## Creating Shadows

Creating Shadows is a slightly more complicated process to creating playable Users, but often more loosely ruled. You can start by choosing its form and name, then an appropriate Arcana and Dispositions (these are mostly down to your preference).

|  |  |
| --- | --- |
| Level | X |
| 1-3 | 3,5 |
| 4-5 | 4,5 |
| 6-8 | 5,5 |
| 9-11 | 6,5 |
| 12-14 | 7,5 |
| 15-17 | 8,5 |
| 18-20 | 9,5 |

**The central idea for most Core Grimoire Shadows is the following: It should be defeated roughly upon taking four average attacks from equally-leveled Users, without taking in account Buff, Debuff, Weaknesses or Resistances. Similarly, one Shadow should be able to reliably take out a User of the same level as itself in four average attacks.**

Shadow HP calculation follows a linear progression, and its base formula is: 4VIT \* X. X is a variable value that scales based on the Shadow’s Level using the table below. Shadows above level 21 should follow a similar progression.

Similarly, Combat Skill distribution for Shadows follows a level-based curve, although it scales slower as Levels increase. We’ll use the shorthand “BST” for Base Skill Total in this document to describe the sum of Shadow Combat Skills.

Keep in mind, however, that Luck is calculated as being worth .5 Combat Skill points as opposed to 1 full point. Meaning, if you distribute 3 of a Shadow’s BST points to its LCK score, write it down as a 6. Since Luck is less often used in Shadows, this makes it a more interesting investment for them, and allows Critical-based Shadows to really shine if played right.

|  |  |  |
| --- | --- | --- |
| Level | BST | Avg. |
| 1-6 | 17+Lv. | 5 |
| 7-10 | 16+Lv. | 6 |
| 11-18 | 15+Lv. | 7 |
| 19-20 | 14+Lv. | 7.5 |

The BST table is to the left, showing the general estimate you should adhere to when making a normal Shadow, allowing for a variance of up to 2 points more or less than that average. These stats are based around the core idea we mentioned of “four attacks”, and combats were planned around a “4 vs 4” structure where four Users fight four Shadows at the same level as themselves and the battle takes roughly four full rounds. The Avg. column denotes a rough estimate of the average value per Skill, which can be useful to determine how much harder you want a Shadow to hit than normal or how much longer it can survive for.

More important Shadows, however, should be able to take a much more thorough beating. Knowing this information, you can tweak their BST or HP values as you see fit to give them more longevity in combat and deadlier attacks. Notable, Shadows like Lucifer have their Health pools almost doubled to showcase their immense threats.

Keep in mind, however, that distribution of stats plays a major part in how threatening a Shadow is. Most Shadows have a few points splashed into Stats it won’t normally use, while Tyrants and Ultimate Shadows have Stats tweaked to squeeze a ton of performance out of them, like Beelzebub’s extreme 1 STR, 1 MAG, 14 TEC spread.

Shadows have up to three Types and don’t follow “Spell Point” rules, as that would make it incredibly burdensome for Narrators to keep track of. Rather, an average Shadow has around 4 spells sticking to a general gameplay theme, with one of those usually being a Passive at higher levels. Most of their Types are sourced from mainline Persona games mixed in with some Grimoire flavoring. For instance, select Shadows have access to “Circle” spells, an area-of-effect spell around the Shadow and the rest of the spells are meant to incentivize luring or forcing the players into the area. These gameplay niches will come to you naturally as you research spell lists from the console games and the Grimoire has no shortage of simpler damage- or support- focused mooks, so don’t feel pressured to make unique encounters right out of the gate.

The damage these spells cause, however, is a bit more complicated and requires a more in-depth knowledge of Grimoire numbers:

It’s hard, if not impossible, to measure precisely how much HP Users will have at any point. VIT, while being extremely important, isn’t every player’s main stat investment, and there’s no shortage of gear and effects that can alter that value at any given time, so the best you can do is generate a reliable average, base your attack numbers off that average, and allow the Narrator to tweak the numbers if needed. The following table might be very intimidating at first, but we’ll be breaking down what each of these fields mean in time.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | UHP | Single | Ha | Ma | D4 | D6 | D8 | D10 | D12 |
| 1 | 34 | 8.5 | 5.95 | 4.165 | 10 | 14 | 18 | 22 | 26 |
| 2 | 43.5 | 10.875 | 7.6125 | 5.32875 | 10.625 | 14.875 | 19.125 | 23.375 | 27.625 |
| 3 | 53.5 | 13.375 | 9.3625 | 6.55375 | 11.25 | 15.75 | 20.25 | 24.75 | 29.25 |
| 4 | 64 | 16 | 11.2 | 7.84 | 11.875 | 16.625 | 21.375 | 26.125 | 30.875 |
| 5 | 73.75 | 18.4375 | 12.90625 | 9.034375 | 11.875 | 16.625 | 21.375 | 26.125 | 30.875 |
| 6 | 86.5 | 21.625 | 15.1375 | 10.59625 | 13.125 | 18.375 | 23.625 | 28.875 | 34.125 |
| 7 | 96.75 | 24.1875 | 16.93125 | 11.851875 | 13.125 | 18.375 | 23.625 | 28.875 | 34.125 |
| 8 | 109 | 27.25 | 19.075 | 13.3525 | 13.75 | 19.25 | 24.75 | 30.25 | 35.75 |
| 9 | 121.75 | 30.4375 | 21.30625 | 14.914375 | 14.375 | 20.125 | 25.875 | 31.625 | 37.375 |
| 10 | 135 | 33.75 | 23.625 | 16.5375 | 15 | 21 | 27 | 33 | 39 |
| 11 | 146 | 36.5 | 25.55 | 17.885 | 15 | 21 | 27 | 33 | 39 |
| 12 | 163 | 40.75 | 28.525 | 19.9675 | 16.25 | 22.75 | 29.25 | 35.75 | 42.25 |
| 13 | 174.5 | 43.625 | 30.5375 | 21.37625 | 16.25 | 22.75 | 29.25 | 35.75 | 42.25 |
| 14 | 189.5 | 47.375 | 33.1625 | 23.21375 | 16.875 | 23.625 | 30.375 | 37.125 | 43.875 |
| 15 | 205 | 51.25 | 35.875 | 25.1125 | 17.5 | 24.5 | 31.5 | 38.5 | 45.5 |
| 16 | 221 | 55.25 | 38.675 | 27.0725 | 18.125 | 25.375 | 32.625 | 39.875 | 47.125 |
| 17 | 233.25 | 58.3125 | 40.81875 | 28.573125 | 18.125 | 25.375 | 32.625 | 39.875 | 47.125 |
| 18 | 254.5 | 63.625 | 44.5375 | 31.17625 | 19.375 | 27.125 | 34.875 | 42.625 | 50.375 |
| 19 | 267.25 | 66.8125 | 46.76875 | 32.738125 | 19.375 | 27.125 | 34.875 | 42.625 | 50.375 |
| 20 | 285 | 71.25 | 49.875 | 34.9125 | 20 | 28 | 36 | 44 | 52 |

**UHP** stands for an average User’s HP, based entirely on the estimated BST of a User as they develop through the game gaining BST increases from many different sources (User levels, Persona levels, Gear, Feats, etc.). This value can vary wildly, as we previously mentioned, but is our best bet in determining fair damage values for a Shadow. It also scales similarly to Shadow BSTs, so you can use that table as a starting point for these numbers.

**Single, Ha** and **Ma** are the expected damage a Shadow should deal with their Single target, “up to 3 targets” and “any number of targets” spells if they have an average SKL stat. Finally, the d\* columns show how much damage, in average, a Shadow would deal rolling an attack that exclusively uses that dice with no modifiers. The green highlights on the table show the “Sweet Spot”, a general reliable guideline of what dice you can use for single-target attacks to reach the expected damage thresholds, so even if your Shadow has below or above average SKL, you can use the Sweet Spot dices to make sure the damage will scale accordingly, while adding positive or negative modifiers to tune the encounter to your liking.

Defensively speaking, you can distribute elemental interactions following each BST “Tier” as listed in the BST table. For example: For levels 1 through 6, you can give your Shadow 1 Resistance and 1 Weakness. For levels 7 through 10, distribute 2 Resistances and a Weakness, etc. These Resistances can be upgraded to Null, Repel and Drain as levels rise, and if you think a particular Shadow is too resilient, you can give them two Weaknesses or Weaknesses to very common Types, such as Physical or Fire. Resistances are generally tied to the Shadow’s Types, but are not inherently tied to them, so feel free to experience with the system.

One of the trickiest parts of creating a new Shadow is giving them a Natural Skill. These strange quirks, unique to each Shadow, can feel pretty daunting from a writing perspective. It’s a good idea to keep them for last, after you’ve done a bit of research on the Shadow’s mythos and origin, and come up with something that can be used in a decent amount of situations that fits into the original myth, or create a skill that is highly specific to a User’s niche (Support, damage mitigation, control, etc.) that’s flavored after the Shadow’s gameplay.

Finally, enough room permitting, you can add a lore blurb describing your Shadow’s origin and mythos, and a Scale, the image that shows the Shadow’s size relative to the Users. This helps Narrators explain combat interactions and gives players a general idea of what they’re up against.

## Creating Tyrants

Tyrants are, strictly speaking, simply much stronger Shadows. You can build them the same, giving them a sizeable BST boost (up to +5 on their normal BST should be fine, depending on distribution), and apply an HP multiplier based on the “Base” Shadow HP you’d get otherwise. If the Tyrant is the only hostile unit in combat, multiplying his HP by 3 will ensure he stays in the fight for much longer. Similarly, their damage can have better multipliers or added effects, but try not to scale damage too far, as a Tyrant who can two-shot your strongest Users can feel overly cheap or force your players to heal too often.

When designing a Tyrant’s spell list, try not to rely too much on one gimmick, since if players overcome that gimmick, the battle may become too easy. Rather, think of a general Theme your Tyrant embodies and create spells that cater to that theme. This also allows them to have a larger variety of spells.

As for Hetelic actions, each Tyrant should have around two “slots” per Round, plus 1 for each 5 levels, so a Level 10 Tyrant would have three slots, a Lv. 15 would have four, etc. As for how many Actions a Tyrant has access to, feel free to give them a wide enough array that they’ll be able to put up a reasonable fight, and consider creating a unique Action that plays into the fight’s gimmick.

The next page should have everything you need to create a Shadow stat block under the same general formatting used by the Grimoire, with all the needed icons and fields. You should get comfortable editing and resizing the stat block table, as most Shadows will require some playing around with the format to fit properly.

C:\Users\programacao\Desktop\Materiais Persona\Material Visual Livro\Elements\Almighty.png



|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name  X – Arcana | | | | | | | | | | | |
| Level  Hit Points:  Spell Points: [Level +1] | | | | | | | | | Types | | |
| Skill Bonus: --  Natural Skill: **Skill Name –** Description | | | | | | | | | Disposition(s): | | |
| STR | MAG | | TEC | AGI | | VIT | | LCK | Active Spells:  **Spell Name:** Spell Effect | | |
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| Lore/Description | | | | | | | | | **Passive (P)**: Effect | | |

