

Spell Compendium

Spells are separated by Type and Tier. Critical effects are described immediately following the Type.

Notation:

- **(A) - Active ability.** Requires card in spell deck to cast. Costs a standard action.
- **(P) - Passive ability.** Always on. Don't put this spell card in your deck.
- **(H) - Held ability.** Only on if the card is in hand.
- **Critical (X)** - Same as the weapon keyword. Does damage based on STR or MAG based on what ordinarily powers the spell.
- **Fast** - A fast spell can be cast as a minor action.
- **Interrupt** - An interrupt spell can be cast when it's not the caster's turn, typically when another spell is being cast. Cast on one's own turn, an interrupt spell costs no actions, can be performed during any phase of the turn, and doesn't use your interrupt action for the round.
- **Knockdown** - A knockdown spell knocks the target prone if the spell successfully deals damage. A separate condition may be provided to trigger or avoid the knockdown effect. A particular subtype is Knockdown Weakness, which triggers only if the target is weak against the damage dealt by the spell. Knockdown Standard triggers only if the target is weak or neutral to the damage dealt by the spell.
- **Realized** - A realized spell is capable of inflicting damage to more than just beings with minds. While most spells deal damage only to sentient targets capable of comprehending the effect, a realized spell is entirely capable of setting a room ablaze. These spells are typically more expensive, and quite dangerous.
- **Repressed** - A repressed spell is set aside after use, effectively removed from the game. No effect can recover it afterwards unless it specifically says it works on repressed spells. Repressed spells are recovered at the end of the Delving.
- **HDC - Hit Die Category.** Increase the die size of your accuracy die by a specified amount.
- **Unique** - A unique spell is only available to a certain Persona. (Examples of these are found in the Miscellaneous section of the Spell Compendium. Your campaign documents may include more.)

Physical Spells

Critical Hit: + Tier • STR damage

Tier I

- **Arrow Rain**
Tier I
Total Physical Spell (A)
Effect: STRd6+3 Physical,
Costs 1 Fatigue
Range: All LOS enemies
- **Assault Dive**
Tier I
Physical Spell (A)
Effect: STRd6+5 Physical
Range: One enemy, LOE range 3
- **Cleave**
Tier I
Line Physical Spell (A)
Effect: STRd6+3 Physical
Target: A line three spaces long,
center LOS range 1-5
- **Double Fangs**
Tier I
Physical Spell (A)
Effect: STRd4+2 Physical
Target: Two targets within LoE
range 4, may pick same target twice
- **Force Wave**
Tier I
Burst Knockdown Physical Spell (A)
Effect: STRd6 Physical, Knockdown
Weak
Target: Radius 3 burst, center LOE
range 4

- **Gale Slash**
Tier I
Total Physical Spell (A)
Effect: STRd4+2 Physical
Target: All enemies, LOE or range 4
- **Holy Arrow**
Tier I
Charm Status Physical Spell (A)
Effect: STRd6+3 Physical,
10% chance to Charm + 5% per 2
TEC (cap at 40%)
Target: One enemy, range 5
- **Skull Cracker**
Tier I
Stun Status Physical Spell (A)
Effect: STRd6 Physical,
20% chance to Stun
Target: One enemy, LOE range 3

Tier II

- **Aeon Rain**
Tier II
Burst Physical Spell (A)
Effect: STRd6+5 Physical
Target: Radius 3 burst, center LOE
range 4
- **Crazy Chain**
Tier II
Burst Physical Spell (A)
Effect: STRd6+2 Physical,
10% chance to inflict Rage
Target: All enemies within LOE
range 6

- **Cruel Thrust**
Tier II
Physical Spell (A)
Effect: STRd8+8 Physical
Target: One enemy, LOE range 6
- **Fatal End**
Tier II
Physical Spell (A)
Effect: STRd8+12 Physical damage
Target: One enemy, LOE range 3
- **Herculean Strike**
Tier II
Total Physical Spell (A)
Effect: STRd8+5 Physical,
Costs 1 Fatigue
Target: All LOS enemies
- **Mind Slice**
Tier II
Physical Spell (A)
Effect: STRd8+5 Physical,
10% + 5% per 2 TEC
chance of Panic
Target: One enemy, LOE range 3
- **Path of Blades**
Tier II
Panic Status Physical Spell (A)
Effect: STRd8+5 Physical, 10% +
5% per 2 TEC chance of Panic
Target: A walkable path, beginning
adjacent to the caster, of length
2+TEC

- **Seal Bomb**
Tier II
Burst Panic Status Physical Spell (A)
Effect: STRd8 Physical, 15% chance
to Panic
Target: All enemies in LOE radius 3
- **Venom Stab**
Tier II
Physical Spell (A)
Effect: STRd6+10 Physical, 25%
chance of Poison
Target: One enemy, LOE range 6

Tier III

- **Agneyastra**
Tier III
Burst Knockdown Realized Physical
Spell (A)
Effect: Return rest of your hand to
your deck.
STRd6+10 Physical. Damage die
category +1 per 2 cards returned
Target: All enemies, range 8
Special: : Pretty much garbages
everything in the area of effect
- **Akasha Arts**
Tier III
Burst Physical Spell (A)
Effect: STRd10+6 Physical damage.
You *may* spend 2 Fatigue. If you do,
this hits 1d4 additional targets
Target: 1-5 targets in LOE range 3

- **Deathbound**

Tier III

Burst Physical Spell (A)

Effect: STRd8+10 Physical

Target: Radius 2 burst, center LOS range 3

- **Desperate Swing**

Tier III

Repressed Physical Spell (A)

Effect: Spend an aspect token.

STRd8+10 Physical. Does +2STR damage for each spell card you have repressed this Delving.

Repress this spell afterwards

Target: One target, LOE 6

- **Gigantic Fist**

Tier III

Knockdown Physical Spell (A)

Effect: : STRd10+8 Physical,

Knockdown

Target: One enemy, LOE range 2

- **Navas Nebula**

Tier III

Burst Debuff Physical Spell (A)

Effect: STRd10+10 Physical.

Costs 2 Fatigue

Target: Radius 2 burst, center LOS range 5

Special: If it deals damage, also inflicts Tarundamon (Rank I Debuff)

- **Tempest Slash**

Tier III

Combo Physical Spell (A)

Effect: STRd8+10 Physical,

Second attack: STRd4+5

Target: One enemy, LOE range 3

- **Vile Assault**

Tier III

Physical Spell (A)

Effect: STRd10+15 Physical

Target: One enemy, LOE range 4

Special: Critical STR+8 if the enemy is Prone

- **Vorpal Blade**

Tier III

Total Physical Spell (A)

Effect: STRd8+2 Physical,

-5 damage for each Fatigue you have

Target: All enemies

Tier IV

- **Brave Blade**

Tier IV

Burst Fear Status Physical Spell (A)

Effect: Spend an aspect token,

1d8 HDC, STRd12+5STR+15

Target: Single target LOE 2

Special: Scream Uncontrollably

- **God's Hand**

Tier IV

Physical Spell (A)

Effect: STRd12+4STR+8 Physical,

1d4 HDC

Target: One enemy, LOE range 1

- **Heaven's Blade**

Tier IV

Physical Spell (A)

Effect: STRd12+3STR Physical,

Critical STRd6+2 Physical

Target: One enemy, LOE range 3

- **Pralaya**

Tier IV

Burst Fear Status Physical Spell (A)

Effect: STRd12+2STR+10 Physical,
15% chance of Fear + 5% per 2 TEC

Target: All enemies in LOE range 3

- **Primal Force**

Tier IV

Physical Spell (A)

Effect: STRd12+2STR+10 Physical,
Knockdown standard. You MAY
spend 3 Fatigue. If you do, the line is
3 spaces wide instead of 1

Target: A straight line from the
caster 2 spaces long plus 1 space per
3 TEC

Fire Spells

Critical Hit: +MAGd(T:2, 4, 6, 8) damage

Tier I

- **Agi**
Tier I
Fire Spell (A)
Effect: MAGd6+10 fire damage
Target: One, LOS range 8
- **Ha Agi**
Tier I
Burst Fire Spell (A)
Effect: MAGd4+5 fire damage
Target: A radius-2 (diamond) blast, center LOS range 7
- **Maragi**
Tier I
Total Fire Spell (A)
Effect: MAGd4 fire damage
Target: All known enemies

Tier II

- **Agilao**
Tier II
Fire Spell (A)
Effect: MAGd8+14 fire damage
Target: One, LOS range 8
- **Ha Agilao**
Tier II
Burst Fire Spell (A)
Effect: MAGd6+6 fire damage
Target: A radius-3 (diamond) blast, center LOS range 7

- **Maragion**
Tier II
Total Fire Spell (A)
Effect: MAGd6+3 fire damage
Target: All known enemies
- **Fire Dance**
Tier II
Burst Fire Spell (A)
Effect: d6 targets within blast are hit for MAGd10+15 Fire damage
Target: Radius-9 blast, center LOS range 7. May target self, but why would you?
Special: If there are more hits than targets on the d6 roll, all available targets must take a hit before a target can take a second hit
- **Ignition**
Tier II
Realized Fire Spell (A)
Effect: No direct damage
Target: Touch
Special: The target catches fire. This does some amount of damage at the end of the round, but more importantly, allows the target to spread the fire around
- **Fire Boost**
Tier II
Passive Fire Augment Always (P)
Always: Fire Spells you cast do 25% more damage

- **Molten Eyes**

Tier II

Passive Fire Repress Ability (P)

Effect: You may cast Fire spells up

to

Tier III from the deck or discard pile.

Repress any spells cast this way

Special: Your eyes look funny

Tier III

- **Agidyne**

Tier III

Fire Spell (A)

Effect: MAGd10+18 fire damage

Target: One, LOE, range 8

- **Ha Agidyne**

Tier III

Burst Fire Spell (A)

Effect: MAGd8+8 fire damage

Target: A radius-3 (diamond) blast, center LOE range 7

- **Maragidyne**

Tier III

Total Fire Spell (A)

Effect: MAGd8+4 fire damage

Target: All known enemies

- **Inferno**

Tier III

Critical Fire Spell (A)

Effect: MAGd10+25 Fire damage

Critical: (MAG/2)d10+10 Fire damage

Target: One enemy, LOS range 8

- **Purifying Fire**

Tier III

Total Fire Spell (A)

Effect: MAGd10+8 fire damage,

Enemies <20% HP die outright unless they null death effects.

Return your hand to your deck

Target: All enemies

- **Fire Amp**

Tier III

Passive Fire Augment Always (P)

Effect: Fire Spells you cast do 50% more damage

Special: This effect does *not* stack with Fire Boost

Tier IV

- **Pyriphlegethon**

Tier IV

Fire Spell (A)

Effect: MAGd12+3MAG+10 fire damage

Target: One enemy, LOE range 10

- **Ragnarok**

Tier IV

Fire Repress Spell (A)

Effect: Spend an aspect token.

MAGd10+3MAG+10 re damage.

For each other fire spell you expend, +3MAG. Repress this spell

Target: One enemy, LOE range 8

Ice Spells

Critical Hit: +Tier • MAG damage

Tier I

- **Bufu**
Tier I
Ice Spell (A)
Effect: MAGd4+MAG + 8 ice damage
Target: One, LOS range 8
- **Ha Bufu**
Tier I
Burst Ice Spell (A)
Effect: 2MAG+6 ice damage
Target: A radius-2 (diamond) blast, center LOS range 7
- **Mabufu**
Tier I
Total Ice Spell (A)
Effect: 2MAG ice damage
Target: All known enemies

Tier II

- **Bufula**
Tier II
Ice Spell (A)
Effect: MAGd4+2MAG+14 ice damage
Target: One, LOE range 8
- **Ha Bufula**
Tier II
Burst Ice Spell (A)
Effect: MAGd4+MAG+6 ice damage
Target: : A radius-3 (diamond) blast, center LOE range 7

- **Mabufula**
Tier II
Total Ice Spell (A)
Effect: MAGd4+MAG+3 ice damage
Target: All known enemies
- **Ice Dance**
Tier II
Burst Ice Spell (A)
Effect: d6 targets within blast are hit for MAGd6+2MAG+4 Ice damage
Target: Radius-6 blast, center LOS range 7
Special: If there are more hits than targets on the d6 roll, all available targets must take a hit before a target can take a second hit
- **Heat Sink**
Tier II
Realized Ice Spell (A)
Effect: No direct damage, 50% chance to freeze, plus 5% per 2 MAG
Target: Touch
Special: Heat is drained from the target, freezing it internally. This is enough to cause mechanical malfunction, or to cause most materials to become spectacularly brittle
- **Ice Boost**
Tier II
Passive Ice Augment Always (P)
Always: Ice Spells you cast do 25% more damage

- **Frozen Eyes**
Tier II
Passive Ice Repress Ability (P)
Effect: You may cast Ice spells up to Tier III from the deck or discard pile.
Repress any spells cast this way
Special: Your eyes look funny

Tier III

- **Bufudyne**
Tier III
Ice Spell (A)
Effect: MAGd6+2MAG+18 ice damage
Target: One, LOE, range 8
- **Ha Bufudyne**
Tier III
Burst Ice Spell (A)
Effect: MAGd4+2MAG+8 ice damage
Target: A radius-3 (diamond) blast, center LOE range 7
- **Mabufudyne**
Tier III
Total Ice Spell (A)
Effect: MAGd4+2MAG+4 ice damage
Target: All known enemies
- **Absolute Zero**
Tier III
Knockdown Slow Stun Status Ice Spell (A)
Effect: 3MAG+8.
100% slow, 100% stun
Target: AOE 3, centered on self
Special: May voluntarily reduce

MAG multiplier to 2, 1, 0 to increase range to 4, 5, 6. At range 5 or greater, can't be dodged

- **Ice Amp**
Tier III
Passive Ice Augment Always (P)
Always: Ice Spells you cast do 50% more damage
Special: This effect does *not* stack with Ice Boost

Tier IV

- **Niflheim**
Tier IV
Ice Spell (A)
Effect: MAGd6+6MAG+10 ice damage
Target: One enemy, LOE range 10
- **Ymir's Breath**
Tier IV
Ice Spell (A)
Effect: Spend an aspect token.
MAGd6+3MAG+4 Ice damage.
100% slow, and if slowed, Weak Phys until end of target's next turn
Target: LOE area 3 centered within 5

Wind Spells

HDC: d10 if not specified

Critical Hit: Shifts target a number of spaces equal to the Tier of the spell

Tier I

- **Garu**
Tier I
Wind Spell (A)
Effect: MAGd6+6 Wind damage
Target: One, LOS range 8
- **Ha Garu**
Tier I
Burst Wind Spell (A)
Effect: MAGd4+2 Wind damage
Target: A radius-3 blast, center LOS range 7
- **Magaru**
Tier I
Total Wind Spell (A)
Effect: MAGd2+1 Wind damage, HDC d12
Target: All known enemies

Tier II

- **Garula**
Tier II
Wind Spell (A)
Effect: MAGd6+10 Wind damage
Target: One, LOS range 8
- **Ha Garula**
Tier II
Burst Wind Spell (A)
Effect: MAGd4+6 Wind damage
Target: A radius-4 blast, center LOS range 7

- **Magarula**
Tier II
Total Wind Spell (A)
Effect: MAGd4+3 Wind damage, HDC d12
Target: All known enemies
- **Wind Dance**
Tier II
Burst Wind Spell (A)
Effect: : Spend an aspect token.
d6 targets within blast are hit for MAGd8+5 Wind damage.
Target: Radius-10 blast, center LOS range 7
Special: If there are more hits than targets on the d6 roll, all available targets must take a hit before a target can take a second hit
- **Gale**
Tier II
Realized Wind Spell (A)
Effect: No direct damage
Target: Area, radius 6 from caster
Special: A strong wind tears through the area in a direction of the caster's choosing. It is strong enough to push enemies MAG+1d4 spaces, and will scatter objects
- **Wind Boost**
Tier II
Passive Wind Augment Always (P)
Always: Wind Spells you cast do 25% more damage

- **Wind Gift**

Tier II

Passive Wind Repress Ability (P)

Effect: You may cast Wind spells up to Tier III from the deck or discard pile. Repress any spells cast this way

Special: Your hair and clothing are constantly disturbed by a small breeze that no one else can feel

Tier III

- **Garudyne**

Tier III

Wind Spell (A)

Effect: MAGd8+10 Wind damage

Target: One, LOS, range 8

- **Ha Garudyne**

Tier III

Burst Wind Spell (A)

Effect: MAGd6+5 Wind damage

Target: A radius-4 blast, center LOS range 7

- **Magarudyne**

Tier III

Total Wind Spell (A)

Effect: MAGd6+2 Wind damage, HDC d12

Target: All known enemies

- **Tempest**

Tier III

Knockdown Interrupt Wind Spell (A)

Effect: MAGd10 Wind damage.

Knockdown standard. Can cast as an interrupt for an aspect token

Target: One enemy, LOS range 8

- **Wind Amp**

Tier III

Passive Wind Augment Always (P)

Always: Wind Spells you cast do 50% more damage

Special: This effect does *not* stack with Wind Boost.

Tier IV

- **Panta Rhei**

Tier IV

Wind Spell (A)

Effect: MAGd6+4MAG+8

Wind damage

Target: One enemy, LOS range 10

- **Vortex**

Tier IV

Wind Spell (A)

Effect: Spend an aspect token.

First, all enemies within 8 are pulled 3 closer. Second, AOE 2 on the same center.

MAGd8+2MAG+4, HDC d12

Target: Center within LOS range 5

Lightning Spells

Critical Hit: double Shock chance unless otherwise noted

Tier I

- **Zio**
Tier I
Lightning Spell (A)
Effect: MAGd6+5 lightning damage.
10% chance to shock.
Crit: 20% Shock
Target: One, LOS range 8
- **Ha Zio**
Tier I
Burst Lightning Spell (A)
Effect: MAGd4+2 lightning damage.
5% chance to shock.
Crit: 15% Shock
Target: A radius-2 (diamond) blast, center LOS range 7
- **Mazio**
Tier I
Total Lightning Spell (A)
Effect: MAGd4 lightning damage.
5% chance to shock.
Crit: 15% Shock
Target: All known enemies
- **Spark Touch**
Tier I
Realized Lightning Spell (A)
Effect: MAGd4+5 lightning damage, if relevant
Target: Touch. Effect: The caster's touch delivers an electric shock sufficient to destroy almost any unhardened electrical device or arcweld most metals

Tier II

- **Zionga**
Tier II
Lightning Spell (A)
Effect: MAGd6+8 lightning damage.
25% chance to shock,
plus 5% per 3 MAG
Target: One, LOE range 8
- **Ha Zionga**
Tier II
Burst Lightning Spell (A)
Effect: MAGd4+5 lightning damage.
15% chance to shock,
plus 5% per 3 MAG
Target: A radius-3 (diamond) blast, center LOE range 7
- **Mazionga**
Tier II
Total Lightning Spell (A)
Effect: MAGd4+3 lightning damage.
10% chance to shock,
plus 5% per 4 MAG
Target: All known enemies

- **Lightning Dance**

Tier II

Burst Lightning Spell (A)

Effect: d6 enemies within blast are hit for MAGd6+5 Lightning damage. 40% chance to shock, plus 5% per 3 MAG. Hit multiple times: Add Shock chance and roll once
Target: Radius-9 blast, center LOS range 7. May target self unless you spend an aspect token
Special: If there are more hits than targets on the d6 roll, all available targets must take a hit before a target can take a second hit

- **Thunderbolt**

Tier II

Realized Lightning Spell (A)

Effect: MAGd8+10 lightning damage if you spend an aspect token, MAG+10 damage otherwise
Target: One space, LOS range 5
Special: A single bolt of lightning strikes the target. This functions even indoors

- **Lightning Boost**

Tier II

Passive Lightning Augment

Always (P)

Always: Lightning Spells you cast do 25% more damage

- **Lightning Rod**

Tier II

Passive Lightning Repress

Ability (P)

Effect: You may cast Lightning spells up to Tier III from the deck or discard pile. Repress any spells cast this way
Special: You have a bad time with static electricity

Tier III

- **Ziodyne**

Tier III

Lightning Spell (A)

Effect: MAGd8+8 lightning damage. 30% chance to shock, plus 5% per 2 MAG
Target: One, LOE, range 8

- **Ha Ziodyne**

Tier III

Burst Lightning Spell (A)

Effect: MAGd6+4 lightning damage. 25% chance to shock, plus 5% per 2 MAG
Target: A radius-3 (diamond) blast, center LOE range 7

- **Maziodyne**

Tier III

Total Lightning Spell (A)

Effect: MAGd6 lightning damage. 25% chance to shock, plus 5% per 2 MAG
Target: All known enemies

- **Discharge**

Tier III

Critical Lightning Spell (A)

Effect: Dodge Die Category -2.

MAGd10+8 lightning damage. 75%

chance to shock, plus 5% per 2

MAG. If target leaves the effect

radius, you gain a fatigue

Target: One enemy, LOS range 8

Special: This spell does not deal damage until the beginning of the caster's next turn. The buildup of electricity in the area is visually obvious, making it obvious that the spell is being cast, and the spell dissipates without effect if the enemy is not still in range when the spell triggers

- **Chain Lightning**

Tier III

Lightning Spell (A)

Effect: Return your hand to the deck.

Cast Ziodyne. For each card returned this way, cast Ziodyne on the next unhit target closest to the previous target. Your choice: spend an aspect token or repress this spell

Target: One enemy, LOS range 8

- **Lightning Amp**

Tier III

Passive Lightning Augment

Always (P)

Always: Lightning Spells you cast do 50% more damage

Special: This effect does *not* stack with Lightning Boost

Tier IV

- **Thunder Reign**

Tier IV

Lightning Spell (A)

Effect: MAGd10+2MAG+12

lightning damage.

200% chance to shock

Target: One enemy, LOE range 10

- **Strike Twice**

Tier IV

Lightning Repress Spell (A)

Effect: Spend an aspect token or repress this spell. Until the end of your turn, you may cast Lightning spells as free actions. You can't use Strike Twice again this encounter

Psychic Spells

Critical Hit: double damage to enemies suffering from Mind effects.

Tier I

- **Psi**
Tier I
Psychic Spell (A)
Effect: MAGd6+MAG
psychic damage
Target: One, LOS range 8
- **Ha Psi**
Tier I
Burst Psychic Spell (A)
Effect: 2MAG+6 psychic damage
Target: A radius-2 (diamond) blast, center LOS range 7
- **Mapsi**
Tier I
Total Psychic Spell (A)
Effect: 2MAG psychic damage
Target: All known enemies

Tier II

- **Psio**
Tier II
Psychic Spell (A)
Effect: MAGd6+2MAG+4
psychic damage
Target: One, LOE range 8
- **Ha Psio**
Tier II
Burst Psychic Spell (A)
Effect: MAGd6+MAG
psychic damage
Target: A radius-3 (diamond) blast, center LOE range 7

- **Mapsio**
Tier II
Total Psychic Spell (A)
Effect: MAGd6+3
psychic damage
Target: All known enemies
- **Psychic Dance**
Tier II
Burst Psychic Spell (A)
Effect: d6 targets within blast are hit for MAGd6+3MAG Psychic damage
Target: Radius-6 blast, center LOS range 7
Special: If there are more hits than targets on the d6 roll, all available targets must take a hit before a target can take a second hit
- **Confusion**
Tier II
Mind Status Psychic Spell (A)
Effect: No direct damage
Target: Touch. 60% chance to inflict Panic, plus 5% per 2 MAG
- **Psychic Boost**
Tier II
Passive Psychic Augment
Always (P)
Effect: Psychic Spells you cast do 25% more damage

- **Focused Aura**
Tier II
Passive Psychic Repress Ability (P)
Effect: You may cast Psychic spells up to Tier III from the deck or discard pile.
Repress any spells cast this way
Special: You tend to cause small objects to levitate just slightly for a moment on accident

Tier III

- **Psiodyne**
Tier III
Psychic Spell (A)
Effect: MAGd6+2MAG+18 psychic damage
Target: One, LOE, range 8
- **Ha Psiodyne**
Tier III
Burst Psychic Spell (A)
Effect: MAGd4+2MAG+8 psychic damage
Target: A radius-3 (diamond) blast, center LOE range 7
- **Mapsiodyne**
Tier III
Total Psychic Spell (A)
Effect: MAGd4+2MAG+4 psychic damage
Target: All known enemies

- **Synapse Assault**
Tier III
Total Mind Status Psychic Spell (A)
Effect: MAGd4 psychic damage.
5xTEC% chance of inflicting Fear
Target: All known enemies
- **Psychic Amp**
Tier III
Passive Psychic Augment
Always (P)
Effect: Psychic Spells you cast do 50% more damage
Target: This effect does *not* stack with Psychic Boost

Tier IV

- **Shatter Psyche**
Tier IV
Total Psychic Spell (A)
Effect: MAGd4+6MAG.
5xMAG% chance of inflicting a Mind status of your choice
Target: All known enemies
- **Odr's Memories**
Tier IV
Psychic Ability (H)
Effect: Any combatant (friend or enemy) will have a 100% chance to suffer any status effect they are subjected to.
Target: A radius-3 (diamond) aura, centered on the caster

Nuke Spells

Critical Hit: double damage to enemies suffering Nerve effects.

Tier I

- **Frei**
Tier I
Nuke Spell (A)
Effect: MAGd4+2d10 nuke damage
Target: One, LOS range 8
- **Ha Frei**
Tier I
Burst Nuke Spell (A)
Effect: MAGd4+d10 nuke damage
Target: A radius-2 (diamond) blast, center LOS range 7
- **Mafrei**
Tier I
Total Nuke Spell (A)
Effect: MAGd4 nuke damage
Target: All known enemies

Tier II

- **Freila**
Tier II
Nuke Spell (A)
Effect: MAGd8+3d10 nuke damage
Target: One, LOS range 8
- **Ha Freila**
Tier II
Burst Nuke Spell (A)
Effect: MAGd6+2d8 nuke damage
Target: A radius-3 (diamond) blast, center LOS range 7

- **Mafreila**
Tier II
Total Nuke Spell (A)
Effect: MAGd6+2d6 nuke damage
Target: All known enemies
- **Nuclear Dance**
Tier II
Burst Nuke Spell (A)
Effect: d6 targets within blast are hit for MAGd10+4d8 nuke damage
Target: Radius-9 blast, center LOS range 7. May target self.
Please don't.
Special: If there are more hits than targets on the d6 roll, all available targets must take a hit before a target can take a second hit
- **Radiation**
Tier II
Realized Nuke Spell (A)
Effect: No direct damage
Target: Touch
Special: You cause a substance like wood or metal you touch to age and decay rapidly. Substances like plastic or magical structures are unaffected.
- **Nuclear Boost**
Tier II
Passive Nuke Augment Always (P)
Effect: Nuke Spells you cast do 25% more damage

- **Chaotic Aura**
Tier II
Nuke Spell (P)
Effect: You may cast Nuke spells up to Tier III from the deck or discard pile. Repress any spells cast this way
Special: Small object around you tend to become ever so slightly magnetized to each other, even if they are not metal

Tier III

- **Freidyne**
Tier III
Nuke Spell (A)
Effect: MAGd10+5d8 nuke damage
Target: One, LOE, range 8
- **Ha Freidyne**
Tier III
Burst Nuke Spell (A)
Effect: MAGd8+4d4 nuke damage
Target: A radius-3 (diamond) blast, center LOE range 7
- **Mafreidyne**
Tier III
Total Nuke Spell (A)
Effect: MAGd8+2d4 nuke damage
Target: All known enemies
- **Atomic Boiler**
Tier III
Total Nerve Nuke Spell (A)
Effect: MAGd6 nuke damage.
Affected targets suffer a random Nerve status effect.
Target: All enemies

- **Nuclear Amp**
Tier III
Passive Nuke Augment Always (P)
Effect: Nuke Spells you cast do 50% more damage
Special: This effect does *not* stack with Nuclear Boost

Tier IV

- **Cosmic Flare**
Tier IV
Burst Nuke Repress Spell (A)
Effect: MAGd12+3d8+3d6 nuke damage
Target: A radius-5 (diamond) blast, center LOE range 7
- **Fallout**
Tier IV
Total Nuke Spell (A)
Effect: MAGd10+6d6
Affected targets suffer from Slow effect. On the next turn, they suffer from Shock, and lastly on their next turn they suffer from Stun.
Target: All enemies

Light Spells

Light and Dark spells receive no bonus from critical hits, instead, they rely on TEC to set their thresholds of effectiveness. To make a TEC roll, roll TECd6. For each 4, 5, or 6, add 5% to the effect.

Weak Light doubles the percent damage. Strong Light halves it. Absorb Light recovers that fraction of your max HP. Reflect Light deals damage equal to that percentage of the new targets HP, not yours. If you're hit by multiple Light spells at once from reflection, add all the percentages together; this can kill you. No dodge.

Tier I

- **Hama**
Tier I
Light Spell (A)
Effect: Deals 20% + TEC roll of the targets current HP, capped at 50%
Target: One enemy, LOS
- **Ha Hama**
Tier I
Burst Light Spell (A)
Effect: Deals 10% + TEC roll of each targets current HP, capped at 40%
Target: Radius-2 burst, LOS
- **Mahama**
Tier I
Total Light Spell (A)
Effect: Deals TEC roll of each targets current HP, capped at 30%
Target: All enemies

Tier II

- **Hama Boost**
Tier I
Passive Light Augment Always (P)
Always: Hama spells do an additional 5% of the target's current HP. This also increases the cap
- **Radiant Voice**
Tier I
Passive Light Repress Ability (P)
Effect: You may cast Light spells up to Tier III from the deck or discard pile. Repress any spells cast this way
Special: Sometimes when you speak, a soft voice echoes your words.

Tier III

- **Hamaon**
Tier I
Light Spell (A)
Effect: Deals 40% + TEC roll of the targets current HP, capped at 80%
Target: One enemy, LOS
- **Ha Hamaon**
Tier I
Burst Light Spell (A)
Effect: Deals 20% + TEC roll of each targets current HP, capped at 60%
Target: Radius-2 burst, LOS
- **Mahamaon**
Tier I
Total Light Spell (A)
Effect: Deals 10% + TEC roll of each targets current HP, capped at 50%
Target: All enemies

Tier IV

- **Banishment**

Tier I

Light Repress Spell (A)

Effect: Reduces target's HP to 1. If this does damage, repress this spell

Target: One enemy, LOS

- **God's Judgement**

Tier I

Light Spell (A)

Effect: Deals 50% + TEC roll of the targets current HP, uncapped

Target: One enemy, LOS

- **Equalize**

Tier I

Total Light Repress Spell (A)

Effect: Each unit takes damage such that it would have the same percent health as the weakest unit.

Repress this spell

Target: All enemies, all allies

- **Samsara**

Tier I

Total Light Spell (A)

Effect: Spend an aspect token.

Deals 20% + TEC roll of each targets current HP

Target: All enemies

Dark Spells

Light and Dark spells receive no bonus from critical hits, instead, they rely on TEC to set their thresholds of effectiveness. To make a TEC roll, roll TECd6. For each 4, 5, or 6, add 5% to the effect.

Weak Dark doubles the threshold as applies to you. Strong Dark halves it. Absorb Dark doubles your current HP. Reflect Dark checks the casters HP against the threshold. No dodge.

Tier I

- **Mudo**
Tier I
Dark Spell (A)
Effect: Instantly kills a target with HP below 15% + TEC roll, capped at 40%
Target: One enemy, LOS
- **Ha Mudo**
Tier I
Burst Dark Spell (A)
Effect: Instantly kills targets with HP below 10% + TEC roll, capped at 25%
Target: Radius-2 burst, LOS
- **Mamudo**
Tier I
Total Dark Spell (A)
Effect: Instantly kills targets with HP below 5% + TEC roll, capped at 25%
Target: All enemies

Tier II

- **Mudo Boost**
Tier II
Passive Dark Augment Always (P)
Always: Increase the threshold of dark spells by 5%
- **Dooming Voice**
Tier II
Passive Dark Repress Ability (P)
Effect: You may cast Dark spells up to Tier III from the deck or discard pile. Repress any spells cast this way
Special: Sometimes when you speak, a deep voice echoes your words.

Tier III

- **Mudoon**
Tier I
Dark Spell (A)
Effect: Instantly kills targets with HP below 30% + TEC roll, capped at 80%
Target: One enemy, LOS
- **Ha Mudoon**
Tier I
Burst Dark Spell (A)
Effect: Instantly kills targets with HP below 25% + TEC roll, capped at 50%
Target: Radius-2 burst, LOS
- **Mamudoon**
Tier I
Total Dark Spell (A)
Effect: Instantly kills targets with HP below 20% + TEC roll, capped at 50%
Target: All enemies

- **Mudo Amp**

Tier I

Passive Dark Augment Always (P)

Always: Increase the threshold of dark spells by 10%

Special: This effect does *not* stack with Mudo Boost.

Tier IV

- **Damnation**

Tier I

Dark Repress Spell (A)

Effect: Instantly kills targets with HP below 60% + TEC roll, uncapped.

If this kills an enemy, repress this spell

Target: One enemy, LOS

- **Demonic Decree**

Tier I

Total Dark Repress Spell (A)

Effect: Instantly kills anything with a lower HP percentage than you, capped at 90%.

Gain 4 fatigue and repress this spell

Target: All enemies

- **Die for Me!**

Tier I

Total Dark Spell (A)

Effect: Spend an aspect token.

Instantly kills targets with HP below 25% + TEC roll, uncapped. You may repress this spell before you roll. If you do, add 10% and treat Null as Strong

Target: All enemies

Almighty Spells

Spells cost +1 AP to learn.

Critical Hit: increase the casters MAG by 2 until the end of the scene

Tier II

- **Megido**

Tier II

Burst Almighty Spell (A)

Effect: Expend another spell.

MAGd10 + 10 Almighty damage

Target: Radius-2 burst, center within LOE range 8

Tier III

- **Megidola**

Tier III

Burst Almighty Spell (A)

Effect: Expend another spell.

MAGd12 + 10 Almighty damage

Target: Radius-2 burst, center within LOE range 8

Tier IV

- **Megidolaon**

Tier IV

Burst Almighty Spell (A)

Effect: Expend an aspect token.

MAGd12 + 3MAG + 10

Almighty damage

Target: Radius-3 burst, center within LOE range 8

- **Black Viper**

Tier IV

Almighty Spell (A)

Effect: Expend an aspect token.

MAGd12 + 5MAG + 15

Almighty damage. Repress this spell

Target: One enemy, LOE range 10

- **Last Word**

Tier IV

Almighty Spell (A)

Effect: Expend an aspect token.

Target suffers Hamaon, then

Mudoon. Resistances better than

Strong are treated as Strong, and

Strong is treated as none. You may

use MAG in place of TEC. If you do, repress this spell

Target: One enemy, LOE range 10

- **Morning Star**

Tier IV

Total Almighty Spell (A)

Effect: Expend an aspect token.

MAGd12 + 6MAG + 30 Almighty

damage. Return your hand. Gain 2

fatigue. Repress this spell

Target: All enemies

Healing Spells

Tier I

- **Dia**
Tier I
Healing Spell (A)
Effect: Restore 25% + MAGd6 HP
Target: One ally, LOS 8
- **Ha Dia**
Tier I
Burst Healing Spell (A)
Effect: Restore 15% + MAGd6 HP
Target: All allies, LOS range 4
- **Media**
Tier I
Total Healing Spell (A)
Effect: Restore 10% + MAGd6 HP
Target: All allies
- **Ha Patra**
Tier I
Burst Mind Healing Spell (A)
Effect: Cure all Mind effects
Target: Radius-2 burst, center LOS range 6
- **Ha Soma**
Tier I
Burst Nerve Healing Spell (A)
Effect: Cure all Nerve effects
Target: Radius-2 burst, center LOS range 6
- **Ha Posumudi**
Tier I
Burst Poison Healing Spell (A)
Effect: Cure Poison
Target: Range 2 burst

- **Recarm**
Tier I
Revive Healing Spell (A)
Effect: Restore a fallen ally to 50% HP
Target: One ally, range 5

- **Death's Door**
Tier I
Fast Revive Healing Spell (A)
Effect: Fast. Restore a fallen ally to 1 HP
Target: One ally, LOS

Tier II

- **Diarama**
Tier II
Healing Spell (A)
Effect: Restore 40% + MAGd8 HP
Target: One ally, LOS 8
- **Ha Diarama**
Tier II
Burst Healing Spell (A)
Effect: Restore 30% + MAGd8 HP
Target: All allies, LOS range 4
- **Mediarama**
Tier II
Total Healing Spell (A)
Effect: Restore 20% + MAGd8 HP
Target: All allies
- **Me Patra**
Tier II
Total Mind Healing Spell (A)
Effect: Cure all Mind effects
Target: All allies

- **Me Soma**
Tier II
Total Nerve Healing Spell (A)
Effect: Cure all Nerve effects
Target: All allies
- **Me Posumudi**
Tier II
Total Poison Healing Spell (A)
Effect: Cure Poison
Target: All allies
- **Regeneration**
Tier II
Passive Healing Regen Ability (H)
Always: Regain 3VIT HP per turn
- **Hygieia's Bowl**
Tier II
Passive Healing Augment
Always (P)
Always: Healing Spells you cast heal 25% more HP
- **Caduceus**
Tier II
Passive Healing Repress Ability (P)
Always: You can cast Healing spells up to T3 from the deck or discard pile. Repress any spells cast this way

Tier III

- **Diaraja**
Tier III
Healing Spell (A)
Effect: Restore 60% + MAGd10 HP
Target: One ally, LOS 8

- **Ha Diaraja**
Tier III
Burst Healing Spell (A)
Effect: Restore 40% + MAGd10 HP
Target: All allies, LOS range 4
- **Mediaraja**
Tier III
Total Healing Spell (A)
Effect: Restore 30% + MAGd10 HP
Target: All allies
- **Amrita**
Tier III
Total Status Healing Spell (A)
Effect: Recover from all ailments
Target: All allies, LOS range 5
- **Recarmdra**
Tier III
Revive Healing Spell (A)
Effect: Set an ally's HP to 100%, unconscious or not.
Set the caster's HP to 0
Target: One ally, LOS
- **Hand of Asclepius**
Tier III
Passive Healing Augment
Always (P)
Always: Healing Spells you cast heal 50% more HP
Special: This effect does *not* stack with Caduceus

Tier IV

- **Diarahan**

Tier IV

Healing Spell (A)

Effect: Restore HP equal to the target's max HP

Target: One ally, LOS 8

- **Ha Diarahan**

Tier IV

Burst Healing Spell (A)

Effect: Spend an aspect token.

Restore HP equal to the target's max HP

Target: All allies, LOS range 4

- **Mediarahan**

Tier IV

Total Healing Repress Spell (A)

Effect: Restore HP equal to the target's max HP. Repress this spell

Target: All allies

- **Salvation**

Tier IV

Total Status Healing Spell (A)

Effect: Spend an aspect token. Spend an aspect token for each downed ally you want this to affect. Restore all allies to full HP. Remove almost all status effects. The effect this doesn't remove is called prone. Repress this spell

Target: All allies

Buff Spells

Tier I

- **Still Alive**

Tier I

Interrupt Buff Spell (A)

Effect: Interrupt. An ally who would otherwise be felled by a Death effect gains Death Ward 1. If the ally already had only 1 HP remaining, they gain Death Ward 0 instead

- **<Element> Wall**

Tier I

Fast Buff Spell (A)

Effect: Fast. All allies gain Null until the end of your next turn. Return another spell to the deck to cast it as an interrupt

Target: All allies

Special: Must be learned individually for each element

- **Tarukajamon**

Tier I

Attack Buff Spell (A)

Effect: +2 STR, +2 MAG for 3 rounds

Target: One ally within range 8

- **Ha Tarukaja**

Tier I

Burst Attack Buff Spell (A)

Effect: +1 STR, +1 MAG for 3 rounds

Target: All allies within range 2 of the caster, including the caster

- **Sukukajamon**

Tier I

Speed Buff Spell (A)

Effect: +2 AGL, +2 TEC for 2 rounds

Target: One ally within range 8

- **Ha Sukukaja**

Tier I

Burst Speed Buff Spell (A)

Effect: +1 AGL, +1 TEC for 2 rounds

Target: All allies within range 2 of the caster, including the caster

- **Rakukajamon**

Tier I

Defense Buff Spell (A)

Effect: Grants Fortify

Phys+Elements 8 for 3 rounds

Target: One ally within range 8

- **Ha Rakukaja**

Tier I

Burst Defense Buff Spell (A)

Effect: Grants Fortify

Phys+Elements 4 for 3 rounds

Target: All allies within range 2 of the caster, including the caster

- **Dekaja**

Tier I

Buff Removal Spell (A)

Effect: Removes all Buff effects

Target: All enemies

- **Rebellion**

Tier I

Critical Buff Spell (A)

Effect: Everyone gets +1 LUK for the purpose of determining crits

Target: All combatants

- **Auto-Tarukaja**

Tier I

Auto-Cast Self Attack Buff Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Tarukaja

- **Auto-Sukukaja**

Tier I

Auto-Cast Self Speed Buff Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Sukukaja

- **Auto-Rakukaja**

Tier I

Auto-Cast Self Defense Buff Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Rakukaja

Tier II

- **<Element> Reflect**

Tier II

Buff Spell (A)

Effect: All allies gain Reflect until the end of your next turn. Return another spell to the deck to give this Fast

Target: All allies

Special: Must be learned individually for each element

- **Makarakarn**

Tier II

Buff Spell (A)

Effect: Expend another magic spell or an aspect token. Grants Reflect Magic one time. Does not stack with itself

Target: One ally, range 10

- **Tetrakarn**

Tier II

Buff Spell (A)

Effect: Expend another physical spell or an aspect token. Grants Reflect Physical one time. Does not stack with itself. Target: One ally, range 10

Target: One ally, range 10

- **Tetraja**

Tier II

Buff Spell (A)

Effect: Nullifies the next light or dark attack. Does not stack with itself

Target: One ally, range 10

- **Evade <Element>**
Tier II
Passive Dodge Ability (H)
Always: Your dodge die category is increased by one against attacks that target you
- **Tarukajaou**
Tier II
Attack Buff Spell (A)
Effect: +4 STR, +4 MAG for 3 rounds
Target: One ally within range 8
- **Ha Tarukajamon**
Tier II
Burst Attack Buff Spell (A)
Effect: +2 STR, +2 MAG for 3 rounds
Target: All allies within range 2 of the caster, including the caster
- **Matarukaja**
Tier II
Total Attack Buff Spell (A)
Effect: +1 STR, +1 MAG for 3 rounds
Target: All allies
- **Sukukajaou**
Tier II
Speed Buff Spell (A)
Effect: +4 AGL, +4 TEC for 2 rounds
Target: One ally within range 8
- **Ha Sukukamon**
Tier II
Burst Speed Buff Spell (A)
Effect: +2 AGL, +2 TEC for 2 rounds
Target: All allies within range 2 of the caster, including the caster
- **Masukukaja**
Tier II
Total Speed Buff Spell (A)
Effect: +1 AGL, +1 TEC for 2 rounds
Target: All allies
- **Rakukajaou**
Tier II
Defense Buff Spell (A)
Effect: Grants Fortify
Phys+Elements 15 for 3 rounds
Target: One ally within range 8
- **Ha Rakukajamon**
Tier II
Burst Defense Buff Spell (A)
Effect: Grants Fortify
Phys+Elements 8 for 3 rounds
Target: All allies within range 2 of the caster, including the caster
- **Marakukaja**
Tier II
Total Defense Buff Spell (A)
Effect: Grants Fortify
Phys+Elements 4 for 3 rounds
Target: All allies

- **Revolution**

Tier II

Critical Buff Spell (A)

Effect: : Everyone gets +2 LUK for the purpose of determining crits

Target: All combatants

- **Auto-Tarukajamon**

Tier II

Auto-Cast Self Attack Buff Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Tarukajamon

- **Auto-Sukukajamon**

Tier II

Auto-Cast Self Speed Buff Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Sukukajamon

- **Auto-Rakukajamon**

Tier II

Auto-Cast Self Defense Buff Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Rakukajamon

- **Auto-Matarukaja**

Tier II

Total Auto-Cast Attack Buff Spell (P)

Effect: At the start of battle, or the

first time you switch to this Persona during a battle, cast Matarukaja (this doesn't expend a spell card)

- **Auto-Masukukaja**

Tier II

Total Auto-Cast Speed Buff Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Masukukaja (this doesn't expend a spell card)

- **Auto-Marakukaja**

Tier II

Total Auto-Cast Defense Buff Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Marakukaja (this doesn't expend a spell card)

Tier III

- **<Element> Drain**

Tier III

Buff Spell (A)

Effect: All allies gain Absorb until the end of your next turn. Return another spell to the deck to give this Fast

Target: All allies

Special: Must be learned individually for each element

- **<Element> Reflect+**
Tier III
Buff Spell (A)
Effect: All allies gain Reflect until the end of your next turn. Return another spell to give this Fast.
Expend an aspect token or repress this spell to cast as an interrupt
Target: All allies
Special: Must be learned individually for each element
- **Ha Tarukajaou**
Tier III
Burst Attack Buff Spell (A)
Effect: +4 STR, +4 MAG for 3 rounds
Target: All allies within range 3 of the caster, including the caster
- **Matarukajamon**
Tier III
Total Attack Buff Spell (A)
Effect: +2 STR, +2 MAG for 3 rounds
Target: All allies
- **Ha Sukukajaou**
Tier III
Burst Speed Buff Spell (A)
Effect: +4 AGL, +4 TEC for 3 rounds
Target: All allies within range 3 of the caster, including the caster
- **Masukukajamon**
Tier III
Total Speed Buff Spell (A)
Effect: +2 AGL, +2 TEC for 2 rounds
Target: All allies
- **Ha Rakukajaou**
Tier III
Burst Defense Buff Spell (A)
Effect: Grants Fortify
Phys+Elements 15 for 3 rounds
Target: All allies within range 3 of the caster, including the caster
- **Marakukajamon**
Tier III
Total Defense Buff Spell (A)
Effect: Grants Fortify
Phys+Elements 8 for 3 rounds
Target: All allies
- **Cataclysm**
Tier III
Critical Buff Spell (A)
Effect: All attacks made for the next three rounds gain Critical STR or MAGd10, whichever is the stat used to calculate damage for that attack, +TEC/2 hit dice
- **Auto-Tarukajaou**
Tier III
Burst Auto-Cast Attack Buff Spell (P)
Effect: At the start of battle, or the

first time you switch to this Persona during a battle, you gain the effect of Tarukajaou

- **Auto-Sukukajaou**

Tier III

Burst Auto-Cast Speed Buff

Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Sukukajaou

- **Auto-Rakukajaou**

Tier III

Burst Auto-Cast Defense Buff

Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Rakukajaou

- **Auto-Matarukajamon**

Tier III

Total Auto-Cast Attack Buff

Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Matarukajamon (this doesn't expend a spell card)

- **Auto-Masukukajamon**

Tier III

Total Auto-Cast Speed Buff

Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Masukukajamon (this doesn't expend a spell card)

- **Auto-Marakukajamon**

Tier III

Total Auto-Cast Defense Buff

Spell (P)

Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Marakukajamon (this doesn't expend a spell card)

Tier IV

- **<Element> Drain+**

Tier IV

Buff Spell (A)

Effect: All allies gain Absorb until the end of your next turn. Return another spell to give this Fast. Expend an aspect token or repress this spell to cast as an interrupt

Target: All allies

Special: Must be learned individually for each element

- **Matarukajaou**

Tier IV

Total Strength Buff Spell (A)

Effect: +4 STR, +4 MAG for 3 rounds

Target: All allies

- **Masukukajaou**

Tier IV

Total Speed Buff Spell (A)

Effect: +4 AGL, +4 TEC for 2 rounds

Target: All allies

Absolute Buff Spell (A)
Effect: Casts all -ajaou spells
Target: Single target

- **Marakukajaou**
Tier IV
Total Defense Buff Spell (A)
Effect: Grants Fortify
Phys+Elements 15 for 3 rounds
Target: All allies
- **Auto-Matarukajaou**
Tier IV
Total Auto-Cast Attack Buff
Spell (P)
Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Matarukajaou (this doesn't expend a spell card)
- **Auto-Masukukajaou**
Tier IV
Total Auto-Cast Speed Buff
Spell (P)
Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Masukukajaou (this doesn't expend a spell card)
- **Auto-Marakukajaou**
Tier IV
Total Auto-Cast Defense Buff
Spell (P)
Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Marakukajaou (this doesn't expend a spell card)
- **Heat Riser**
Tier IV

Status/Debuff Spells

Tier I

- **Pulinpa**

Tier I

Panic Status Spell (A)

Effect: 35+5xTEC% chance of inflicting Panic

Target: One enemy within LOS range 8

- **Evil Touch**

Tier I

Fear Status Spell (A)

Effect: 35+5xTEC% chance of inflicting Fear

Target: One enemy within LOS range 8

- **Enrage**

Tier I

Rage Status Spell (A)

Effect: 35+5xTEC% chance of inflicting Rage

Target: One enemy within LOS range 8

- **Poisma**

Tier I

Poison Status Spell (A)

Effect: 25+5xTEC% chance of inflicting Poison

Target: One enemy within LOS range 6

- **Abatma**

Tier I

Slow Status Spell (A)

Effect: 20+5xTEC% chance of inflicting Slow

Target: One enemy within LOS range 6

- **Confunda**

Tier I

Stun Status Spell (A)

Effect: 25+5xTEC% chance of inflicting Stun

Target: One enemy within LOS range 6

- **Tarundamon**

Tier I

Attack Debuff Spell (A)

Effect: -2 STR, -2 MAG for 3 rounds

Target: One enemy within range 8

- **Ha Tarunda**

Tier I

Burst Attack Debuff Spell (A)

Effect: -1 STR, -1 MAG for 3 rounds

Target: Radius 2 burst, center LOE range 6

- **Sukundamon**

Tier I

Speed Debuff Spell (A)

Effect: -2 AGL, -2 TEC for 2 rounds

Target: One enemy within range 8

- **Ha Sukunda**

Tier I

Burst Speed Debuff Spell (A)

Effect: -1 AGL, -1 TEC for 2 rounds

Target: Radius 2 burst, center LOE
range 6

- **Rakundamon**

Tier I

Defense Debuff Spell (A)

Effect: Grants Fortify

Phys+Elements -8 for 3 rounds

Target: One enemy within range 8

- **Ha Rakunda**

Tier I

Burst Defense Debuff Spell (A)

Effect: Grants Fortify

Phys+Elements -4 for 3 rounds

Target: Radius 2 burst, center LOE
range 6

- **Dekunda**

Tier I

Debuff Remove Spell (A)

Effect: Removes all Debu effects

Target: All allies

Tier II

- **Marin Karen**

Tier II

Charm Status Spell (A)

Effect: 35+5xTEC% chance of
inflicting Charm

Target: One enemy within LOS
range 8

- **Sexy Dance**

Tier II

Burst Charm Status Spell (A)

Effect: 15+5xTEC% chance of
inflicting Charm

Target: All enemies within LOS
range 6

- **Tentafroo**

Tier II

Burst Panic Status Spell (A)

Effect: 20+5xTEC% chance of
inflicting Panic

Target: All enemies within LOS
range 6

- **Evil Smile**

Tier II

Burst Fear Status Spell (A)

Effect: 10+5xTEC% chance of
inflicting Fear

Target: All enemies within LOS
range 6

- **Challenge**

Tier II

Rage Status Spell (A)

Effect: 45+5xTEC% chance of
inflicting Rage

Target: The user and one target
within LOS range 8

- **Infuriate**

Tier II

Burst Rage Status Spell (A)

Effect: 10+5xTEC% chance of
inflicting Rage

Target: All enemies within LOS
range 6

- **Pulinpaja**
Tier II
Panic Status Spell (A)
Effect: 55+5xTEC% chance of inflicting Panic
Target: One enemy within LOS range 8
- **Poismaja**
Tier II
Poison Status Spell (A)
Effect: 45+5xTEC% chance of inflicting Poison
Target: One enemy within LOS range 6
- **Ha Poisma**
Tier II
Burst Poison Status Spell (A)
Effect: 15+5xTEC% chance of inflicting Poison
Target: Radius-2 blast, center LOE range 6
- **Abatmaja**
Tier II
Slow Status Spell (A)
Effect: 40+5xTEC% chance of inflicting Slow
Target: One enemy within LOS range 6
- **Mabatma**
Tier II
Slow Status Spell (A)
Effect: 25+5xTEC% chance of inflicting Slow
Target: Radius-2 blast, center LOE range 6
- **Maconfunda**
Tier II
Stun Status Spell (A)
Effect: 20+5xTEC% chance of inflicting Stun
Target: Radius-2 blast, center LOE range 6
- **<Element> Break**
Tier II
Element Debuff Spell (A)
Effect: Nullifies enemy's resistance for 3 turns
Target: One enemy within range 8
Special: Must be learned individually for each element
- **Tarundaou**
Tier II
Attack Debuff Spell (A)
Effect: -4 STR, -4 MAG for 3 rounds
Target: One enemy within range 8
- **Ha Tarundamon**
Tier II
Burst Attack Debuff Spell (A)
Effect: -2 STR, -2 MAG for 3 rounds
Target: Radius 2 burst, center LOE range 6
- **Matarunda**
Tier II
Total Attack Debuff Spell (A)
Effect: -1 STR, -1 MAG for 3 rounds
Target: All enemies

- **Sukundaou**

Tier II

Speed Debuff Spell (A)

Effect: -4 AGL, -4 TEC for 2 rounds

Target: One enemy within range 8

- **Ha Sukundamon**

Tier II

Burst Speed Debuff Spell (A)

Effect: -2 AGL, -2 TEC for 2 rounds

Target: Radius 2 burst, center LOE range 6

- **Masukunda**

Tier II

Total Speed Debuff Spell (A)

Effect: -1 AGL, -1 TEC for 2 rounds

Target: All enemies

- **Rakundaou**

Tier II

Defense Debuff Spell (A)

Effect: Grants Fortify

Phys+Elements -15 for 3 rounds

Target: One enemy within range 8

- **Ha Rakundamon**

Tier II

Burst Defense Debuff Spell (A)

Effect: Grants Fortify

Phys+Elements -8 for 3 rounds

Target: Radius 2 burst, center LOE range 6

- **Marakunda**

Tier II

Total Defense Debuff Spell (A)

Effect: Grants Fortify

Phys+Elements -4 for 3 rounds

Target: All enemies

Tier III

- **Venom Breath**

Tier III

Burst Poison Status Spell (A)

Effect: 15+5xTEC% chance of inflicting Poison

Target: All enemies within LOS range 6

- **Terrible Allure**

Tier III

Burst Charm Status Spell (A)

Effect: 25+5xTEC% chance of inflicting Charm

Target: All enemies within LOS range 6

- **Frightening Visage**

Tier III

Burst Fear Status Spell (A)

Effect: 25+5xTEC% chance of inflicting Fear

Target: All enemies within LOS range 6

- **Poison Pin**

Tier III

Poison Status Spell (A)

Effect: 80+5xTEC% chance of inflicting Poison

Target: One enemy within LOS range 6

- **Damping Force**

Tier III

Stun Status Spell (A)

Effect: 75+5xTEC% chance of inflicting Stun

Target: One enemy within LOS range 6

- **Ha Tarundaou**
Tier III
Burst Attack Debuff Spell (A)
Effect: -4 STR, -4 MAG for 3 rounds
Target: Radius 3 burst, center LOE
range 5
- **Matarundamon**
Tier III
Total Attack Debuff Spell (A)
Effect: -2 STR, -2 MAG for 3 rounds
Target: All enemies
- **Ha Sukunaou**
Tier III
Burst Speed Debuff Spell (A)
Effect: -4 AGL, -4 TEC for 2 rounds
Target: Radius 3 burst, center LOE
range 5
- **Masukundamon**
Tier III
Total Speed Debuff Spell (A)
Effect: -2 AGL, -2 TEC for 2 rounds
Target: All enemies
- **Ha Rakundaou**
Tier III
Burst Defense Debuff Spell (A)
Effect: Grants Fortify
Phys+Elements -15 for 3 rounds
Target: Radius 3 burst, center LOE
range 5

- **Marakundamon**
Tier III
Total Defense Debuff Spell (A)
Effect: Grants Fortify
Phys+Elements -8 for 3 rounds
Target: All enemies

Tier IV

- **Matarundaou**
Tier IV
Total Strength Debuff Spell (A)
Effect: -4 STR, -4 MAG for 3 rounds
Target: All enemies
- **Masukunaou**
Tier IV
Total Speed Debuff Spell (A)
Effect: -4 AGL, -4 TEC for 2 rounds
Target: All enemies
- **Marakundaou**
Tier IV
Total Defense Debuff Spell (A)
Effect: Grants Fortify
Phys+Elements -15 for 3 rounds
Target: All enemies
- **Debilitate**
Tier IV
Absolute Debuff Spell (A)
Effect: Casts all -ndamon
Target: Single target

Intel

Tier I

- **Sense**

Tier I

Intel Sense Passive Spell (H)

Effect: As a movement action, you may designate a Sense target and remove all counters from this card.

As a minor action, you may put a counter on this or any ally's Sense card. When the number of counters on this card is at least the target's Sense difficulty, the target's elemental interactions are revealed

Target: One enemy

- **Deep Sense**

Tier I

Intel Sense Augment Ability Passive
Always (P)

Effect: If your Sense card has at least one more counter than the target's Sense difficulty, the target's abilities are revealed

- **Vital Sense**

Tier I

Intel Sense Augment Ability Passive
Always (P)

Effect: If your Sense card has at least two more counters than the target's Sense difficulty, the target's current and maximum hit points are revealed

- **Death Mark**

Tier I

Intel Spell (A)

Effect: Designate a target in LoS.

Attacks against that target have +1 LUK for the purpose of determining critical hits until the end of your next turn. As a minor action, you may extend this spell

- **Fateseal**

Tier I

Intel Spell (A)

Effect: Designate a target in LoS.

Status effects have a 20% greater chance of affecting the target until the end of your next turn. As a move action, you may extend this spell

- **Ensnarement**

Tier I

Intel Spell (A)

Effect: Designate a target. Until the end of your next turn, the target is slowed. As a standard action, you may extend this spell up to three times. The second time you sustain this spell, the target is stunned. The third time you sustain this spell, the target is knocked prone. If you take damage, the effect ends

- **Fog of War**

Tier I

Counterintel Spell (A)

Effect: Area within 4 of you becomes shrouded in fog, decreasing visibility, for one round. Increase dodge die category for allies in the area by 2

Tier II

- **Deep Sense+**

Tier II

Intel Sense Augment Ability Passive
Always (P)

Effect: Whenever your Sense ability reveals a target's elemental interactions, its abilities are also revealed

- **Vital Sense+**

Tier II

Intel Sense Augment Ability Passive
Always (P)

Effect: If your Sense card has at least one more counter than the target's Sense difficulty, the target's current and maximum hit points are revealed

- **Item Sense**

Tier II

Intel Luck Ability (P)

Effect: Out of battle, you get a few bonus hints concerning interesting items in a room, or at least places you should look. In battle, item drop odds are boosted 5% if you're alive at the end of battle

- **Liesmyth's Blessing**

Tier II

Counterintel Spell (A)

Effect: Interrupt. When an enemy scans an ally (or you), you may give the incorrect weaknesses

- **Will-O-Wisp's Bog**

Tier II

Counterintel Spell (A)

Effect: Area within burst becomes shrouded in fog for 3 rounds.

Increase dodge die category for allies in the area by 2. Enemy movement speed in the area is halved

Target: Radius 3 burst, center LOE range 6

Tier III

- **Vital Sense++**

Tier III

Intel Sense Augment Ability Passive
Always (P)

Effect: Whenever your Sense ability reveals a target's elemental interactions, its current and maximum hit points are also revealed

- **Rapid Sense**

Tier III

Intel Sense Augment Ability Passive
Always (P)

Effect: When you designate a Sense target, you may put a counter on your Sense card. You can only learn this ability once

- **Strengthening Sense**

Tier III

Intel Sense Augment Ability Passive
Always (P)

Effect: At the start of your turn, you may put a counter on your Sense card

- **Linked Mind**

Tier III

Intel Sense Augment Ability Passive
Always (P)

Effect: When you spend a minor action to add a counter to your Sense card, add a counter to each ally's Sense card. You can only learn this ability once

- **Tsuchigumo's Web**

Tier III

Counterintel Spell (A)

Effect: Spend an aspect token. This spell affects an area until the end of your next turn. Enemies entering the spell area or inside it when the spell is cast causes $50 + \text{TEC} \times 5\%$ chance to Panic. Enemies experiencing Panic have their movement halved in this area and take MAGd6 Almighty damage if they start within the area or move into it on their turn. As a standard action, you may extend this spell

Target: Radius 4 burst, center LOE range 6

- **Bloodsport**

Tier III

Counterintel Spell (A)

Effect: This spell affects an area until the end of your next turn. Units entering the spell area or inside it when the spell is cast causes $50 + \text{TEC} \times 5\%$ chance to Rage.

Enemies experiencing Rage have their movement halved in the area and take MAGd6 Almighty damage if they leave the area. As a standard action, you may extend this spell
Target: Radius 5 burst, center LOE range 7

- **Cloak of Shadows**

Tier III

Fast Counterintel Spell (A)

Effect: Increase dodge die category for all allies by 2 until the end of your next turn

Tier IV

- **Precognition**

Tier IV

Fast Counterintel Repress Spell (A)

Effect: The next 5 allied dodge die rolls are maximized. Expend any number of other spells. For each spell expended, this applies to one additional dodge die roll. Repress this and gain 1 fatigue

Miscellaneous

Tier I

- **Counter**

Tier I

Passive Counter Ability (P)

Effect: 30% chance to retaliate against a basic attack or Physical Spell with a basic melee or ranged attack

- **Foresight**

Tier I

Passive Luck Ability (P)

Effect: Gain 3 additional LUK charges at the start of each battle. You may spend a LUK charge to reroll a Sense roll, keeping both results. You may spend a LUK charge to reroll a dodge roll of yours

- **Magnificent Wings**

Tier I

Passive Movement Ability (P)

Effect: Effective +2 AGL for purposes of determining movement

- **Phantom Blade**

Tier I

Passive Augment Ability (P)

Effect: Return a spell from your hand to the deck. You may use MAG in place of STR when casting spells that do physical damage

- **Menis**

Tier I

Passive Rage Augment Ability (P)

Effect: Rage does not reduce your accuracy die category

- **Blessing**

Tier I

Dodge Spell (A)

Effect: Spend a LUK Charge. Force an enemy to reroll a dodge check against one of your attacks

- **Mortal Terror**

Tier I

Passive Fear Augment (H)

Effect: Your physical spells gain Critical (STRd10/2+10) against enemies suffering from Fear

- **Electric Slide**

Tier I

Lightning Movement Spell (A)

Effect: Move an ally 3. All enemies within range 3 of the target ally take MAG Lightning damage

- **Ice IX**

Tier I

Ice Spell (A)

Effect: All allies within 3 gain +(your MAG) Ice damage to all attacks until the end of your next turn. Enemies within 3 are slowed

- **Rain of Fire**

Tier I

Fire Spell (A)

Effect: All allies within 3 gain +(your MAG) Fire damage to all attacks until the end of your next turn. Enemies within 3 are slowed

- **Wind Tunnel**

Tier I

Wind Movement Spell (A)

Effect: Move an ally 3. All enemies within range 3 of the target ally take MAG Wind damage

Tier II

- **Power Charge**

Tier II

Self Buff Spell (A)

Effect: Your next normal attack, physical skill, or Almighty physical attack does 250% damage

Target: Self

- **Mind Charge**

Tier II

Self Buff Spell (A)

Effect: Your next Fire, Ice, Electrical, Wind, or Almighty magic attack does 250% damage

Target: Self

- **Counterstrike**

Tier II

Passive Counter Ability (P)

Effect: 50% chance to retaliate against a basic attack or Physical Spell with a basic melee or ranged attack. Does not stack with Counter

- **Hyper Counter**

Tier II

Passive Counter Ability (P)

Effect: 30% chance to retaliate against a basic attack or Physical Spell with a basic attack or Physical Spell of your choice. This stacks specifically with Counterstrike: 30% chance of hyper counter, 20% chance of Counterstrike, 50% nothing. Do the logical thing

- **Icy Grip**

Tier II

Passive Luck Ability (P)

Effect: Spend 3 LUK charges to reroll a Death effect against a single enemy. Spend 1 LUK charge to reroll a bad status effect against a single enemy

- **Blessing of Styx**

Tier II

Passive Stat Ability (H)

Effect: You gain Fortify Physical 10

- **Glaucus' Insight**

Tier II

Passive Mind Healing Ability (H)

Effect: Increase the chance of recovering from Mind effects each turn to 50%

- **Magnificent Wings+**

Tier II

Passive Movement Ability (P)

Effect: : Effective +2 AGL for purposes of determining movement

- **Guiding Hand**

Tier II

Luck Spell (H)

Effect: Spend a LUK charge. Allow any player to reroll a dodge check. The new result must be taken, even if worse

- **Dead Aim**

Tier II

Luck Spell (A)

Effect: Spend a LUK charge. Force an enemy to reroll one die from a dodge check against one of your attacks

- **Knight Moves**

Tier II

Interrupt Movement Spell (A)

Effect: Interrupt. Swap places with an ally within VIT of you

Tier III

- **Power Charge+**

Tier III

Fast Self Buff Spell (A)

Effect: Fast. Spend an aspect token. The next normal attack, physical skill, or Almighty physical attack does 250% damage
Target: Self

- **Mind Charge+**

Tier III

Fast Self Buff Spell (A)

Effect: Fast. Spend an aspect token. The next Fire, Ice, Electrical, Wind, or Almighty magic attack does 250% damage

Target: Self

- **Zanshin**

Tier III

Repress Buff Ability (H)

Effect: Fortify Physical, Fire, Ice, Wind, and Lightning equal to the number of repressed spell cards you have

- **High Counter**

Tier III

Passive Counter Ability (P)

Effect: 70% chance to retaliate against a basic attack or Physical Spell with a basic melee or ranged attack. Does not stack with Counter and Counterstrike

- **Hyper Counterstrike**

Tier III

Passive Counter Ability (P)

Effect: 50% chance to retaliate against a basic attack or Physical Spell with a basic attack or Physical Spell of your choice. This stacks specifically with High Counter

- **Leadership**

Tier III

Passive Mind Healing Ability (H)

Effect: All allies, including you, increase the chance of recovering from Mind effects each turn to 50%

- **Second Self**

Tier III

Passive Personal Ability (A)

Effect: Switching to this Persona is a move action. You may spend a charge of One in Spirit to switch to this Persona as an interrupt-speed effect

- **Serrated Edge**

Tier III

Sustain Spell (A)

Effect: Choose a target in LoS.

Target takes +3x(caster's MAG)

Almighty damage from allied attacks and spells until the end of your next turn. As a minor action, you may extend this effect

- **Phaseshift**

Tier III

Movement Spell (A)

Effect: Interrupt. Shift an ally 5 squares

- **Last Legion**

Tier IV

Movement Spell (A)

Effect: Interrupt. Swap places with an ally within TEC of you. Gain Fortify MAGx5 against the next attack

- **Enlightenment**

Tier IV

Repress Spell (A)

Effect: Return repressed spells to their spell decks. The total number of spell tiers returned may not exceed 6, no you may not return tier IV spells

Tier IV

- **Perfect Counter**

Tier IV

Passive Counter Ability (P)

Effect: 70% chance to retaliate against a basic attack or Physical Spell with a basic attack or Physical Spell of your choice. Includes effects of Hyper Counter and Hyper Counterstrike