in the game. It means new abilities and the Unique Skill, also it gives you a new ultra stylish, in most cases, look to your Revenant. To do this however, there are a few steps.

First you must be **level 10 in your own Arcana**, then you must make a **pentagram fusion with your Revenant and four other rogue ones that were unlocked after leveling certain Unique Bonds to 10**. The difficult part, aside from having money and probably having to acquire the rogues, is to know which are these 4 other Unique Bonds.

These bonds are selected in secret by the GM at the start of the game and are revealed when the player reaches level 10 on their own arcana and when they complete the said bonds. This incentivises players to create more social links and basically sets a level in which they can upgrade.

Unshrouded Revenants are gifted with the capacity to acquire Neutral Skills and get a Unique Skill. This is an **extra acquired skill** that still counts as your skill cap of 8, that should be unique to the game and be strictly based on the Revenant's concept, it really has to make sense with it and to the character's story.

Finally, make this Unshrouded form be the representation of the final resolve for your character. It should represent, not only the resolution to your arcana, but to the game's theme.

## 3. Rolling Dice

As mentioned, this game uses dice to determine the outcome of many situations. Those are mostly combat and social interactions and different situations may require different rolls for them, some won't even need a roll for them to be resolved.

The GM should prompt a roll only when a character is being challenged at an activity. To check if a **Social Roll** was successful, first **roll 1d10**, then add your social stat level for that roll (charm, empathy, proficiency, courage, knowledge), your character bonus and add any other bonuses you might have to that roll. If the **result is 7 or more you succeed**. Independently of your bonuses, if the dice value is 1, you automatically fail, but if the character would already have enough stats and bonuses to get a 7 before rolling the dice, they automatically succeed. By doing this the early parts of the game

should be somehow hard to manage interactions, but later on should be fairly easy to have your way.

There are **Percentage Rolls** as well, that trigger chances of weapons, hit chance, armor skills and other abilities you may have. When rolling for chances in general you must use **2d10**, one to determine the tenths and another one to determine the units. For example, if the roll has a 23% chance to hit, first roll 1d10 and check the result to see if it is a 2 or less. If it is a 1 or a 0, you hit automatically, if more than 2 you miss automatically, however if the result is 2, roll again for the unit value, if 3 or less you are successful, otherwise you miss the roll. Either that or roll the two dice at the same time and see if the result is 23 or less, keep track, however, of which die represents the tenths and which one the units.

There is a special type of chance in this game called critical chance. It represents a percentage range in which if the roll is successful it deals bonus damage. Normally, rolls have a 5% chance to deal critical damage, which means that if you hit and the result is between 1-5 then the damage is critical and deals 1.5x more to the target. Opposite to this chance there is the Critical Failing chance which ranges from 95-100 when rolling the dice. If a player rolls a critical failure, they get knocked down in battle as if hit by a critical attack or weakness. This chance can be overcome by having a high hit chance on your actions, for example, if a character has a 98% chance to hit an attack or skill, the critical failure range is now 99-100.

Even if a character has more than 100% chance to hit something, if the result shown in the dice is 0 and 0 (which represents a result of a 100) on a dice roll, a critical failure occurs.

Abilities and other items may have their own chance of inflicting abnormal statuses like burn or brainwash or they may add to the character's rolls. Usually it will be shown as +[insert percentage here]% it adds to all the chance rolls the character has on that specific clause.

## 4. Leveling Up

There are a total of 98 levels in this game and a character starts at level 1 and can go up to level 99. Whenever a character gains a level, first, they increase their total Health Points and Skill Points, then, the player rolls for their Revenant's Status upgrade.

Here is the progression for the Health and Mana:

HP = **1+(1d10/2 rounded up, min 1)+(1 for every 15END)**

SP = **1d10/2 (rounded up, min 1)+(1 for every 25MAG)**

**About the status upgrade, when a Revenant levels up, the player distributes 3 points to their stats**, but these points are random, so simply roll 1d10 and every two numbers represent 1 STAT (1,2-ST; 3,4-MA; 5,6-EN; 7,8-AG; 9,10-LU), except that for every 4 levels, players have the agency to choose where to put them.

Keep in mind throughout the game that the maximum value to a STAT is 99, even after adding items bonuses from items and other sources.

To go up a level, a character needs to acquire Experience Points (XP) by defeating enemies in battle. Your Character Level limits the level of Revenants you can meld, but does not limit the level of personas you can occasionally have, such as through arcana bonus after fusing and the guillotine bonus.

This is the List for CHARACTER LEVEL, I know it is an Extensive list, it is displayed here for consultation. This list represent the minimum experience to be at that level, so this means that this is a cumulative list, so just keep track of your total experience and check at which level you are at.

Character EXP Needed							
LVL	EXP		LVL	EXP		LVL	EXP
1	-		34	55.000		67	422.000
2	20		35	60.000		68	440.000
3	45		36	65.500		69	460.000
4	100		37	71.000		70	480.000
5	200		38	77.000		71	500.000
6	300		39	83.000		72	523.000
7	500		40	90.000		73	545.000
8	750		41	96.500		74	568.000
9	1.000		42	104.000		75	590.000
10	1.500		43	112.000		76	615.000
11	1.900		44	120.000		77	640.000
12	2.500		45	128.000		78	665.000
13	3.200		46	136.000		79	690.000
14	3.900		47	146.000		80	717.000

15	<b>4.800</b>		48	<b>155.000</b>		81	<b>744.000</b>
16	<b>5.800</b>		49	<b>165.000</b>		82	<b>772.000</b>
17	<b>7.000</b>		50	<b>175.000</b>		83	<b>800.000</b>
18	<b>8.200</b>		51	<b>186.000</b>		84	<b>830.000</b>
19	<b>9.700</b>		52	<b>197.000</b>		85	<b>860.000</b>
20	<b>11.300</b>		53	<b>209.000</b>		86	<b>890.000</b>
21	<b>13.000</b>		54	<b>220.000</b>		87	<b>922.000</b>
22	<b>15.000</b>		55	<b>233.000</b>		88	<b>955.000</b>
23	<b>17.000</b>		56	<b>246.000</b>		89	<b>987.000</b>
24	<b>19.400</b>		57	<b>256.000</b>		90	<b>1.022.000</b>
25	<b>22.000</b>		58	<b>273.000</b>		91	<b>1.055.000</b>
26	<b>25.000</b>		59	<b>288.000</b>		92	<b>1.090.000</b>
27	<b>27.500</b>		60	<b>303.000</b>		93	<b>1.126.000</b>
28	<b>30.800</b>		61	<b>318.000</b>		94	<b>1.164.000</b>
29	<b>35.000</b>		62	<b>334.000</b>		95	<b>1.200.000</b>
30	<b>38.000</b>		63	<b>350.000</b>		96	<b>1.240.000</b>
31	<b>42.000</b>		64	<b>367.000</b>		97	<b>1.280.000</b>
32	<b>46.000</b>		65	<b>385.000</b>		98	<b>1.320.000</b>
33	<b>50.400</b>		66	<b>403.000</b>		99	<b>1.360.000</b>

\*This table is only for Jack Users. Here is displayed the amount of XD each Revenant needs to level up. Whenever a Rogue Revenant is captured they reveal what level they are in, meaning they start to level up from there.

Revenant Exp Needed							
<b>LVL</b>	<b>EXP</b>		<b>LVL</b>	<b>EXP</b>		<b>LVL</b>	<b>EXP</b>
1	<b>0</b>		34	<b>116.000</b>		67	<b>720.000</b>
2	<b>20</b>		35	<b>126.000</b>		68	<b>746.000</b>
3	<b>70</b>		36	<b>137.000</b>		69	<b>773.000</b>
4	<b>180</b>		37	<b>148.000</b>		70	<b>801.000</b>
5	<b>370</b>		38	<b>160.000</b>		71	<b>830.000</b>
6	<b>660</b>		39	<b>170.000</b>		72	<b>858.000</b>



7	<b>1.060</b>		40	<b>183.000</b>		73	<b>887.000</b>
8	<b>1.600</b>		41	<b>196.000</b>		74	<b>917.000</b>
9	<b>2.300</b>		42	<b>210.000</b>		75	<b>947.000</b>
10	<b>3.200</b>		43	<b>224.000</b>		76	<b>977.000</b>
11	<b>4.250</b>		44	<b>238.000</b>		77	<b>1.010.000</b>
12	<b>5.500</b>		45	<b>254.000</b>		78	<b>1.040.000</b>
13	<b>7.000</b>		46	<b>269.000</b>		79	<b>1.070.000</b>
14	<b>8.800</b>		47	<b>285.000</b>		80	<b>1.100.000</b>
15	<b>10.800</b>		48	<b>302.000</b>		81	<b>1.135.000</b>
16	<b>13.000</b>		49	<b>319.000</b>		82	<b>1.166.000</b>
17	<b>15.600</b>		50	<b>337.000</b>		83	<b>1.200.000</b>
18	<b>18.500</b>		51	<b>355.000</b>		84	<b>1.232.000</b>
19	<b>21.700</b>		52	<b>374.000</b>		85	<b>1.265.000</b>
20	<b>25.250</b>		53	<b>395.000</b>		86	<b>1.300.000</b>
21	<b>30.000</b>		54	<b>413.000</b>		87	<b>1.332.000</b>
22	<b>34.000</b>		55	<b>433.000</b>		88	<b>1.366.000</b>
23	<b>38.000</b>		56	<b>455.000</b>		89	<b>1.400.000</b>
24	<b>43.000</b>		57	<b>476.000</b>		90	<b>1.435.000</b>
25	<b>48.000</b>		58	<b>498.000</b>		91	<b>1.470.000</b>
26	<b>54.000</b>		59	<b>520.000</b>		92	<b>1.500.000</b>
27	<b>60.000</b>		60	<b>543.000</b>		93	<b>1.540.000</b>
28	<b>67.000</b>		61	<b>567.000</b>		94	<b>1.570.000</b>
29	<b>74.000</b>		62	<b>590.000</b>		95	<b>1.605.000</b>
30	<b>82.000</b>		63	<b>615.000</b>		96	<b>1.640.000</b>
31	<b>89.700</b>		64	<b>641.000</b>		97	<b>1.677.000</b>
32	<b>98.000</b>		65	<b>666.000</b>		98	<b>1.710.000</b>
33	<b>108.000</b>		66	<b>693.000</b>		99	<b>1.750.000</b>

The Experience Points may vary depending on the difference between each character's level and the enemy's. If a character is **lower in levels** than their enemies, they will gain **20% more** experience, and if they are **higher leveled** they will receive **30% less**.

## 4.1 Social Stat Upgrade

As mentioned before, the players can upgrade their social stats. To do this, they need to spend their **afternoon** or **night time** doing activities focused on a specific one. Doing so, they can obtain from 1 to 3 points on that Stat and after reaching certain checkpoints they level up. Every level has its own checkpoint LVL2 **5P**, LVL3 **15P**, LVL4 **25P**, LVL5 **35P** and **after reaching those, the amount of points accumulated reset.**

There are many activities that can raise your stats, such as fishing, working part-time, reading books and practicing for the objective to raise your stats, but keep in mind that they are most likely to be available during the afternoon or night. In this game as it was mentioned you can earn from 1 to 3 social points and those depend on Stat Rolls during these activities. The Game Master should reward the points depending on how the interaction as a whole was, normally asking if everyone was entertained by it.

The Game Master is also incentivised to give extra points during other activities to bolster the players, giving them rewards for nice for things. Remember that players can read books, water plants, go to night jobs and many other activities that can give more than one type of bonus. I suggest making a list of places and activities for the players, but let them discover what gives them what.

## 5. Slice of Life



- Something must be affecting people, they are not just dying randomly in cube shapes. That key person has to be killing them!! We have to find out more about them!!

Everyone nods and agrees that they should start looking for things after school. Which was a good time for a bunch of high school students to stroll around the city.

- Wait, we still have to talk to that other guy, the one with the suit. I mean, he said he would help us...

The kids remember the adult who appeared to help them while they were trying to escape the prison after having to fight against the monster. The guy looked spooked but fought the monsters as well.

Now it was time to search the city, know more about it's entrails and try to find an answer to all of this. The game is on! "

This section is probably going to be one of the longest to construct as the GM, since it demands a lot of narrative and planning. As the players the Slice of Life part consists of handling basically all the daily activities, such as upgrading your social stats, buying items for your characters, going to school/work and the most important of them leveling up your **Unique Bonds** which will be discussed later in more detail.

The day is normally divided into periods to give the characters chances to do different things. Time will be divided in **Morning, School/Work Time, Lunch Time, Day Time, Afternoon, Night Time, Late Night.**

**Morning:** Will be the time when some announcements are made. Maybe some character calls you to hangout later, receive mail etc. it kinda depends, but the players should not be able to do many actions during this time.

If a character has slept early and is not with the **Tired** condition, they can use the morning period to study as if in the Night Time or read a book.

**School/Work Time:** This will be a time where you get to answer questions to gain more Knowledge. Beware of exams they will test previous knowledge and reward Charm to characters. When working, the exams should probably be the character taking a challenging action in their jobs. Occasionally, there should be some events that can raise other stats. In general there should be between 10-15 questions each month and at the end, a test. Try to make those questions simple and fun to answer even though they might not be easy .

**Lunch Time:** Same as Morning and Late night. It happens during School/Work Time and few interactions can be made here, maybe you want to go to some friends' classroom to eat or hang out alone at some place, but nothing that raises stats or completes social links levels.

**Daytime:** Will occur normally in holidays and on weekends. It is basically the same as the afternoon. If you, by some reason, skip work or school you will be able to act during day time.

**Afternoon:** This is the main time in the game, where the characters get to buy supplies, go try to upgrade their stats, spend time with their social links or go to a dungeon. Doing the last three will cause the period to pass and go to the next period right after the interaction is concluded.

**Night Time:** This is very similar to the daytime, but you won't be able to go to dungeons if you have already done it in the previous period.

Note that some Unique Bonds may only be available during night time and going out at this period of time may be only available later on in the game.

Night time can be used normally to study at home, but only gain +1 on that specific stat. Characters are not usually allowed to go out at night, at least at the beginning of the game, but if they still do so by sneaking out or maybe just not going home after school/work, they will arrive at Late Night and wake up the other day with the Tired Condition, if they are already tired, they receive the Sickened condition.

**Late Night:** This is another announcement time. Normally to say that you are tired or worse and to say some gloomy things about the story. It's basically like morning.

Additionally, if you were studying at night, you can choose to press on to the late night studies and gain a +2 on top of that +1 from night, however, instead of resting the character gains +3 exhaustion.

## 5.1 Transportation

In this game there won't be literal time tables to determine where you can go with each transport, but there are some parameters to follow. Every character has an amount of transport they can use each period of the day. This means that Transport is a mix of time and money that can be spent when traversing through the city and its surroundings.

Every character has **5** transportation points (**TP**) per period of time (for example, 5 at daytime, 5 in the afternoon and the same for the night) and they represent the amount of movement and time to go from one place to another each day. Here are the rules for general transportation and movement throughout the city:

- You can move inside the district you are, freely.
- To **move to an adjacent district** normally costs **1TP**. However you can choose to do it at **no cost**. This choice can be made at any time you would move to an adjacent district, but **only once per period of time**.
- **The maximum amount of TPs needed** to go to some place is 3. For example, if you want to cross the city to go to a district on the opposite side, you only spend **3TPs** to go there. Even if you go to another city or place outside the city, you send 3TP unless otherwise noted.
- **Going home** from any other district costs **1TP**.
- **You get to go home for free if you have no TPs**, however you arrive late at home and wake up with the Tired Condition. Keep in mind that you can use your free adjacent transportation to not receive this debuff.

## 5.2 Unique Bonds

Unique Bonds are the people, non playable characters, each player can develop a bond, a relationship, sometimes romantic, sometimes not. They each represent a problem related to a Major Arcana in the Tarot deck, bringing not only some familiarity with the problem itself but also depth .

In this game you choose your sexuality and can maintain many romantic or platonic relationships. Each unique bond has their own personality and requirements to romance or even establish true bonds, maybe they aren't even interested in romance at all. To maintain a relationship with someone is not so easy however, you must talk with people regularly, at least once every three months or your bonds will break, unless you have reached maximum level with that person, forming an unbreakable bond. To maintain a relationship, basically, the only thing you have to do is hangout with them, spend your day with that person so they don't feel left out.

As mentioned you can have some types of relationships, basically, be friends with someone or have a romance. Being friends won't bring many consequences to the game, but multiple romances can raise it's difficulty. First of all, why have multiple romances? Because you can and maybe your Unique Bonds want or allow open relationships. To maintain multiple romances in secret, cheating on them, you have to go out with each person at least once every week, or they start suspecting you are cheating, resulting in a Broken Bond. The difficulty of this is that depending on the NPC it can be very hard to keep an open relationship or even to have them like you romantically.

Every Unique Bond has 10 levels and every level gets the characters closer to truly understanding each other and their needs. Those interactions are strictly role played with few to none dice rolls. It is important for the player to truly understand their Bonds and to act in order to help them. There are no explicit actions to take, no options on your screen. Try to respond based on your character's personality and that should be sufficient for interacting with the NPCs.

Leveling up an Unique Bond will give different kinds of rewards and advantages to players. These boons can be for buying or unlocking items, battle combos or even being able to go out at night after going to a dungeon. These bonuses should be previously created by the Game Master and affect each player individually even if the bonuses are the same for each player each level.

To gain a Level you must achieve a total of 6 Social points and in a social interaction the player will have 2 to 3 chances to obtain those. Each meaningful interaction can reward from 0 to 3, 0 meaning your answer was way off the persons liking and 3 meaning you got the answer spot on or even surprised the other one in a good way. Maybe you managed to make the person realise something life changing or you got to their heart romantically speaking. Those points will be given after the whole interaction is made, but hints about how your performance is going.

To unlock romantic options, if any, you must reach level 7 with an Unique Bond and only at level 10 you may be able to choose between actually officialising the romance with the person.

Finally, there is a need to understand how multiple characters can interact with the same Unique Bond.

To do this, the Game Master has to consider the number of people in the main cast. Since this game is supposed to be played with 5 people (the GM + 4 players) at maximum, it will be used as base reference. Then, since each character and each Unique Bond represent a Tarot Major Arcana, that would leave 18 spots for Unique Bonds. Not all the Major Arcana have to be represented physically, generally the last 4 ones are not available to players and are not directly represented by NPCs either. More about creating Unique Bonds will be discussed later on in the GM section.

Each Unique Bond is then fragmented in up to 5 Paths and players will face them differently. This will make it so each character can create a bond with each Unique Bond but only solve the problem if all of the players get to level 10.

If many players plan to develop their bonds on the same day, this should be a longer interaction with the NPC and it should probably make it easier to deal with the challenge.

This opens up some difficulty creating a Unique Bond, but still does not cover how to handle Romance. To do this the GM will also have to create a more complete personality to each NPC so they know what would the character be prone to like or not maybe there is not a way to even romance that NPC, this has to be decided by the GM when they are setting up the game.

## 5.2.1 Playable Characters

Since the players also represent a Major Arcana, they should also have at least some kind of progression. However, differently than NPCs, players have fixed progression. They progress together as they interact together and unveil the mysteries of the game. It is possible to get an edge on leveling up your own Arcana. To do that a player must excel in their other Unique Bonds or actively work towards developing the challenges and problems from their backstory, but generally the players should evolve together to keep this part simpler. Note that relations with NPCs are totally individual.

The player progression in their arcana is:

**LVL 2 Follow Up** - If you down an opponent and you have another ally with baton pass, you can choose to have them use an extra turn right after your action.

**LVL3 Helping Hand** - If someone uses a skill that would, but fails to down an opponent, someone with the helping hand ability can try to attack that same enemy with a 50% chance to hit.

**LVL 5 Ailment Recovery** - Before any actions in your turn, a person with this ability has a 40% chance to cure an ailment from an ally as an extra action.

**LVL 7 Endure Death** - 30% to survive a skill that would reduce your HP to 0 or knockout your character instantly.

**LVL 9 Protect from Death** - You can choose to take damage instead of another party member if that damage would reduce their HP to 0.

**LVL 10 Unshrouded Revenant** - Unlocks the possibility to make the Ultimate Version of your Revenant and reveals the Unique Bonds necessary to do so.

Again, playing the Support is different when it comes to social link progression:

**LVL 2 Follow Up** - 30% chance to give tarukaja to an ally whenever they receive a follow up turn.

**LVL 3 Ailment Recovery** - 20% to recover an ally from an ailment right before your turn.

**LVL 7 Protect from Death** - 20% chance to prevent one ally from being Knocked Out each round.

**LVL 10 Unshrouded Revenant** - Unlocks the possibility to make the Ultimate Version of your Revenant and reveals the Unique Bonds necessary to do so.

## 5.2.2 Broken Bonds

Breaking a bond is pretty bad, it basically means that someone who trusted in you does not anymore, maybe because they found out about you cheating or because you neglected their presence and never hang out with them. But it does not mean that all hope is lost, you can still reforge a bond with someone, but achieving that is hard and probably won't lead to a romantic relationship at the end.

To remake a bond, you have to attend a special event for that person, where you not only have to solve some of the person's problems but also have to gain their trust back. It is possible to regain their trust in a way to get your romance back. This event is similar to hanging out but harder to finish in a good state. Sometimes you have to make multiple encounters to resolve the broken bond. It really depends on your actions during the game, your roleplay and the GM.

## 5.2.3 Gifts

Gifts are Miscellaneous material items you can give to your Unique Bonds in order to gain extra points during an interaction. However, there are consequences to giving gifts, in this game a gift can be beneficial, which is most of the time, but it can delay



your progress as well. Each Unique Bond has things they like and dislike, giving them something they consider as a thing they like, will grant you +2 social points in that interaction, but giving them something they dislike will decrease the points by 1, to a minimum of zero, not being able to lose levels. If you give them something they are indifferent to, you will neither lose nor gain points.

## 5.3 Supplies



Supplies are the items characters will gather through the game to use during fights, as gifts, as equipment and even for quests. Each character starts with default equipment that can be chosen looking at the external document for armor, melee and ranged weapons.

Besides that, each player also starts the game with 2.000¥ to use in many types of consumables, such as healing items, books, gifts, materials for crafting and later on also buying new equipment. Detailed lists of consumables and other items will be available externally to this document and alongside it.

## 6. Combat

Combats will occur many times when inside the Unveiled Worlds and they have quantified parameters and phases so players and the GM can understand how to win them and use them as challenges. When in combat characters can move once every of

their turns and use one main action, which can be, using items, attacking, defending, using a skill, requesting to flee or trying an action that would require a Social Stat roll, such as lockpicking a door, moving a heavy object, try to convince an enemy not to kill you.

To determine which character or enemy goes first during combat, first check their agility attributes and determine an order based on who has the highest value. Players have priority when determining the turn order, which means that if their attributes end up the same as their enemies, they get to go first.

During combat, you can consider the characters to be moving in a square grid, being able to move in diagonal tiles. This abstraction will serve more as a reference and base for when complicated actions eventually take place, but usually considering the position of each character is just enough to reach an enemy is advised. For measurement purposes, **each tile represents 1,5m in real life** and every melee attack normally only reaches up to one adjacent tile from the character. Ranged attacks have a reach of **24 tiles (32m)**. Skills can only reach half the ranged attack distance, **12 tiles (16m)**.

Each character can move up to **6 squares (9m)** per turn. Each diagonal square counts as 2 and you cannot go through a space that an enemy occupies without letting them try to hit a free attack on you.

To hit a melee or ranged attack, you must use your weapon for parameters:

Hit Chance percentage = **Weapon's Hitchance (ranged or melee) + AGIP - AGIE**

AGIP being the Agility value of your Revenant and AGIE being the enemy's evasion. As an example, if a character has a hit chance of 90 and their enemy has evasion of 10, it means that they will have to roll 80 or less it means they have to roll less than that number in a roll of a 1d100 to hit their attack.

After a character hits an attack or skill, they can deal a certain amount of damage depending on that action. To deal damage, the player must use their **Revenant's attack**, which is the sum of their Strength, weapon attack, their level and a **roll of a 1d10 die**. After the roll, add it to the attack value and then multiply the result by the Skill multiplier if any. Finally subtract the result from the enemy's defense.

Weapon Attack Damage= **(MLE or RGD) + 1d10 for each 2 Ranks - EDEF**

Skill with Physical DMG= **([2d10 + 1d10 for each 10 ST] + ST + [MLE or RGD] + LVLR)\* Skill Multiplier - EDEF**

Skill with Elemental Damage= **([2d10 + 1d10 per MA bonus] + MA + MLE + LVLR)\* Skill Multiplier - EDEF**

In this case, the **enemy's defense (EDEF)** is easy to keep track of, since it is written in their sheet. The **LVL** is your Revenant's level, ST it's Strength value, MA the magic value, **MLE** for the melee weapon attack and **RGD** for the ranged one.

For Support Characters in battle, some things are different. They can only use the same skill once every three rounds. But, they still need to take into account their Agility value to know when they can position themselves in turn order. Supports can perform melee or ranged strikes, but since they can't pick skills that deal damage, that is as far as they go when it comes to lethality.

## 6.1 Weakness Exploit

Most enemies, just like the character's Revenants have weaknesses too and using skills of that weakness type will, not only deal 50% more damage, but knock them prone, granting the **Downed** condition.

When an enemy is down, they can't perform actions out of their turn and if the player manages to down all enemies, a Team-Special Attack option becomes available.

When a Character is down on the ground, they lose the opportunity to participate in a Team-Special Attack.

Whenever an enemy or character performs an action that knocks someone down, they can use another main action as an extra move. If that results in targeting an already downed opponent, the extra action does not generate more actions.

## 6.2 Team-Special Attack

Is a special action that happens when all the enemies have the Downed condition. In this extra action, all the players are able to do so deal damage to all foes at the same time. This damage is the sum of all the character's physical melee damage before subtracting the enemy's defense. This damage is dealt to all enemies at the same time and each enemy's damage reduction is calculated separately.

This is an extra action and does not take any main actions, this can be performed by any character at any of their turns, but only once each turn and this will end the character's turn.

## 6.3 Post Battle

After each combat some things may happen. Maybe you have fled it and do not get any rewards, maybe every party member got knocked out and now finds themselves in another part of the Unveiled World. Maybe the normal thing happened and your party won the battle and in this case the enemies will give experience, money and sometimes, items as rewards.

But, if the team performed an Team-Special Attack during a battle, the so-called Fated Shuffle occurs to give bonuses to the rewards given at the end of each battle. When this bonus reward event is triggered right after a battle, the GM draws 5 cards from a tarot deck and displays them face up on the table, the party then chooses 1 of those cards to get a bonus out of. Each one picked up may give the chance to pick other cards on the table and if all cards are picked, Fated Shuffle will happen again after the next battle even if the requirements were not met.

Here are all the possible rewards from cards picked up:

**0. Fool Arcana** - Pick 1 more card, all unpicked cards will be redrawn.

**I. Magician Arcana** - Increases the Rank of one Revenant's skill to its next closest skill, if any.

**II. Priestess Arcana** - Pick 1 more card, Converts 1 unpicked card into random card.

**III. Empress Arcana** - Pick 1 more card and randomly remove 1 unpicked card from selection.

**IV. Emperor Arcana** - One character gains enough EXP to reach 50% of their current level. If no characters would benefit from this, pick one more card.

**V. Hierophant Arcana** - Pick 1 more card, Converts 1 unpicked card into a random Major Arcana card.

**VI. Lovers Arcana** - Pick 2 more cards, no items can be gained this battle and lose all items gained this battle.

**VII. Chariot Arcana** - Increases AG of one Revenant by 1.

**VIII. Justice Arcana** - Increases ST of one Revenant by 1.

**IX. Hermit Arcana** - Enemies within the current floor will not chase you. Effect will be nullified if the party initiates a battle or leaves the current floor.

**X. Fortune Arcana** - Increases LU of one Revenant by 1.

**XI. Strength Arcana** - Increases MA of one Revenant by 1.

**XII. Hanged Man Arcana** - Increases EN of one Revenant by 1.

**XIII. Death Arcana** - Instantly ends Fated Shuffle.

**XIV. Temperance Arcana** - Grants one Treasure Key.

**XV. Devil Arcana** - Pick 3 more cards, cannot gain XP this battle.

**XVI. Tower Arcana** - Pick 3 more cards, cannot gain Money this battle.

**XVII. Star Arcana** - Pick 1 more card, 1 picked card will be removed along with its effect.

**XVIII. Moon Arcana** - Pick 2 more cards, lose Half the total EXP gained this battle.

**XIX. Sun Arcana** - Pick 2 more cards, lose Half the total Money gained this battle.

**XX. Judgement Arcana** - Pick 4 more cards.

**XXI. World Arcana** - No effect.

The Suits cards are different from the other in the sense that they give a more generalized bonus than the great arcana. The minor arcana are ranked from 1 to 10 and each of their ranks grant a gradual bonus.

**Suit of Swords** - Grants Skill Cards. The suit of Swords is the only one different, since you cannot give a rank 10 Skill at the beginning of the game to any character. Instead treat all cards of this suit as a fixed rank. This rank should be the average player rank, to a minimum of 1 rounded up.

**Suit of Cups** - Restores the Party's HP. 2% each rank

**Suit of Coins (Pentacles)** - Grants extra money. 10% each rank. Effect will compound with Sun Arcana and/or Tower Arcana.

**Suit of Wands** - Increases EXP obtained. 5% each rank. Effect will add with Moon Arcana and/or Devil Arcana.

### Skill Cards **[Remake the Names]**

Ranks	Skills
1	total: 23 Lounge, Cleave, Agi, Bufu, Zio, Garu, Eiha, Kouha,

	Psi, Frei, Dia, Tarunda, Sukunda, Rakunda, Tarukaja, Sukukaja, Dekunda, Fear Boost, Forget Boost, Brainwash Boost, Confuse Boost, Apt Pupil.
<b>2</b>	total: 20 Double Fangs, Hysterical Slap, Maragi, Mabufu, Mazio, Magaru, Hama, Mudo, Mapsi, Mafrei, Foul Breath, Wage War, Nocturnal Flash, Patra, Counter, Burn Boost, Shock Boost, Freeze Boost, Boost, Adverse Resolve.
<b>3</b>	total: 38 Assault Dive, Brain Shake, Terror Claw, Sledgehammer, Rampage, Agilao, Bufula, Zionga, Garula, Mahama, Mamudo, Eiga, Kouga, Freila, Psio, Evil Smile, Pulinpa, Tentarafoo, Marin Karin, Evil Touch, Ominous Words, Dormina, Fire Break, Ice Break, Wind Break, Elec Break, Nuke Break, Psy Break, Dodge Physical, Fire Boost, Ice Boost, Wind Boost, Elec Boost, Psy Boost, Nuke Boost, Curse Boost, Bless Boost, Sharp Student.
<b>4</b>	Total: 23 Vajra Blast, Memory Blow, Megido, Life Drain, Spirit Drain, Stagnant Air, Taunt, Abysmal Surge, Makajamaon, Diarama, Marakukaja, Matarunda, Elec Wall, Fire Wall, Ice Wall, Wind Wall, Psy Wall, Nuke Wall, Counterstrike, Fast Heal, Divine Grace, Endure.
<b>5</b>	total: 13 Negative Pile, Rising Slash, Snap, Maragion, Mabufula, Mazinga, Magarula, Mafreila, Mapsio, Maeiga, Makouga, Mediarama, Masukukaja.
<b>6</b>	total: 16 Flash Bomb, Oni Kagura, Agidyne, Bufudyne, Ziodyne, Garudyne, Hamaon, Mudoon, Freydine, Psyodine, Kougaon, Eigaon, Ghastly Wail, Mediarama, Ailment Boost, Rage Boost.
<b>7</b>	total: 14 Miracle Punch, Megaton Raid, Maragidyne, Mabufudyne, Maziodyne, Magarudyne, Mahamaon, Mamudoon, Makougaon, Maeigaon, Mafreidyne, Mapsiodyne, High Counter, Survival Trick.
<b>8</b>	total: 4 Miracle Punch, Megaton Raid, Megidola, Tetra Break.

9	total: 2 Bloodbath, Sword Dance.
10	total: 2  Brain Buster, Megidolaon.

The second possibility for when knocking down all opponents is the **Negotiation**. It will give you the possibility to Capture a Rogue Revenant, if any, money and items. These negotiations are special interactions made with the enemies, instead of a Team-Special Attack. In this interaction you must convince the enemy to give you either their allegiance, money or items and if you fail, the battle continues. To convince them, you don't use stat rolls, instead you must understand the nature of the specific enemy your are trying to negotiate and act accordingly to convince them to join you or give you something. The GM should give clear hints about the enemy's personality so players can roleplay accordingly. Negotiations are supposed to be a more relaxed phase and are composed of two moments, each one being a question the enemy makes. A character then has to answer those questions to obtain whatever they want and to do so they must answer both correctly. If they fail once, they only get an item that the enemy could normally drop and the fight ends and if they fail twice the battle continues.

Personality	Like	Dislike
Upbeat	Funny	Serious, Vague
Timid	Kind	Vague, Funny
Irritable	Serious	Vague, Kind
Gloomy	Vague	Serious, Funny

## 7. Exhaustion

This mechanic was created to enable players to do actions outside their normal capacity and to measure certain consequences to them.

Exhaustion happens when you get downed or knocked out, when you stay up late, arrive home late, after some story missions. Each player has an **Exhaustion Gauge** that goes from **0 to 12** and those actions fill up exhaustion in a different way:

**Downed:**

- If you have been downed one or more times during a fight, gain **1 Exhaustion** at the end of it.

#### **Knocked out:**

- If you have been KO one or more times during a fight, gain **4 Exhaustion**. This will also make you unable to continue to traverse the Unveiled World unless someone else uses an item or skill to revive you. Receiving fatal damage and by consequence being KO won't kill you definitely, but if all players get knocked out, they are all transported to the Velour Chamber.

#### **Stay up Late/ Arrive home late:**

- When one of those happens, not only you won't get normal sleep, not being able to rest from exhaustion, but you also gain **2 exhaustion**.

#### **Story Missions:**

- Completing the story missions will give all players **3 Exhaustion** by default.

When you have **0** on your gauge you are considered to be in Good condition, when you reach **6** you're **Tired** and when it's **10** you are **Sickened**.

While Tired, the character has 30% less accuracy, spends 2 turns to get up from the knocked down condition and the difficulty for social rolls rises up to 9.

While Sickened the character also has more difficulty to act on top of the tired condition: they cannot take actions other than sleeping during night time, have all their Revenant Attributes reduced by their LVL/3 and the difficulty for social rolls is now 10.

It is possible to receive the tired or the Sickened condition automatically from certain actions, such as arriving late at night when you can't go out at that time or spending all your TPs. If the player is not tired when gaining such condition, count it as if reaching 6 exhaustion directly and independent of what level of it they had before. Similarly goes for sickened, the character goes to 10 exhaustion regardless if they were tired or normal before.

If a character would receive the sickened condition and they were already sickened, they gain +1 exhaustion instead.

To recover from exhaustion a character must rest, preferably earlier than normal, which means during the afternoon. Every time you **sleep you recover 4 exhaustion** and when you **sleep early (during the afternoon) you recover 8 exhaustion**. Remember that choosing to sleep will make the whole day pass.



## 7.1 Death

Actually dying in this game is not so easy, even if you fall in battle due to a fatal attack, your character only gets knocked out (KO). To actually die, your body must endure a very severe exhaustion. **If your gauge goes over 12**, which is the maximum exhaustion a person's body can endure, **you go directly to the hospital and have to stay there for 2 days in game time**. When you get out of the hospital you have 0 exhaustion and can continue to play as normal. You only die if you go to the hospital for this reason more than twice in a month or 4 or more times in a span of 3 months. Dying makes your character not be playable further on and it will disrupt the game a lot, since other players won't be able to progress on your Unique Bond. Items that revive other characters, only function to bring back characters that are KO. This means that pushing your luck out of combat, during day-to-day activities in excess can actually kill you.

### 7.1.1 Getting back into the Game

Feel free to make another character after the one you used died. However, it has to represent the same Arcana as before and still follow the game theme. It is not advised to outright create the same character again, but I cannot control that as just a rulebook. Anyway, there should be consequences to a new/returning character: First, there should be a narrative construction to introduce the new character. Second, they will have to spend at least two encounters with each of their Unique Bonds, excluding the main party, to get back on track and get to know them again. If you have a returning character, which is a copy of your first one, they better have a pretty good reason to come back from the dead, so make sure you wanna return your character when they die because y'all gonna have to come up with some "I actually didn't die" or something.

## 8.The Velour Chamber

“

After entering that weirdly blue door, the main cast now find themselves in a vast lounge, where a low light brightens the floor while all the sitting booths are covered in velour. Few hardly describable people were scattered across that lounge not counting the bar or the singer at the center.

While everyone was still perplexed, two beautiful, white haired, extremely similar men approached the group:

- Please, Follow us..

They said in unison. While they were wearing the exact same type of uniform, the scars on their faces created some sort of distrust by the group, however, they decided to follow anyway.

At the booth, they found a weird old man sitting across the table. He was wearing a fancy suit doubtfully made of velvet, almost hard to tell the material. He was short, old and had dark skin, almost melding with his clothes while in that dim light.

- Hello, my name is Fred, I'm delighted to make your acquaintance. These are Minos, Aiacos and they are residents here, like myself. If you could kindly take a seat

Fred then wait for the kids to sit:

- This place exists beyond time, it is formed by the lost fragments of conscience, it is between mind and matter...
- It is a place that only those with the potential can enter and not only that, but those bound by a contract...
- This place is the materialization of your psyche so it should change shortly to match you instead of our last visitor...

The place started to change as Fred was speaking, walls moving, seating booths becoming chairs and suddenly the main cast saw themselves far away from Fred and in a completely different place.

- This is the Velour Chamber and for it to be a courtroom is very intriguing indeed. You are bound to be judged in the near future and that fate will be calamitous... Well... Let's see what we have in your defense...

"

Using the Velour Chamber is yet another feature of this game. At some point at the very beginning of the game, the characters will have to sign a shady contract, even if it is in their backstory. That act will mark their lives as they will start to understand more about new worlds and what lies in them.

The Velour Chambers are the place where players will interact and administrate their Revenants the most. Inside there, player will have the chance to:

## 8.1 Melding

Combining 2 or more Revenants will result in a new one, you have to have both the previous ones registered in your personal list before melding. Every character can hold up to 10 Revenants in their list, but if they are Regulars can only use their original.

Another important aspect of Melding and Sacrificing is inheritance. Some Revenants cannot receive skills normally because of their type.

**Physical (Melee and Ranged):** Cannot inherit Elemental Skills (Fire, Ice, Elec, Wind, Psy, Nuke, Bless, or Curse)

**Fire:** Cannot inherit Ice skills

**Ice:** Cannot inherit Fire skills

**Electricity:** Cannot inherit Wind skills

**Wind:** Cannot inherit Elec skills

**Psychic:** Cannot inherit Nuke skills

**Nuclear:** Cannot inherit Psy skills

**Bless:** Cannot inherit Melee, Ranged, Curse, or Ailment skills

**Curse:** Cannot inherit Melee, Ranged, Bless, or Recovery skills

**Ailment:** Cannot inherit Bless or Recovery skills

**Aid:** Cannot inherit Physical or Curse skills

**Neutral:** Can inherit any skill

## 8.2 Sacrifice

To sacrifice a Rogue Revenant means that some of its power will be bestowed to a player's own Revenant. This process can be done once every day ingame and every character can do it. To do so, the character must access the Velour Chamber and use the function to sacrifice a Rogue Revenant in their personal List

Sacrifice EXP given							
LVL	EXP		LVL	EXP		LVL	EXP
1	5		34	60.000		67	364.000
2	10		35	65.000		68	377.000
3	40		36	70.000		69	390.000
4	100		37	75.000		70	405.000
5	200		38	81.000		71	420.000
6	360		39	87.000		72	434.000
7	570		40	93.000		73	450.000
8	855		41	100.000		74	464.000

9	<b>1.220</b>		42	<b>107.000</b>		75	<b>480.000</b>
10	<b>1.675</b>		43	<b>115.000</b>		76	<b>495.000</b>
11	<b>2.230</b>		44	<b>120.000</b>		77	<b>510.000</b>
12	<b>2.900</b>		45	<b>128.000</b>		78	<b>525.000</b>
13	<b>3.660</b>		46	<b>136.000</b>		79	<b>540.000</b>
14	<b>4.500</b>		47	<b>145.000</b>		80	<b>557.000</b>
15	<b>5.600</b>		48	<b>153.000</b>		81	<b>573.000</b>
16	<b>6.800</b>		49	<b>162.000</b>		82	<b>590.000</b>
17	<b>8.000</b>		50	<b>170.000</b>		83	<b>606.000</b>
18	<b>9.600</b>		51	<b>180.000</b>		84	<b>623.000</b>
19	<b>12.000</b>		52	<b>190.000</b>		85	<b>640.000</b>
20	<b>13.000</b>		53	<b>200.000</b>		86	<b>656.000</b>
21	<b>15.000</b>		54	<b>210.000</b>		87	<b>674.000</b>
22	<b>17.000</b>		55	<b>220.000</b>		88	<b>690.000</b>
23	<b>20.000</b>		56	<b>230.000</b>		89	<b>708.000</b>
24	<b>22.000</b>		57	<b>241.000</b>		90	<b>725.000</b>
25	<b>25.000</b>		58	<b>252.000</b>		91	<b>742.000</b>
26	<b>28.000</b>		59	<b>264.000</b>		92	<b>760.000</b>
27	<b>30.000</b>		60	<b>275.000</b>		93	<b>777.000</b>
28	<b>34.300</b>		61	<b>287.000</b>		94	<b>795.000</b>
29	<b>38.000</b>		62	<b>300.000</b>		95	<b>812.000</b>
30	<b>42.000</b>		63	<b>311.000</b>		96	<b>830.000</b>
31	<b>46.000</b>		64	<b>324.000</b>		97	<b>848.000</b>
32	<b>51.000</b>		65	<b>337.000</b>		98	<b>865.000</b>
33	<b>54.500</b>		66	<b>350.000</b>		99	<b>883.000</b>

## 8.3 Rogue Gift

While holding a Rogue Revenant in your personal list you may use this service inside the Velour Chambers to release it with a special benefit of acquiring a weapon or a Skill

Card. To obtain those benefits a player also needs to have blanks, which are generic weapons and cards that can be filled with the Revenant's power.

- Blank Melee/Ranged Weapon
- Blank Armor
- Blank Accessory
- Blank Card

These prefixes should be enough to understand which is a normal weapon and which is not. Skill cards should be the only way to get the skills that are OFF of your Revenant's type. Some skill cards acquired this way may only be obtained through this process.

## 8.4 The Rogue Guide

Is a compendium of rogue revenants all the characters have registered from their personal list to the Velour Chambers after obtaining them. To register a Revenant the character in question has to be inside the Velour Chamber and tell the GM that they want to add a Revenant to the compendium. All their attributes, skills and levels will be registered. All the players share the same compendium and there can be only one entry to each Rogue Revenant.

Each entry can be summoned to the character list and this process will not affect the guide in any way. To summon a Revenant, the character has to spend money according to the Revenant's current level.

Completing the the Rogue Guide will also give the characters discounts on summoning prices:

25% completion: **15%**

50% completion: **25%**

75% completion: **35%**

100% completion: **50%**

Money Needed= $2000+(3n)^2$							
LVL	Money Needed		LVL	Money Needed		LVL	Money Needed
1	<b>2.000</b>		34	<b>12.400</b>		67	<b>42.400</b>
2	<b>2.000</b>		35	<b>13.000</b>		68	<b>43.620</b>
3	<b>2.100</b>		36	<b>13.700</b>		69	<b>44.850</b>
4	<b>2.150</b>		37	<b>14.300</b>		70	<b>46.100</b>

5	<b>2.225</b>		38	<b>15.000</b>		71	<b>47.370</b>
6	<b>2.225</b>		39	<b>15.700</b>		72	<b>48.700</b>
7	<b>2.500</b>		40	<b>16.400</b>		73	<b>49.960</b>
8	<b>2.500</b>		41	<b>17.000</b>		74	<b>51.300</b>
9	<b>2.800</b>		42	<b>17.900</b>		75	<b>52.625</b>
10	<b>2.900</b>		43	<b>18.650</b>		76	<b>54.000</b>
11	<b>3.000</b>		44	<b>19.400</b>		77	<b>55.360</b>
12	<b>3.300</b>		45	<b>20.225</b>		78	<b>56.760</b>
13	<b>3.500</b>		46	<b>21.000</b>		79	<b>58.200</b>
14	<b>3.800</b>		47	<b>21.880</b>		80	<b>59.600</b>
15	<b>4.000</b>		48	<b>22.750</b>		81	<b>61.000</b>
16	<b>4.300</b>		49	<b>23.600</b>		82	<b>62.520</b>
17	<b>4.600</b>		50	<b>24.500</b>		83	<b>64.000</b>
18	<b>4.900</b>		51	<b>25.400</b>		84	<b>65.500</b>
19	<b>5.250</b>		52	<b>26.300</b>		85	<b>67.000</b>
20	<b>5.600</b>		53	<b>27.300</b>		86	<b>68.500</b>
21	<b>5.900</b>		54	<b>28.250</b>		87	<b>70.120</b>
22	<b>6.400</b>		55	<b>29.225</b>		88	<b>71.700</b>
23	<b>6.700</b>		56	<b>30.225</b>		89	<b>73.300</b>
24	<b>7.200</b>		57	<b>31.250</b>		90	<b>74.900</b>
25	<b>7.600</b>		58	<b>32.300</b>		91	<b>76.530</b>
26	<b>8.000</b>		59	<b>33.300</b>		92	<b>78.200</b>
27	<b>8.560</b>		60	<b>34.400</b>		93	<b>79.850</b>
28	<b>9.100</b>		61	<b>35.500</b>		94	<b>81.530</b>
29	<b>9.569</b>		62	<b>36.600</b>		95	<b>83.225</b>
30	<b>10.100</b>		63	<b>37.700</b>		96	<b>84.950</b>
31	<b>10.650</b>		64	<b>38.900</b>		97	<b>86.700</b>
32	<b>11.200</b>		65	<b>40.000</b>		98	<b>88.440</b>
33	<b>11.800</b>		66	<b>41.200</b>		99	<b>90.200</b>

## 9. Game Master Section [continuar daqui]

In this chapter of the book some more technical parts are going to be discussed. The sections will be more focused on how the GM should act or of their functions when it comes to the gameplay. It is advised that the players check out this chapter anyway so they can understand more about the game, but it is obligatory to read if you are the GM.

### 9.1 Tests and Exams

During School/Work Time, characters should be challenged regularly to receive bonuses and have a fun time during their days. There are usually **77 questions during a school year** and about **1 exam at the end of every month or so**. Answering questions correctly will raise a social stat by +2 and the nature of that status will be disclosed by the GM after the player is successful. The GM should focus on creating fun questions instead of technically difficult ones, even if the answer is not easy to achieve, their resolution should be intriguing at least.

An exam will occur at the end of every month and it consists of 10 questions that are related to the ones made during that time, for example:

#### **During a class:**

question: When was that X happened?

answer: it was during Y.

#### **During an Exam:**

question: Y was a period marked by several things, but one was very important, which was it?

answer: X thing happened during Y period.

Those are simple templates for how questions are normally tackled during these exams, feel free to make up your own formats. A list with default questions and answers will be provided alongside this document.

### 9.2 Creating Unique Bonds

One of the most important parts of this game is the possibility to create bonds with other people, here portrayed as non playable characters called Unique Bonds. Doing so is an extensive task to the GM, one however that must be done in order for the game to actually take place.

In this section parameters found to be useful when creating the NPCs will be portrayed, explaining each topic and why they are useful when creating Unique Bond.

**ARCANA:** The arcana should be taken into consideration at all times when creating this interactable NPC. To help out with this check the Arcana Representation Section on the Setting Up Chapter to create a better line of thought when deciding things about these characters.

**Name/Age/Gender/Height/Weight/Physical Description:** These are suggestions on describing the character to the players, also to keep in mind how they look and identify themselves with so the players can understand how to appropriately interact with them.

**Likes/Dislikes:** A start to building the character's personality, it is useful to understand which gifts or topics they might be interested in.

**Personality:** How they normally act and feel. Should be used as a baseline for interactions and should also be related to their arcana representation. This kind of description should try to cover as much as possible so it gets easier in the long run to stick to the character's core.

**Relationship:** People tend to establish fraternal, sexual and romantic relationships with others. This part however is supposed to be more about the romantic and sexual relationships that this character can develop. Do not feel like all the Unique Bonds need to have romantic or sexual desires at all, not everyone can be dated.

**Story:** Here the backstory of the Unique Bond should be written, talk about what led them to where they are now, difficulties in life, good things that happened and mention what has been affecting their existence right now.

**Great Affliction:** This is a very important part of the Unique Bond description. Here it must be described what is or what are the biggest problems in that person's life. Those difficulties must be closely related to the ARCANA and should be taken into account. This is what the players should be looking to solve, again, that big problem waiting for someone to help them resolve.

**Path.** As mentioned before, Unique Bonds will be separated in different paths so players can interact in different ways with the same person. Basically, paths are



storylines for players to follow when dealing with that bond's Great Affliction. Each path should describe which part of the problem is going to be engaged by the players, how many players are required to start and keep the path. When a Path is started by a certain number of players, they have to continue that path until it ends. Outside players can help, but never trail that path without the ones who started it.

**District:** Where each NPC will appear in the city and at what day and time of the week. Gm's should not fear creating areas inside each district to fit their needs for where each Unique Bond may be found.

**Rewards:** When a player levels up a Unique Bond they may get some bonuses. Normally they are social status points or unique modifiers to the game. For example, rewards should enhance or modify some of the game mechanics to make it easier for players, such as being able to go out at night every day, increasing their transport points, getting easier to negotiate with enemies, etc. Here is where the GM can get really creative to customize the players experience. Just don't break the game too much or there won't be a point in playing.

**LVL1 - LVL10:** There is no need to reward every single level, but keep it constant and give players real upgrades so they can feel like they are getting stronger. Don't forget that the biggest upgrade should be at level 10 necessarily.

## 9.3 Dungeons

Dungeons are the common name given to places where players go to fight enemies in general, solve puzzles, get rewards and treasures. Exploring dungeons in this game refers to the Unveiled World and its specific places (castles) created by strong wills. It is the second most important aspect, since it is here where you find bosses, grind and eventually progress through the story. The nature of the dungeon and what it represents should be strictly related to your game, your experience. However there are some parameters that should be followed so a Game Master can create a dungeon.

In this game, dungeons are composed usually of short floors, normally each with a simple labyrinth and rooms that leads to a clue about the story. The puzzles should be related to this clue and the dungeon level itself. **Remember that puzzles are fun to solve and have a right answer, could be one or more.**

On average, there are 10-15 floors each castle, 1 boss and around 3 puzzles. If there are less than 10 floors try to make a bit more complex puzzles so they can spend more time in them. I suggest the Game Master create the castles and or dungeons beforehand and modify them as the game progresses.

## 9.4 Encounters

Determining the nature of an encounter defines who has the advantage at the beginning of a battle, in other words it is the Ambush action.

To successfully ambush an opponent, the party must be stealthy and have information about the enemy's location. To do that the support player determines the Stealth level of the party by taking the average agility of each character and adding their Stealth bonus. Finally the GM will compare it to the average agility of the mob and if the party is bigger you get to ambush, if equal, no one gets the ambush and if smaller, the party will get attacked first.

The GM should give clues if the enemy is aware of the party's presence or not, so the players don't just attack random things that will ambush them.

## 9.5 Enemies

[List Under construction]

## 9.6 Combat as a Game Master

**[continuar daqui]** Like the Players, enemies have their own Attack, Magical Attack and Defense values based on their attributes:

$$\text{ATK} = 2 * (\text{ST} + \text{LVL})$$

$$\text{MATK} = \text{MA} + \text{LVL}$$

$$\text{DEF} = 3 * (\text{EN} + \text{LVL})$$

Hitting and attacking for enemies is very similar to the players as well:

Enemy Hit chance:  $100 + \text{AG} - \text{AGP}$

Enemy Physical Damage:  $\text{ATK} * [\text{Skill multiplier}] - \text{RDEF}$

Enemy Elemental Damage:  $\text{MATK} * [\text{Skill multiplier}] - \text{RDEF}$

In this case, AGP represents the player's revenant Agility RDEF is the player's Revenant's defense ( $\text{EN} + \text{LVL}$ ); ATK and MATK are the enemy's Attack and Magical Attack.

## 9.7 Creating Enemies

This process is similar to creating a Revenant, first choose an arcana, then a type, generate the stats and choose skills. Don't forget inheritance rules and the maximum stats for each level please.

To determine HP and SP is the same for the Characters, but as a general and quicker way, you can also consider a fixed amount of **+5HP/+3SP** per level, starting with 30HP/15SP at lvl1.

The Experience given by each enemy, however, is more complicated, but it is also displayed here :

Experience Given							
LVL	EXP Given		LVL	EXP Given		LVL	EXP Given
1	2		34	350		67	1240
2	5		35	370		68	1275
3	8		36	390		69	1310
4	10		37	400		70	1350
5	15		38	430		71	1385
6	20		39	450		72	1420
7	25		40	470		73	1460
8	30		41	490		74	1500
9	35		42	515		75	1540
10	40		43	540		76	1580
11	50		44	560		77	1620
12	60		45	585		78	1660
13	65		46	610		79	1700
14	75		47	635		80	1740
15	80		48	660		81	1780
16	90		49	685		82	1830
17	100		50	715		83	1870
18	115		51	740		84	1910
19	125		52	770		85	1955

20	<b>135</b>		53	<b>795</b>		86	<b>2000</b>
21	<b>150</b>		54	<b>825</b>		87	<b>2045</b>
22	<b>160</b>		55	<b>855</b>		88	<b>2090</b>
23	<b>175</b>		56	<b>880</b>		89	<b>2140</b>
24	<b>185</b>		57	<b>900</b>		90	<b>2180</b>
25	<b>200</b>		58	<b>950</b>		91	<b>2230</b>
26	<b>215</b>		59	<b>975</b>		92	<b>2280</b>
27	<b>230</b>		60	<b>1000</b>		93	<b>2325</b>
28	<b>245</b>		61	<b>1050</b>		94	<b>2375</b>
29	<b>260</b>		62	<b>1070</b>		95	<b>2450</b>
30	<b>280</b>		63	<b>1100</b>		96	<b>2470</b>
31	<b>295</b>		64	<b>1140</b>		97	<b>2530</b>
32	<b>310</b>		65	<b>1170</b>		98	<b>2575</b>
33	<b>330</b>		66	<b>1200</b>		99	<b>2650</b>

Money Given							
<b>LVL</b>	<b>Money</b>		<b>LVL</b>	<b>Money</b>		<b>LVL</b>	<b>Money</b>
1	-		34	<b>¥754</b>		67	<b>¥1,477</b>
2	<b>¥124</b>		35	<b>¥776</b>		68	<b>¥1,499</b>
3	<b>¥139</b>		36	<b>¥798</b>		69	<b>¥1,521</b>
4	<b>¥143</b>		37	<b>¥820</b>		70	<b>¥1,543</b>
5	<b>¥154</b>		38	<b>¥842</b>		71	<b>¥1,565</b>
6	<b>¥169</b>		39	<b>¥864</b>		72	<b>¥1,587</b>
7	<b>¥185</b>		40	<b>¥886</b>		73	<b>¥1,609</b>
8	<b>¥204</b>		41	<b>¥907</b>		74	<b>¥1,631</b>
9	<b>¥222</b>		42	<b>¥929</b>		75	<b>¥1,653</b>
10	<b>¥242</b>		43	<b>¥951</b>		76	<b>¥1,675</b>
11	<b>¥262</b>		44	<b>¥973</b>		77	<b>¥1,697</b>
12	<b>¥282</b>		45	<b>¥995</b>		78	<b>¥1,719</b>
13	<b>¥303</b>		46	<b>¥1,017</b>		79	<b>¥1,741</b>

14	¥324		47	¥1,039		80	¥1,763
15	¥345		48	¥1,061		81	¥1,785
16	¥366		49	¥1,082		82	¥1,807
17	¥387		50	¥1,104		83	¥1,829
18	¥408		51	¥1,126		84	¥1,851
19	¥430		52	¥1,148		85	¥1,873
20	¥451		53	¥1,170		86	¥1,895
21	¥472		54	¥1,192		87	¥1,917
22	¥494		55	¥1,214		88	¥1,939
23	¥516		56	¥1,236		89	¥1,960
24	¥537		57	¥1,258		90	¥1,982
25	¥559		58	¥1,280		91	¥2,004
26	¥580		59	¥1,302		92	¥2,026
27	¥602		60	¥1,324		93	¥2,048
28	¥624		61	¥1,346		94	¥2,070
29	¥646		62	¥1,368		95	¥2,092
30	¥667		63	¥1,389		96	¥2,114
31	¥689		64	¥1,411		97	¥2,136
32	¥711		65	¥1,433		98	¥2,158
33	¥733		66	¥1,455		99	¥2,180

## 10. References

### Introduction:

As a reference im mainly using megami tensei wikia([http://megamitensei.wikia.com/wiki/Category:Persona\\_5](http://megamitensei.wikia.com/wiki/Category:Persona_5) ) and ign (<https://www.ign.com/wikis/persona-5> ) to pull out stats, skills, personas and other stuff like that. I'm trying to use parameters from Persona 5 as much as possible, but also implementing some stuff from 3 and 4, since the latest one has some obscure

data. I like to use other references as well and if I manage to get the links or sources for those, I'll write it down as well.

## **More about the inspiration in Persona:**

We have been talking a lot about this Persona Series, but what is it Exactly? These games were made by a company called Atlus and were released for Playstation 1/2/4 and Playstation Vita as part of a bigger series called Megami Tensei. The games show many elements of different cultures and Persona in particular, mix those with the social archetypes defined by Carl Jung.

The Persona games themselves are a union between dating simulators and JRPGs. they use Tarot to implement the social archetypes and use the relations you make to upgrade your capacities to summon better monsters to fight. The games have tense themes with soft adult content, but the most part of the game is highschool life just like regular Shonen Anime.

The term Persona is defined by Jung as a personality you show to others as real, but is actually different from the one you consider to be your true self. In the game series this is represented by an invocation of yourself as a physical form which has magical powers and is used generally to defeat the enemies called Shadows, which in this case are the amalgamation of the desires and personalities of other people who have gone rogue.

## **Introduction:**

I used this name generator to create the name of the city. I personally like random generators and this one is interesting.  
(<https://www.fantasynamegenerators.com/east-asian-town-names.php>)

If you do not like random generators, a nice site to understand more about names is Behindthename.com

## **Map and Ambientation:**

I made the city using  
<https://watabou.itch.io/medieval-fantasy-city-generator> and Inkscape.

I recommend using <https://fantasy-calendar.com/> to create your own calendar, it is a free software and has many features, including a link to show a calendar without all the information so players and the GM can utilize similar things.

## **Dungeons:**

References for dungeon creation

<http://www.discoveryeducation.com/free-puzzlemaker/>

<https://donjon.bin.sh/d20/dungeon/index.cgi>

[https://www.youtube.com/watch?v=zsJC6fa\\_YBg](https://www.youtube.com/watch?v=zsJC6fa_YBg)

[https://www.ted.com/talks/scott\\_kim\\_takes\\_apart\\_the\\_art\\_of\\_puzzles/transcript#t-690676](https://www.ted.com/talks/scott_kim_takes_apart_the_art_of_puzzles/transcript#t-690676)

## **Enemies:**

There are a few types of enemies in this persona RPG. Like persona 5 most of the enemies are the actual personas but also there is an option for adding or only using normal Shadows.

[https://megamitensei.fandom.com/wiki/List\\_of\\_Persona\\_3\\_Shadows](https://megamitensei.fandom.com/wiki/List_of_Persona_3_Shadows)

[https://megamitensei.fandom.com/wiki/List\\_of\\_Persona\\_4\\_Shadows](https://megamitensei.fandom.com/wiki/List_of_Persona_4_Shadows)

[https://megamitensei.fandom.com/wiki/List\\_of\\_Persona\\_5\\_Shadows](https://megamitensei.fandom.com/wiki/List_of_Persona_5_Shadows)

The biggest difference between 3/4 and 5 is that the normal enemies in persona 5 can be turned into personas themselves. This can coexist with the other types of enemies, but remember that the old ones won't be turning into personas.