

Choosing your Class

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

Core Classes

Emergent ★☆☆

Origin: Persona series

Playstyle: Powerful and Reliable

- ❖ Can only wield one Persona;
- ❖ Can learn up to four spell Types;
- ❖ Gain SP by defeating Shadows;
- ❖ Trade in Spell Points for new spells;

Emergent characters: Mitsuru Kirijo (Persona 3), Kanji Tatsumi (Persona 4).



Wildcard ★★★

Origin: Persona series

Playstyle: Flexible and Resourceful

- ❖ Can wield several Personae;
- ❖ Acquire new Personae by negotiation;
- ❖ Able to Fuse and Sacrifice Personae;
- ❖ Gain a negotiation bonus based on your Arcana;

Wildcard characters: Joker (Persona 5), Maya Amano (Persona 2)



Shadow ★★★

Origin: Persona 4

Playstyle: Creative and Cooperative

- ❖ Can only wield one Persona;
- ❖ Gain a permanent bonus to explore the Metaverse;
- ❖ Copy allies' spells and skills;
- ❖ Are able to "Realize" any spell, making it affect objects and structures in the Metaverse;

Shadow characters: Teddie (Persona 4)



Suppressor ★☆☆

Origin: Persona 3

Playstyle: High damage and focused builds

- ❖ Can only wield one Persona;
- ❖ Gains Combat Skills every Level;
- ❖ Able to enter a “Berserk” mode for a limited time;
- ❖ Suffer a minor penalty when raising Social Skills;

Suppressor characters: Aigis (Persona 3),
Labrys (Persona 4: Arena)



Beacon ★★★

Origin: Persona 3

Playstyle: Strategic and Versatile

- ❖ Can wield several Personae;
- ❖ Choose a new Persona every other level;
- ❖ Gain an exclusive piece of gear that grows stronger with time;
- ❖ Gain a slight bonus to survive otherwise lethal attacks;

Beacon characters: Rei (Persona Q)



Sea of Souls I Classes

Devil Summoners ★★★

Origin: Shin Megami Tensei I

Playstyle: Unique and Flexible

- ❖ Can wield multiple Personae;
- ❖ Can obtain Personae through negotiation;
- ❖ Can cast spells from other Personae's decks;
- ❖ Gain unique features by choosing a COMP
- ❖ Smaller stock than Wildcards, and no innate negotiation bonus;

Devil Summoner characters: Flynn (SMT IV), Aleph (SMT II)



Artificial Users ★★★

Origin: Persona 3

Playstyle: High Risk, High Reward

- ❖ Can only wield one Persona;
- ❖ Can sacrifice HP for powerful bonuses;
- ❖ Can "steal" spells from hostile Shadows;

Artificial Users: Chidori (Persona 3)



Nahobino ★★☆

Origin: Shin Megami Tensei V

Playstyle: Defensive and Offensive Versatility

- ❖ Can only wield one Persona;
- ❖ Starts with a powerful, scaling weapon;
- ❖ Larger spell decks;
- ❖ Can gain "Essences" through negotiation
- ❖ Essences can give you Resistances or spells;

Nahobino characters: SMT V's Main Character



Velvet Room Attendants ★★☆

Origin: Persona 3

Playstyle: Longevity and Versatility

- ❖ Can only wield one Persona;
- ❖ Can cast spells from allies' decks;
- ❖ Can recover spell uses during combat;
- ❖ Can "inherit" spell decks from dead Users;

Attendant characters: Elizabeth (Persona 3), Margaret (Persona 4)



Navi ★☆☆

Origin: Persona 3

Playstyle: Support Mastery

- ❖ Can only wield one Persona;
- ❖ Can only choose specific, support-oriented spell Types;
- ❖ Starts with a free support spell, Perception;
- ❖ Gain SP by helping allies mitigate damage;
- ❖ Access to unique Navi Spells;

Navi characters: Fuuka Yamagishi (Persona 3), Futaba Sakura (Persona 5)



Sea of Souls II, III, VI and VII Classes

Marebito (Sea of Souls II) ★☆☆

Origin: Persona -trinity soul-

Playstyle: Powerful and Focused

- ❖ Can only wield one Persona;
- ❖ Can copy spells learned by allies;
- ❖ Can copy the skill bonuses from slain Shadows;
- ❖ Must consume “Suppressants” or suffer a steep penalty;

Marebito characters: Yuji Kimoto
(Persona -trinity soul-)



Mirage Masters (Sea of Souls III) ★★★

Origin: Tokyo Mirage Sessions #FE

Playstyle: Creative and Resourceful

- ❖ Can only wield one Persona;
- ❖ Gain Social Skills by slaying Shadows;
- ❖ Gain new combat and resource perks by leveling up Social Skills;
- ❖ Can form “Contracts” with Shadows;
- ❖ Contracts can be redeemed at any time for various rewards;

Mirage Master characters: Itsuki Aoi,
Tsubasa Oribe (TMS #FE)



Maken Hosts (Sea of Souls VI) ★☆☆

Origin: Maken X

Playstyle: Aggressive and Strategic

- ❖ Can only wield one Persona;
- ❖ Melee and ranged attacks gain permanent bonuses;
- ❖ Can command allies to attack for you during your turn;
- ❖ Gain spells from slain Shadows;
- ❖ Can attack outside of their turn;

Maken Host characters: Kei Sagami
(Maken X / Maken Shao)



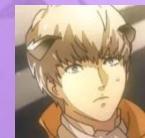
Metaphors (Sea of Souls VII) ★★★

Origin: Metaphor: ReFantazio

Playstyle: Strategic and Cooperative

- ❖ Can only wield one Persona;
- ❖ Can influence crowds to assist them in the Universe;
- ❖ Can Bond with other Users;
- ❖ Can grant or gain extra turns based on their Bonded ally;
- ❖ Gains more SP from spell cards;

Metaphor characters: Strohl (MRF)



Innocent (Sea of Souls I) ★☆☆

Origin: Shin Megami Tensei Online

Playstyle: Strategic and Versatile

- ❖ Suppressor Variant;
- ❖ Can only wield one Persona;
- ❖ Gain a Combat bonus every other level;
- ❖ Can learn spells outside of their Types;
- ❖ Able to enter a "Berserk" mode for a limited time;
- ❖ Starts the game with an extra Aspect;
- ❖ Small penalty for Shadow negotiations;

Innocent characters: Azura (SMT Online)



Variant Classes

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

Uninvited (Sea of Souls IV) ★★★

Origin: Persona 5

Playstyle: Powerful and Flexible

- ❖ Wildcard Variant;
- ❖ Start with two Personae;
- ❖ Can fuse Starter Personae with others;
- ❖ Cannot equip Personae acquired by negotiation;
- ❖ Smaller stock limit;

Uninvited characters: Goro Akechi (Persona 5)



Humanity Companions (Sea of Souls V) ★★☆☆

★★★☆☆

Origin: Persona 5 Strikers

Playstyle: Creative and Reliable

- ❖ Shadow Variant;
- ❖ Can only wield one Persona;
- ❖ Can learn spells from other players, but not Natural Skills;
- ❖ Can affect both the real world and the Metaverse with their spells;

Humanity Companion characters: Sophia (Persona 5 Strikers)



Maken Shao (Sea of Souls VII) ★☆☆

Origin: Maken Shao (PS2)

Playstyle: Aggressive Damage-dealer

- ❖ Maken Host Variant;
- ❖ Can only wield one Persona;
- ❖ Can spend spell uses to imbue weapon attacks with elemental power
- ❖ Access to exclusive combat maneuvers

Maken Shao characters: Kay Sagami (Maken Shao)



Tensei (Sea of Souls V) ★★★★★

Origin: Persona 2: Eternal Punishment

Playstyle: Solid All-Around

- ❖ Beacon Variant;
- ❖ Can only wield one Persona;
- ❖ Personae gain new Types or Resistances every other level;
- ❖ Gain an exclusive accessory that grows in power with time;
- ❖ Can act while near death;

Tensei characters: Kei Nanjo (Persona 2: Eternal Punishment)

