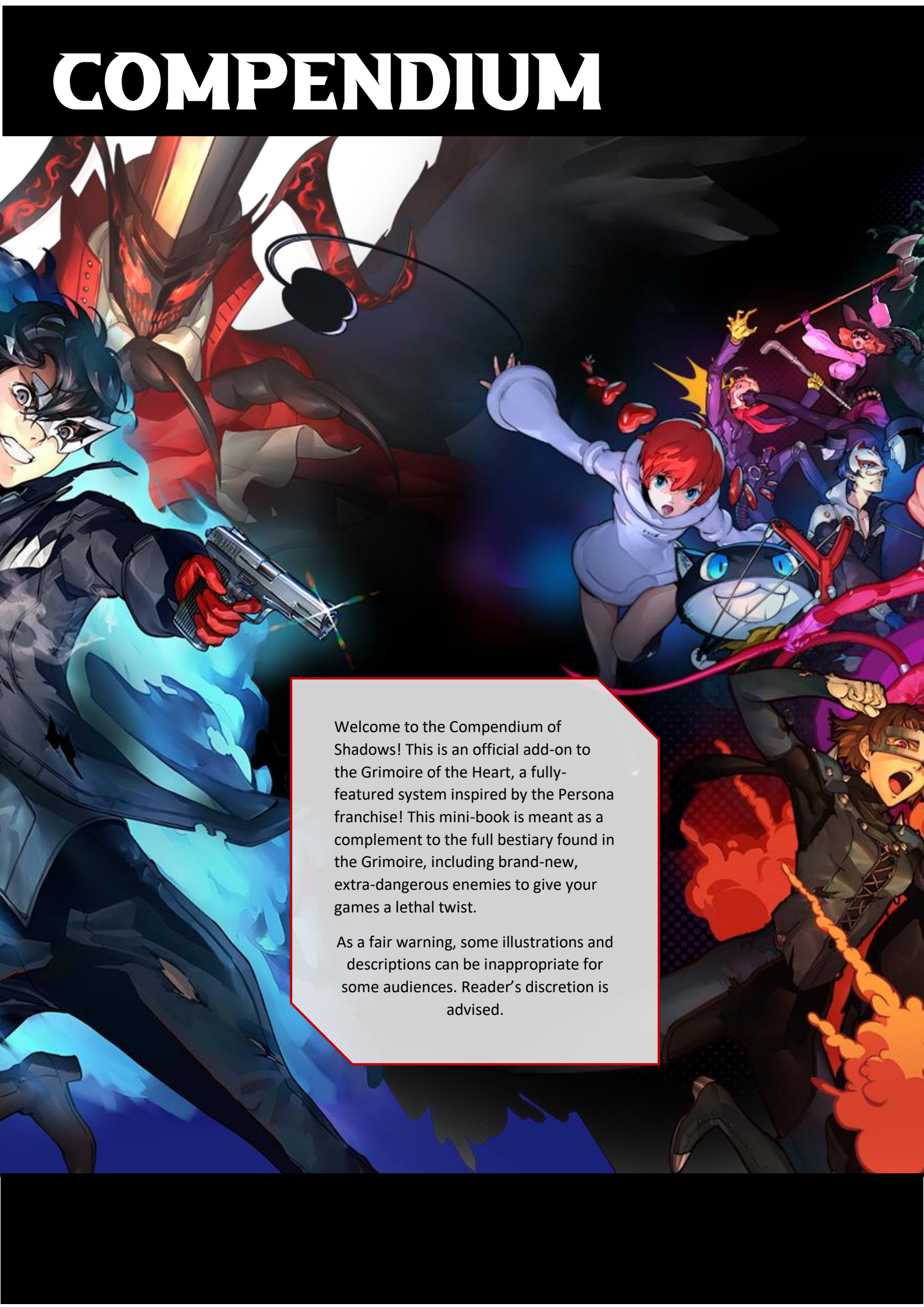


COMPENDIUM



Welcome to the Compendium of Shadows! This is an official add-on to the Grimoire of the Heart, a fully-featured system inspired by the Persona franchise! This mini-book is meant as a complement to the full bestiary found in the Grimoire, including brand-new, extra-dangerous enemies to give your games a lethal twist.

As a fair warning, some illustrations and descriptions can be inappropriate for some audiences. Reader's discretion is advised.

Jack Ripper

XVI – The Tower

Level 10

Hit Points: 52

Spell Points: 11

Types



Disposition:

Insane, Aggressive



Skill Bonus: +1 TEC, +1 SOR, +2 Expression

Leather Apron – You can choose to be placed last in the initiative queue. If you do, gain +1 TEC during the first 3 rounds of combat. This skill stacks with other Buff effects.

STR

4

MAG

1

TEC

8

AGI

7

VIT

2

LCK

6



Resist



Evade I



Weak

A notorious serial killer who assaulted, murdered and mutilated women in London in 1888, possibly feeding off parts of their bodies. His real name and identity remain unknown to this day.

Tetanus Cut: On hit: 4d8 (18) Physical damage + 30% Sickened chance.

Sickened: Nerve Status that grants -1 STR, -1 TEC and deals 20% of target's maximum HP at the end of target's turn.

Recovery chance: 33%.

London's Dread: Any number of targets have a 35% chance to suffer the following Status effects: Enraged for Shadows and Fearful for Users.

Untraceable (P): Once per combat, Jack Ripper can leave combat, becoming unable to be targeted by any effects, and returning the next round, granting the following effect to its next attack this round: "After damage calculation, if target is below 35% HP, kill the target instantly".

Lusk's Letter (P): When a User enters Death's Door, Sickened's HP loss effect triggers immediately on all Users suffering from it.

Choronzon

I – The Magician

Level 7

Hit Points: 132

Spell Points: 8

Disposition:

Insane, Devilish



Types



Skill Bonus: +2 Knowledge, +2 Expression

Natural Skill: **Demon of Dispersion** – Once per day, you may move yourself and an ally up to TEC meters in different directions as your Interrupt action.

FOR

4

MAG

4

TEC

4

AGI

1

VIT

6

LCK

4



Drain



Evade I



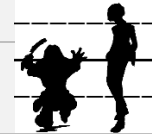
Weak

Skull Cracker: 1 target within. On hit: 4d6 (14) Physical damage; 20% Stunned chance plus +5% per hit point rolled above target's dodge.

Purifying Flame: Any number of targets. On hit: 4d4 (10) Fire. Kills targets below 20% HP

Terrifying Visage: Any number of targets within 6 meters. 45% Fearful chance.

Choronzon is mentioned by 16th century occultists, but it became famous due to Crowley's belief system, Thelema. Also known as the "Demon of Dispersion", Choronzon carries vast amounts of knowledge.





Jeanne D'Arc

XX – Judgement

Level 12

Hit Points: 300

Spell Points: 13

Skill Bonus: - +2 VIT, +1 MAG, +2 Courage

Natural Skill: **Maid of Orleans** – Once per day, you may add your Expression/5 (Min. 1) to one of your Combat Skills for the duration of combat.

STR	MAG	TEC	AGI	VIT	LCK
1	9	5	1	10	2



Resist



Weak



Reflect



Resist

Disposition:

Noble



Types



Sword of Miracles: On hit, deals X Almighty damage, where X is Jeanne D'Arc's current HP divided by 10 (minimum 1)

Penitence: Revives a Shadow defeated during this combat with 50% of its maximum HP and restores MAGd6 (31) HP to any target Jeanne D'Arc can see.

Pleroma (P): Healing spells that include Jeanne D'Arc as a target restore 50% more HP to all targets.

A girl who, claiming to be guided by God, led the French to several important victories during the Hundred Years War. She was immolated by the church, but later beatified and is now one of the Patron Saints of France.



Fafnir

XVI – The Tower

Level 15

Hit Points: 272

Spell Points: 16

Skill Bonus: +3 STR, +1 TEC, +1 VIT

Natural Skill: **Hoarding Emblem** – During the first day of each week, when your RP is calculated, grants +X to a Social Skill, where X is the amount of leftover RP from the previous week. This effect lasts for the whole day

Types



Disposition:

Insane, Snobbish



STR

9

MAG

1

TEC

8

AGI

3

VIT

8

LCK

1

Putrid Breath: Any number of targets. Poisoned chance: 20+5TEC% (60%).

Covetous Serpent: 1 target within 8 meters. On hit: STRd6+X (31/42) Physical damage, where X is the total RP value of all items equipped by the target. For this effect, consider Special items as costing 10 RP.

Auto-Tarukajaou (P): Grants STR +3, MAG +3 during the first 3 rounds of combat.



Resist



Weak



Resist



Weak



Resist

Son of the dwarf king Hreidmar, Fafnir slayed his father and took the gold he'd recently received, becoming a dragon, the Norse symbol of greed. Fafnir was slain by the hero Sigurd, who used the powers acquired through eating Fafnir's heart to slay Fafnir's brother, who also sought his late father's fortune.



Vivian

VI – The Lovers

Level 11
Hit Points: 78
Spell Points: 12

Skill Bonus: +2 Empathy, +1 MAG, +1 AGI

Natural Skill: **Gray Waves** – Once per day, you may select one of your Combat Skills that's under the effect of a Buff spell: Apply the same bonus to another Combat Skill for the same duration.

STR	MAG	TEC	AGI	VIT	LCK
1	6	7	7	3	2



Resist



Weak

Types



Disposition:

Noble, Flirting



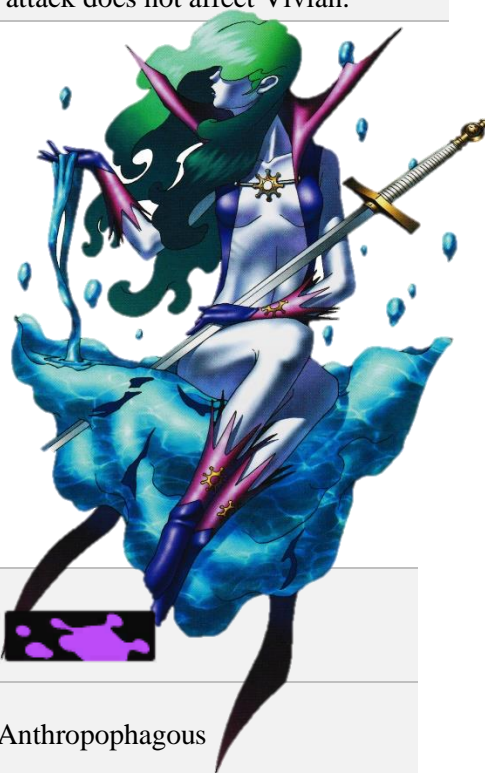
The “Lady in the Lake” in English mythology, a powerful fairy who gifted King Arthur with the legendary Excalibur.

Circle of Sleep (P): A 4-meter radius area around Vivian is converted into a placid lake. Users within this area have their movement allowance halved and have a 20% higher chance to be inflicted with any Status effect.

Lady of the Lake (P): Users outside of the Circle of Sleep who declare an attack against Vivian must first roll a 1d4. If the result is odd, the attack does not affect Vivian.

Maha Aquadyne: Up to 3 targets within 8 meters. On hit: 6d6 (21) Ice damage. Ignores Resist Ice. HDC +1 against targets within Circle of Sleep.

Mazurka: 1 target within Circle of Sleep. As long as the chosen target remains under the effect of a Circle effect, attacks against the target gain Critical Margin +2



Wendigo

XV – The Devil

Level 7
Hit Points: 110
Spell Points: 8

Types



Disposition:

Aggressive, Anthropophagous

Skill Bonus: +2 Empathy, +1 MAG, +1 AGI

Natural Skill: **Red Snow** – Targets you've dealt damage to this combat cannot escape combat normally. If the target becomes hidden or invisible, you're still able to pinpoint its location and can declare attacks against it with a -2 TEC penalty.

STR	MAG	TEC	AGI	VIT	LCK
6	1	5	4	5	2



Reflect



Null

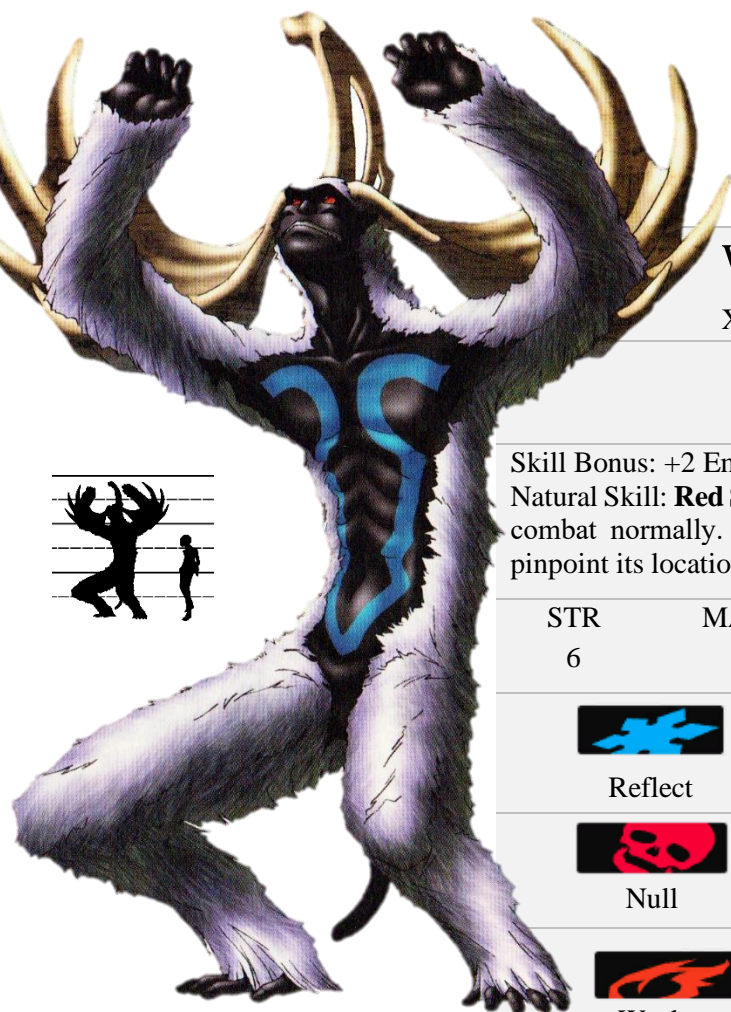


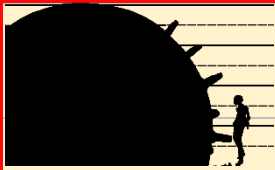
Weak

Crunch: One target within 7 meters. On hit: Wendigo moves to an adjacent spot to the target, deals 6d6-3 (18) Physical damage and heals itself for half the damage.

Excruciating Howl: All combatants. On hit: 6d4 (15) Ice damage and, before damage calculation, if a target's HP is not 100%, 100% Slowed chance.

A beast from Canadian lore, said to be humans who tasted human flesh. Mindless and ruthless, Wendigo grow larger with each human they slay and devour.





Ameno-Sagiri (Tyrant)

0 – The Joker





Cannot be acquired through Fusion, cannot be negotiated with.

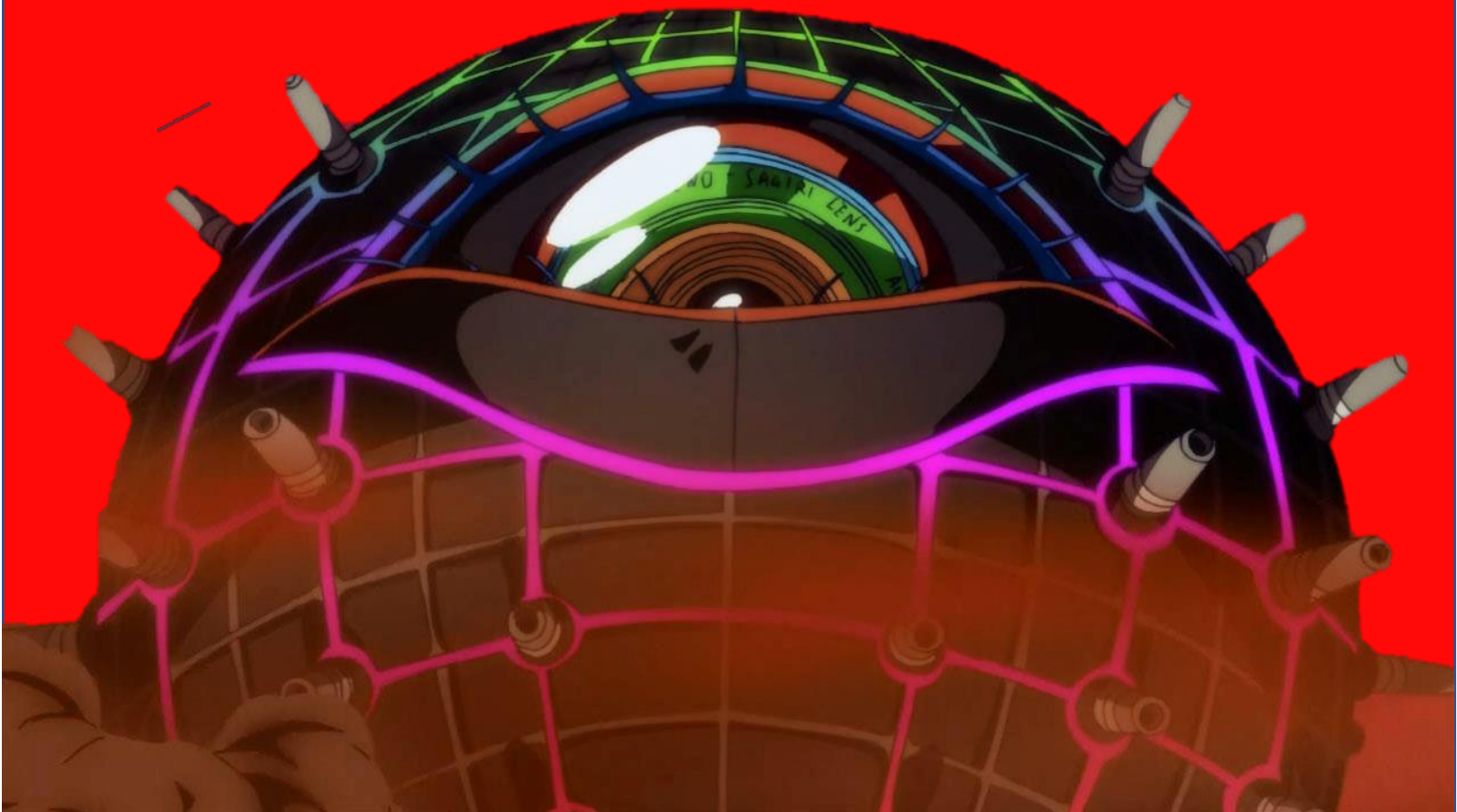
Level 16
Hit Points: 374

Types



Natural Skill: **Specter in the Fog** – Ameno-Sagiri is not affected by Knockdown, Fear, Panic and Stun.

STR	MAG	TEC	AGI	VIT	LCK
1	9	8	2	11	2
Mankind's Desires (P): During Suffocating Fog, Ameno-Sagiri has access to all Buff and Defense Type skills.			Bewildering Fog: Can only be cast during Blinding Light. Removes the effects of Blinding Light and grants Ameno-Sagiri Suffocating Fog for 3 rounds.		
Nebula Oculus: Can only be cast by the effect of Suffocating Fog. Before rolling for hit: Ameno-Sagiri gains the effect of Blinding Light. On hit: 9d6-6 (26) Almighty damage and 20% chance of Knockdown.			Eye of the Storm (P): During Blinding Light, Ameno-Sagiri can cast Maragidyne, Bufudyne, Ha Garudyne and Mazidyne.		
Suffocating Fog: Ameno-Sagiri gains +3 DDC, but cannot attack. This is considered a Buff effect. During the round its duration ends or when its removed by any effect, Ameno-Sagiri's next action will be Nebula Oculus.			Blinding Light: Ameno-Sagiri gains +1 HDC, but cannot cast spells that don't deal damage. This is considered a Buff effect that cannot be removed by effects besides Bewildering Fog.		
 Null			The Japanese spirit of fog, who represents the heavens. Ameno-Sagiri is one of Izanagi's grandchildren, but during the incident in Inaba, Ameno-Sagiri interpreted humanity's biggest desire as one to ignore the truth and live in oblivious peace, threatening to drown the world in fog and turn humans into Shadows.		
 Null					



Akihiko Sanada & Caesar

IV – The Emperor

Level 12
Hit Points: 150

Types



Natural Skill: **Cyclone** – Akihiko's MAG score cannot be lowered. Akihiko uses MAG instead of STR for all relevant checks. Thunder spells Akihiko casts deal 50% more damage.

STR	MAG	TEC	AGI	VIT	LCK
1 (9)	9	8	7	5	2



Resist



Null

Auto-Masukundaou (P): Inflicts -2 AGI, -2 TEC to any number of targets for the first 3 rounds of combat.

During the Tatsumi Port Island incident, Akihiko was one of the first members of the Specialized Extracurricular Execution Squad, a group of Persona Users tasked with exploring the tower of Tartarus. Known as a diligent, but socially inept high schooler, Akihiko decided to focus on his strength once he graduated, occasionally assisting other Users in their pursuits.

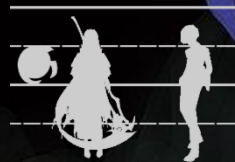
Akihiko's Persona, Caesar, is a representation of the Roman emperor Julius Caesar, the last dictator of the Roman Republic, whose status as a god amongst the living gave him eternal notoriety, although he was assassinated by the very senate he ruled over.

Wings of Vanth: 1 target within 9 meters. On hit: MAGd12-MAG (49) Physical damage.

World Breaker: All adjacent targets. -1 HDC. On hit: Deals 100% of target's HP as Physical damage.

Gravity: Up to 4 targets within TEC (8) meters. Places all targets in adjacent positions to Akihiko, without checks. Then, cast the following: Any number of adjacent targets. On hit: MAGd4-10 (12/18) Thunder damage and reduces target's movement allowance to 2 until the end of the next round.





Calliope Mori, Reaper-in-Training

XIII - Death

Disposition:
Chaotic, Noble



Level 10

Hit Points: 208

Skill Bonus: +1 MAG, +2 TEC

Types



Natural Skill: **Tsunde-reaper** – Once per day, Calliope can double her TEC for any one check against a target who's participated in negotiation during this combat.

STR
3

MAG
5

TEC
7

AGI
3

VIT
8

LCK
6



Resist



Reflect



Weak

Live Again (Passive): Each time Calliope defeats an enemy; one Deadbeat joins the combat with the original target's initiative roll.

5' Scythe: Calliope's basic attack, a clean swipe with her scythe, deals MAGd6 (18) Physical damage on hit.

Cursed Night: Any number of targets Calliope can see have a 45% chance to suffer the *Charmed* Status effect.

Cute and Strong: Calliope can start negotiation with any User. If the target's Charm is lower than 18, Calliope heals up to 25% of her HP and gains +2 TEC for 3 rounds.

Could You Please RIP? With a toast, the Rapping Reaper invites any number of targets into eternal slumber. All Users with 25+2TEC% (50%) or less remaining HP have their HP dropped to zero. Calliope can cast this spell every other turn.

Dead Beats

Level 10

Hit Points: 30

Cannot be negotiated with, cannot be acquired via Fusion.

STR	MAG	TEC
4	1	4
AGI	VIT	LCK
5	1	4



Null



Weak

Cheer Loud: On hit, a Dead Beat deals 4d6 (14) Almighty damage to one target within 5 meters and heals Calliope for half the dealt damage.



Osiris

XVII – The Star

Level 9

HP: 208

Spell Points: 10

Skill Bonus: +2 TEC, +1 VIT

Natural Skill: **King of the Dead** – At the start of combat, choose between Light or Dark and change your Interaction to that Type to *Resist* for 3 rounds. This effect still applies if you change Personae.



Null

STR

1

MAG

5

TEC

7



Resist



Resist

AGI

2

VIT

8

LCK

4

Auto-Dekaja (P): At the start of combat, remove all Auto effects from combat.

Endure (P): The first time Osiris is drops to 0 HP; it is healed back to 1 HP.

Kouga: 1 target within 7 meters. On hit: MAGd8 (22), plus 10% of Osiris's current HP, as Light Damage.

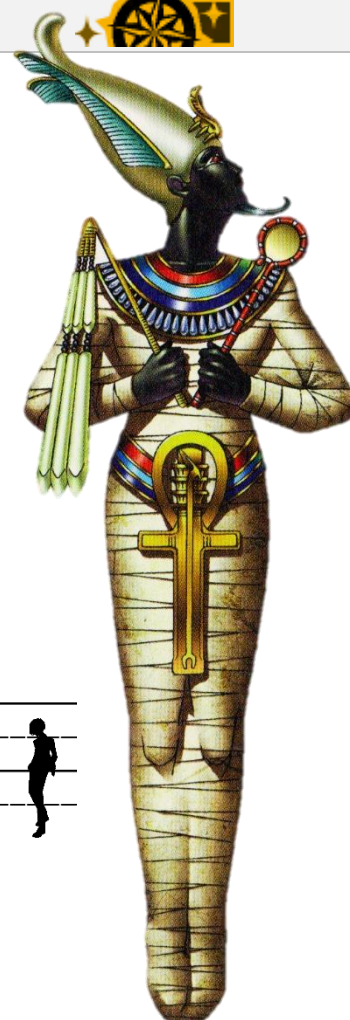
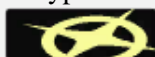
Mudoon: 1 target Osiris can see. Instantly kills targets whose HP are below 30+3TEC% (51%) below maximum.

The first king of the Nile. When Osiris was murdered by Set, he became judge of the dead and sovereign of the underworld.

Disposition:
Noble, Insane



Types



Cthulhu

XV – The Devil

Level 14

Hit Points: 210

Spell Points: 15

Skill Bonus: +2 STR, +1 VIT, +2 Knowledge

Natural Skill: **The Call** – Once your HP drops below 1, apply all Debuff and Status effects applied to you before this to up to 3 targets within 5 meters.

Types:



Disposition:

Insane, Anthropophagous



STR
8

MAG
4

TEC
7

AGI
2

VIT
7

LCK
2



Drain



Reflect



Resist



Weak

Tentacle: 1 target within 7 meters. On hit: 8d10 (44) Physical damage and TEC*5% (35%) Shocked chance.

Octopacy Fist: 1 target within 7 meters. HDC -2. On hit: 8d8 Physical damage and deals a guaranteed Critical Hit.

Dark Baptism (Debuff): Up to 1d4 targets Cthulhu can see cannot cast or be affected by Heal and Defense Type spells for 1d4-1 round(s).

Maelstrom: Any number of targets. On hit: 4d4 Ice damage, plus 1d4 for each target hit.

A cosmic entity who was once at war with ancient, godlike beings over which race would reign over the Earth. Although Cthulhu's kind was granted rule over dry land and the Old Ones thrived underwater, one day the city of R'lyeh sank into the ocean, where Cthulhu awaits in a state between death and slumber amongst its slain brethren, awaiting the right time for its return.



Nyarlathep, the Thousand Faces

0 – The Jester

Level 18

Hit Points: 380

Spell Points: 19

Skill Bonus: +8 Knowledge, +4 Charm, +4 Expression, +4 Courage, +1 TEC

Types



Disposition:
Insane



The sealed version of Nyarlathep, an evil being whose mere presence inspires fear and madness. Traditionally an enemy of humanity, this avatar had its essence suppressed, but its power still lingers.

STR
1

MAG
1

TEC
10

AGI
10

VIT
10

LCK
1



Null



Resist



Resist

Nyarlathep, the Thousand Faces cannot be acquired through Fusion or obtained from negotiation if the party hasn't defeated **Nyarlathep, The Crawling Chaos**.

Banishment (Light): Reduce 1 target's HP to 1. If this spell deals damage, Nyarlathep cannot use it for the next 1d4 rounds.

Punishment (Dark): 1 target whose HP is below 20% of its maximum value is put on Death's Door. If this attack succeeds, Nyarlathep recovers 20% (76) of its maximum HP.

Poison Breath (Status): Any number of targets within 5 meters. Poisoned chance: 65%.

Instead of a Natural Skill, when acquired as a Persona, Nyarlathep gains one use of **Chaotic Darkness** for no Spell Point cost.

Chaotic Darkness:

Tier V Dark Type Spell

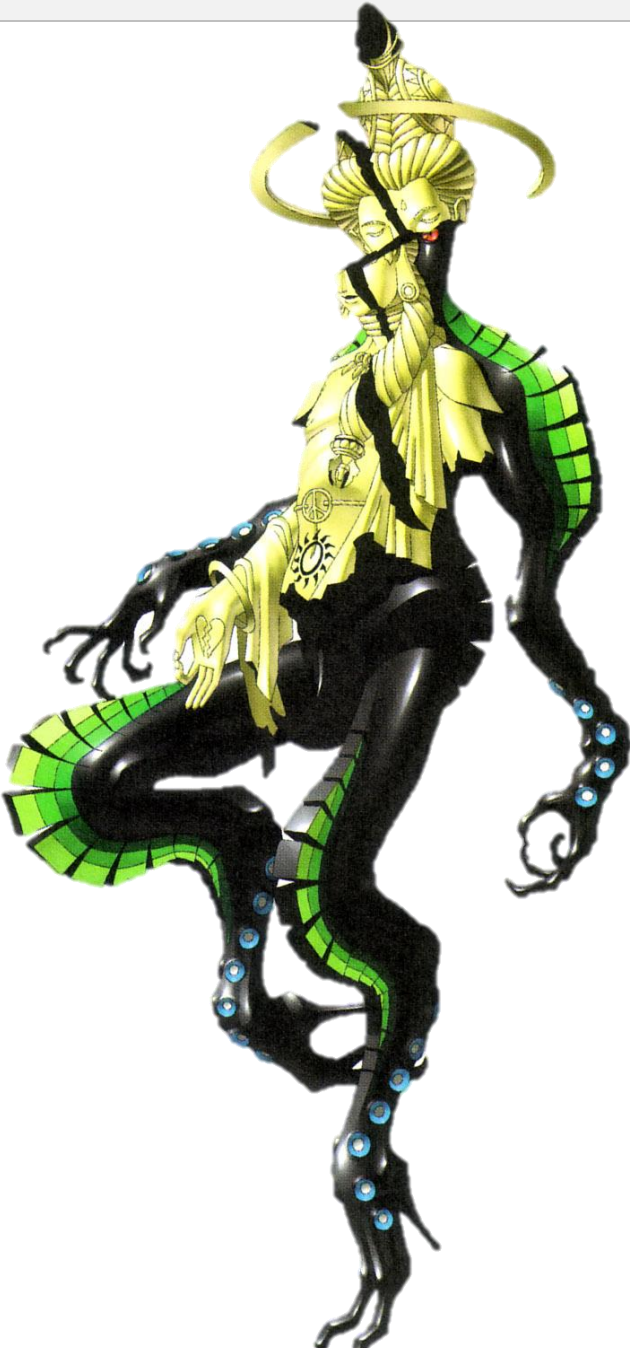
Categories: Dark, Status, Death, Repress (A)

Time: Default.

Duration: Instant.

Target: Any number of targets within 5 meters

Effect: Targets below 4*TEC% HP are instantly killed. Targets above this threshold have a 100% chance to suffer Poisoned or Panicked (caster's choice). Repress this spell.



Moon Howler Nyarlathotep

XXI – The World

Level 18
Hit Points: 175

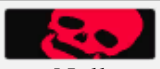


Types

Chaos Element – Cannot be afflicted with Mind Status, automatically recovers from all Status effects at the end of its turn. Ignores all *Reflect* and *Drain* effects, except Tetrakarn and Makarakarn.

Infinite Madness: Does not respond to negotiation, cannot be acquired through Fusion.

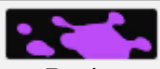
STR	MAG	TEC	AGI	VIT	LCK
5	6	8	10	2	4



Null



Resist



Resist



Resist

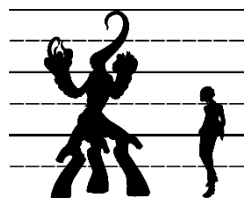
Omega Cluster (Status): Up to 3 targets Nyarlathotep can see. Applies the *Trance Nerve* Status effect. Targets under Trance have their total Agility score set to 1 until they take damage from any source. Effects that remove Nerve Status can also remove Trance.

Guard Punish: Any number of targets. On hit: 5d8 (23) Physical damage, plus the target's total Damage Reduction value, multiplied by 3.

Unperishable Black (Dark): One target Nyarlathotep can see takes damage equal to half their maximum HP.

A powerful deity from Lovecraft's Mythos. A godlike creature with a thousand different faces who often visits our world to sow intrigue, chaos and madness. Unlike most elder gods, who are indifferent to human affairs, Nyarlathotep revels in seeing mortals suffer.

Once *Moon Howler Nyarlathotep* is defeated, start a new round and add one **Nyarlathotep, The Crawling Chaos** to battle. It is automatically the first creature in the initiative queue; This overrides all initiative-altering effects.



Nyarlahotep, the Crawling Chaos (Tyrant)

XXI – The World

Level 20

HP: 450

Chaos of a Thousand Faces – Whenever a Status spell targets Nyarlathotep, apply that Status effect to all Users. All of Nyarlathotep's attacks treat Reflect as Resist and ignore Users' Damage Reduction values from gear. Nyarlathotep's Status immunity extends to the Analyzed condition.

Gibbering Madman: Whenever negotiation starts with *Nyarlahotep, the Crawling Chaos*, the negotiating character suffers a penalty to all its Skills equal to the chosen Social Skill divided by 5, minimum 1, for 4 rounds. This is a Debuff effect.

STR

10

MAG

10

TEC

9

AGI

6

VIT

10

LCK

2



Drain



Reflect



Null



Resist



Resist

Wheel of Fortune: Any number of targets. HDC -1. On hit: target is unable to change Personae or activate Class features for 2d8 rounds.

Wheel of Time: Any number of targets. On hit: MAGdX Almighty damage. The first time this spell is cast, use a d6 to calculate damage. Increase the dice category of this attack by one before calculating damage on each cast after that (max d12).

Despairing Dream: The next time Nyarlathotep casts Wheel of Time, it gains this additional effect: *On hit: reduce the target's Energy by 1dx, using the same dice used to calculate damage.*

Transient Ripple (Almighty): Any number of targets have all their Buff, Defense, and Charge effects removed.

Nyarlahotep, the Crawling Chaos may perform Hetelic actions up to the number of Users participating in combat (Minimum four) per round.

Cosmic Expanse: Nyarlathotep may cast any of its spells immediately, even if its actions are restricted by any means. If Wheel of Time is cast through Cosmic Expanse, do not increase its dice category.

Feed on Woe: Nyarlathotep recovers VITd6 (55) HP.

Oppressing Madness: If a target passes the recovery check for any Status effect(s), the target suffers the Panicked Status effect immediately, bypassing any Status resistances.

Elder God: If Nyarlathotep fails any check, it automatically passes it instead, even if it wouldn't be possible otherwise. This spends two Hetelic actions instead of one.

Humanity's True Potential: Once Nyarlathotep, the Crawling Chaos is defeated, the party gains the Persona *Nyarlahotep, the Thousand Faces*, using the same rules for obtaining Ultimate Personae.









Reaper

XIII – Death

Level 17

HP: 290

Relentless – Reaper's actions and movement cannot be restricted by any effects or actions. Reaper uses his MAG score for both MAG and STR checks.

Cannot be negotiated with or obtained through Fusion.

STR
(10)

MAG
10

TEC
10

AGI
1

VIT
8

LCK
1



Resist



Resist



Null

A mysterious, immensely powerful Shadow that lurks alone through the Metaverse, annihilating any Users in its path.

Six Bullets (P): At the start of combat, Reaper gains the effect of Infernal Bullet. At the start of every round after that, Reaper cycles to the next Bullet (below), gaining new Interactions and spells. This does not overwrite his default interactions. Once Void Bullet's round ends, Reaper resets to Infernal Bullet and the cycle restarts.

Infernal Bullet

Grants *Resist* to all Types, except Fire.
Inferno Shot: 1 target within 8 meters. Hit: 10d12 (65) Fire damage. Critical Margin +2. Rolling Critical hits with this attack does not spend Luck Charges.
On crit: Deals 3x damage instead of 2x.

Frostbite Bullet

Grants *Resist* to all Types, except Ice
Glacial Shot: 1 target within 6 meters. Hit: 10d8 (45) Ice damage and target loses 1d6 Energy.

Voltaic Bullet

Grants *Resist* to all Types, exc. Thunder
Neuroshock Shot: 1 target within 6 meters. Hit: 10d10 (55) Thunder damage and 8TEC (80%) Shocked chance to the target. Also deals half the rolled damage and has half the Shocked chance to all Users within 2 meters of target.

Tempest Bullet

Grants *Resist* to all Types, except Wind
Tornado Shot: Up to 3 targets within 12 meters. +1 HDC. Hit: 10d6 (35) Wind damage, plus 1 point of damage per hit point above each target's dodge check (calculated individually for each target).

Sanctified Bullet

Grants *Resist* to all Types, except Light
Lambent Shot (Light): Any number of targets Reaper can see. Targets lose 35% of their current HP.
Lucent Shot: Up to 1d4+1 targets Reaper can see. Removes all Buff effects active on target, and target cannot benefit from Buff effects for 3 rounds.

Void Bullet

Grants *Resist* to all Types, except Dark
Necrotic Shot: One target Reaper can see. If target's HP is below 30%, target enters Death's Door and immediately loses 1 Counter.
Abyssal Shot: Any number of targets within 8 meters. Hit: 10d6 (35) Dark damage, and target suffers -1 DDC until the end of Reaper's next turn.

Reaper can cast the following spells independently of which Bullet he has loaded:

Aeon Hail: Up to 3 targets within 8 meters. Hit: 10d8 (45) Gun damage.

Megido-Grasp Bullet: 1 target within 5 meters. Hit: 10d4 (25) Almighty damage. Target is moved to an adjacent position to Reaper and suffers the effects of **Rakundaou** (Debuff: *Fortify Physical, Elements -12* for 3 rounds)



Reaper (Merciless)

XIII – Death

Level ??

HP: 500

Relentless – Reaper's actions and movement cannot be restricted by any effects or actions. Reaper uses his MAG score for both MAG and STR checks. Reaper cannot be Analyzed by Intel spells. Reaper is immune to Death effects.

STR
(10)

MAG
10

TEC
10

AGI
8

VIT
8

LCK
1



Resist



Resist



Null

Bullet Hell (P): Reaper always has two turns per round, attacking once with each of his guns. At the start of each round, roll 2d6. The result of each of these dice will determine each of his gun's Bullets.

If both guns load the same Bullet, the Bullet's *Resist* effect becomes *Null*, and his attacks deal 250% of their rolled damage until the end of the round.

A mysterious, immensely powerful Shadow twisted by a dark power, rumored to only ever being let loose by the cruelest of Tyrants.

1 – Nuclear Bullet

Grants *Resist* to all Types, except **Ice**
Atomic Shot: 1 target within 8 meters.
Hit: 10d12 (65/130) Fire damage.
Ignores Interactions with Fire besides Weakness, and always deals Critical damage.

2 – Extinction Bullet

Grants *Resist* to all Types, except **Fire**
Hopeless Shot: 1 target within 6 meters.
Hit: 10d8 (45) Ice damage and sets Target Energy to zero.

3 – 10-Million-Watt Bullet

Grants *Resist* to all Types, except **Wind**
Blackout Shot: 1 target within 6 meters.
Hit: 10d10 (55) Thunder damage and 100% Shocked chance to the target. Also deals half the rolled damage and 100% Shocked chance to all Users within 4 meters of target.

4 - Warling Bullet

Gains *Resist* to all Types, exc. **Thunder**
Tornado Shot: Up to 3 targets within 12 meters. +2 HDC. Hit: 10d6 (35) Wind damage. Moves all targets to adjacent positions to Reaper, if possible. For the next 1d4+1 rounds, every unit that starts its turn within 2 meters of Reaper takes MAG (10) Wind damage, no check.

5 – Escathon Bullet

Grants *Resist* to all Types
Penitent Shot (Light): Any number of targets Reaper can see. Targets lose 50% of their **maximum** HP.
Sacrosanct Shot: Any number of targets Reaper can see. Removes all Buff effects active on target, and target cannot benefit from Buff effects or recover HP for 1d4 rounds.

6 – Final Bullet

Grants *Resist* to all Types
Festering Shot: One target Reaper can see. If target's HP is below 100%, target enters Death's Door and immediately loses 1 Counter.
Aphotic Shot: Any number of targets within 8 meters. Hit: 10d6 (35) Dark damage, and target cannot dodge until the end of Reaper's next turn.

Reaper can cast the following spells independently of which Bullet he has loaded:

Aeon Ultimatum: Up to 6 targets within 8 meters. Hit: 10d8 (45) Gun damage and 8TEC% (80%) **Knockdown** chance.

Drag Down: 1 target within 5 meters. Hit: 10d4 (25) Almighty damage. Target is moved to an adjacent position to Reaper and suffers the effects of **Rakundyne** (Debuff: *Fortify Physical, Elements -24* for 3 rounds)

