



SEA OF SOULS

**SUPPLEMENTARY CONTENT FOR
THE GRIMOIRE OF HEART
VOLUME I**



Index

Class Variant – Innocent (Suppressors).....	3
Class – Devil Summoners.....	4
Class - Attendants	6
Class - Artificial Users	7
Class - Nahobino	8
Class - Navi.....	9
Navi Spells.....	9
Weapons.....	11
Armor	11
Consumable Items.....	11
Weapon Coatings.....	12
Feats.....	13
Shadows	14
Optional Ruling – Wild Coating.....	33

Welcome to the Sea of Souls! This document compiles every official add-on released for the [Grimoire of Heart](#) from its release up to the 4.4.7 update (July 2022).

This content was written and balanced to be on-par with the core Grimoire content, but can be more mechanically advanced than core content. Make sure your Narrator allows Sea of Souls content before using it.

If you somehow have this document and not the core Grimoire release, you can [download it here](#).

As always, a big thank-you to Sanerion, Cam, HunterSystem, Covilion, and everyone else in [our Discord server](#) for contributing concepts and feedback for the Sea of Souls, including the initial pitch for the Artificial Users!.

Updated: 2023-10-11

Class Variant – Innocent (Suppressors)

“A machine designed after a child? You sure found something unusual in those Tunnels....”

The Innocent are often cited as humanity’s blooming hope against the ever-encroaching catastrophes of the world, infinitely complex humanoid machines that do exactly as they’re told, bearing the combined knowledge of humanity and doing jobs that are too risky for humans to do. However, a scant few of these Innocents break free of the mold they were designed to fit, gaining free will and being admitted as full citizens before long.

Innocents are generally seen as kind and generous, but with a strong sense of self-preservation. This allows them to blend in more easily into human society than their distant relatives, the *Anti-Shadow Suppression Weapons*, at the cost of somewhat diminished combat capabilities.

Mechanically, Innocents are treated as Suppressors, but with the following Class Features instead of the Suppressors’:

- ❖ **Streamlined Machine:** Upon gaining an even Character Level (2, 4, 6, etc.), Innocents can substitute one of their Social Skill gains to instead raise any of their Combat Skills by one. This grants a clear and quick boost in combat capabilities when compared with other Classes at the same level.
- ❖ **Vast Database:** The near-endless supply of data stored in the Innocents’ drives are mostly encrypted, but can rarely be tapped into. Innocents can learn spells outside of their Types. However, these spells cost double their normal SP price. This only applies to acquiring these spells. Consider the price for upgrading or forgetting these spells their normal cost.
- ❖ **Power of the Monoliths:** Once per day, Innocents can tap into the source of the energy that granted them sentience and enter a state of frenzy, as a free action. Innocents under this effect gain +2 STR, +2 MAG, +2 TEC, +2 AGI and can roll one Critical Hit without spending Luck Charges. This lasts for three rounds and stacks with other Buff effects. When this effect ends, the Innocent enters a state of emergency maintenance, losing Energy equal to half their maximum Energy and suffering the effects of *Shocked* (cannot dodge, suffer Critical Margin +1) until the start of their next turn, which ignores all resistances to Status.
- ❖ **Glowing Hearts:** When creating an Innocent, you may choose an extra Free Aspect, for a total of five.
- ❖ **Worlds Apart:** Due to an unexplained firmware quirk, Innocents find it markedly difficult to understand the language of Demons. Innocents suffer a permanent -1 Social Tier penalty during all Shadow negotiations.

Class – Devil Summoners

"Tokyo, 199X: A freak accident with a teleportation device causes strange beings to appear in Kichijoji... The people who see these beings call them Demons."

From time immemorial, humans told stories of demons. Creatures that lurk in darkness, carrying powers far beyond those of humans. The temptation to bind demons to our world, to force them to obey humanity's will, has been the source to many theories, most involving complex rituals and thorough comprehension of the nature of demonic power. But what if rituals could be stored as data, and replicated by anyone with access to a digital device? What course would humanity take with the powers of a Devil Summoner?

For the purposes of this Class, consider all mentions of Demons or Devils to be equivalent to Shadows or Personae in the core Grimoire book.

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- ❖ **Demon Busters:** Devil Summoners get a Starter Persona (also known as a Starter Devil) like all other User Classes, and can add new Demons to their list by negotiation, following the standard negotiation rules, except for the following: If a negotiation would result in Failure or Nothing, the negotiation target will always choose to attack, if able. Devil Summoners can carry up to 3 Demons in their stock. This limit increases by 1 whenever the User gains a permanent boost to a Combat Skill.
 - Devil Summoners have access to Fusion and Sacrifice, but not Seclusion, and can perform these rituals directly from their COMPs, outside of combat.
 - ❖ **Overclock:** Once per combat, you may choose one Demon on your list, except your currently summoned Demon: Choose a spell from its deck, spend 1 Energy, plus its normal Energy cost and any spell-specific costs, and cast that spell as if it were on your summoned Demon's deck. This spends the same action as the spell's stated cost, and does not spend that spell's use.
 - ❖ **Laplace:** Devil Summoners bypass the requirements for the Potential, being able to summon Demons to their aid by using a device known as a COMP. COMPs come in many shapes and interfaces, being as simple as a motion-tracking bracelet or as complex as a futuristic gun-shaped device.
 - Your COMP choice is permanent. COMPs are biometrically assigned to each Devil Summoner and cannot be operated by anyone but their owner.
 - If you destroy or lose your COMP, you cannot summon any Demons, including your Starter, but you can still access the Metaverse normally, and you can choose to recover your COMP in the next Time Block by reducing your next RP gain to zero. This also disables any other COMP you owned.
 - When creating a Devil Summoner, choose a form for your COMP and one of the seven Categories below, gaining the appropriate features.

Name	Effect	Description
Arm Terminal	Bypass the "1 Energy" cost of triggering Overclock. Once per day, when you trigger Overclock, you can choose to Repress the chosen spell: You do not spend Energy to cast that spell or activate that spell's extra effects, if any.	An arm-mounted computer with a simple interface. Some models include an attachment that the Summoner wears over their eyes that feed them important battle info.
GUMP	Whenever you gain a new spell that does not have the Unique category, you gain two uses of it instead of one. This does not apply when you spend SP to upgrade a lower Tier skill into a higher Tier.	A sophisticated gun-shaped computer with a screen, keyboard and full internet capabilities that can collapse into a small rectangle when not in use.



Kuzunoha Tubes
You gain +1 Social Tier for all negotiations, but you cannot risk a dice category higher than a d4 during negotiations. Once per day, if you succeed in a negotiation, you do not spend the action for that negotiation, but you cannot declare negotiation again during turn.

Silver cylinders, each containing the essence of a different Demon. They open up during summoning through a delicate mechanism and reveal a glowing green interior.

CEMP
Once per combat, you can use a consumable item as a Quick action.

“Component Ejection and Mobility Parabellum”, a COMP equipped with a mechanical system that can retrieve and manipulate objects faster than the eye can see.

Avalon
During your weekly RP reset, you can choose to retain RP from the previous week equal to half your highest Social Skill Tier.

A large golden broadsword equipped with a modern processor.

COMPrella
You don't take damage from effects that specify a space, you are immune to all effects that denote targets “within a Circle”, and you take no damage from effects that denote “adjacent units” as targets if you're not the main target.

A frilly gray parasol. It doesn't have an interface to summon demons, but does so in response to rhythmic waving.

Laplace Protocol
Tyrant Shards you are carrying only take up one demon slot. Activating the second effect of Essence of the Great Lords costs 2 Energy, instead of the usual 4.

An app installed on the Summoner's phone or a similarly portable device.

- ❖ **Essence of the Great Lords:** Whenever a Tyrant is defeated, all Devil Summoners in combat gain a *<Tyrant's Name>'s Shard*, a symbol of its power. This Shard takes up two of your Demon stock slots, but cannot be summoned as a Demon. Instead, you may choose to use Overclock to temporarily call upon that Shard, granting you one of the following effects (your choice). You can only do this once per day. You can also choose to Sacrifice the Shard to distribute SP equal to its Level amongst your other Demons.
 - Replace your summoned Demon's Natural Skill by that Tyrant's for 3 rounds;
 - Spend 4 Energy, on top of Overclock's activation cost: Cast one Tier 5 spell of one of the Tyrant's Types as if it were on your summoned Demon's list;





Class – Attendants

Class – Attendants

“Nothing meaningless happens in the Velvet Room. Have faith in this power invested in you, and use it to carve your own path.”

The Velvet Room exists between dream and reality, its shape and inhabitants molded by its notorious guests and given life through their shared experiences. Its assistants, sometimes referred to as *Attendants*, have a tendency to quickly bond with Users and grow curious about the outside world, craving the freedom the Users embody. Given an opportunity, most Attendants will wander out of the Velvet Room and pursue their own goals, and a rare few will find the strength to awaken their Potential and become exceedingly powerful Persona Users in their own rights.

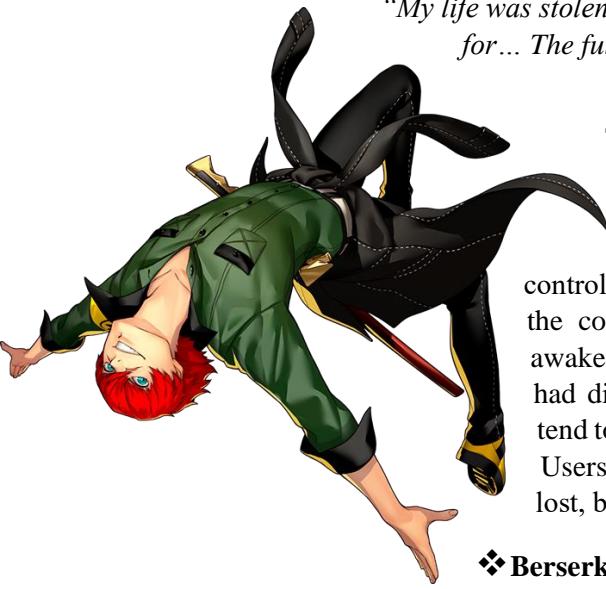
- ❖ **Wielder of the Compendium:** The Persona Compendium given to every Attendant can catalogue information on Personae the party happens upon, but its hidden potential is unleashed once an Attendant unlocks their Potential. An Attendant-class User may cast an Active spell from any other User's Spell Deck by paying double the initial Energy cost of that spell. Other costs and restrictions apply normally, but this does not spend uses of, nor Represses, the original spell.
- ❖ **Updating the Grimoire:** Carefully analyzing Shadows is part of the duty of an Attendant. You can use a Quick action to target one Shadow you can see. If that Shadow is slain or otherwise removed from combat, you gain a number of “Recovery Points” based on that Shadow’s “Tier” column (Grimoire of Heart, Page 163), then use those points immediately, and for no action cost, to recover spent spell uses from your deck. You can spend a number of Recovery Points equal to a spell’s Tier to recover one of its uses. Points that are not spent immediately are forfeit. If you successfully recover at least one spell use with this feature, you can no longer activate it for this combat.
- ❖ **One Last Page:** Whenever a User dies permanently by any means, their essence gathers around the Attendant User, who may take it back to the Velvet Room and perform a unique ritual to celebrate their life forevermore. This creates an extra Page in their Compendium for each of the fallen User’s Personae, containing their powers and the memories gathered throughout the User’s journey. As a Quick action, an Attendant can switch between Pages and use the Spell decks from each Persona freely. Note that the Attendant’s Types, Arcana and Type interactions do not change. Finally, the spells contained in the Pages cannot be upgraded or refunded for extra SP.
- ❖ **Meaning from Emptiness:** Attendants are in a constant state of psychological growth, and observing others’ failures is a great way to learn. Attendants start each game session with two Aspect Points, but whenever a User’s Aspects are Compelled, used to negatively impact the party, all Attendant Users gain an extra Aspect Point, except the Compelled User, if they are an Attendant.



An Attendant's Compendium can come in many forms, usually that of an old, heavy book, but feel free to exercise your creativity in what shape yours takes.

Class - Artificial Users

"My life was stolen from me... And in its place, I was given a power I never asked for... The future is a delusion. Only by striving to live every moment to its fullest can the soul truly be satisfied."



The process of awakening one's Persona can take many forms, most brought upon by strong emotions and a fierce desire to survive. It can be fickle, time-consuming, and fallible. But what if you could provide a clean, monitored environment with controlled stimuli and experiments to draw out one's Persona, whatever the cost? That was the inspiration behind experiments on forcing awakenings upon humans. The stress of these experiments, however, had disastrous consequences, as Personae that are forced to awaken tend to be unstable and violent, being capable of fatally wounding their Users in situations of stress. The original subjects of these trials are lost, but there's no telling when these experiments will be repeated.

❖ **Berserk:** An Artificial User's Persona threatens to devour its User at every turn, but Users strong enough to hold them back can wield untold power. Once per turn, as a Quick action, or once per Scene outside of combat, you can activate the following effect:

- To trigger Berserk, decrease your Maximum HP by 10% of its maximum value. Activating Berserk multiple times stacks this penalty. You cannot activate Berserk if activating it would decrease your HP to less than 50% of its default maximum;
 - Spells that deal damage based on your maximum HP still take your default HP into consideration.
- When you activate Berserk, choose from one of the following bonuses. You cannot choose the same bonus more than once.
 - Increase two Combat Skills by +1. This is not a Buff effect;
 - Increase your maximum Aspect Point limit by 1. Once per day, outside of combat, activating this feature gives you 1 Aspect Point;
 - Basic attacks you declare gain +1 HDC and +1 Critical Margin;
 - +1 Tier to one Social Skill of your choice;
 - Choose one Type you're not Weak against. Improve that Type's interaction by 1 "step" (Neutral – Resist – Null – Reflect – Drain);
- In combat, you can use a Quick action to remove one of these bonuses and regain the maximum HP sacrificed to activate this feature. This can be done any number of times outside of combat.

❖ **Amorphous Instability:** Artificial Users' minds are specially attuned to the Metaverse. Up to twice per Character Level, an Artificial User can attempt to mimic a Shadow's techniques and incorporate them into their arsenal.

- This is considered an Intel skill that treats Null, Drain and Repel Intel as Resist Intel. The range of this skill is equal to the User's currently equipped weapon, and it has an activation chance of $40 + (\text{SKL} + \text{TEC})\%$.
- On a success, the User gains "Artificial SP" equal to half that Shadow's Level, rounded up. Artificial SP can be used to purchase spells of that Shadow's Type(s) as if your Persona had those Types. Unused Artificial SP disappears at the end of the current day.

Enduring Spirit: Negative Raku, Suku and Taru effects applied on Artificial Users last one round less than their default duration.



Class - Nahobino

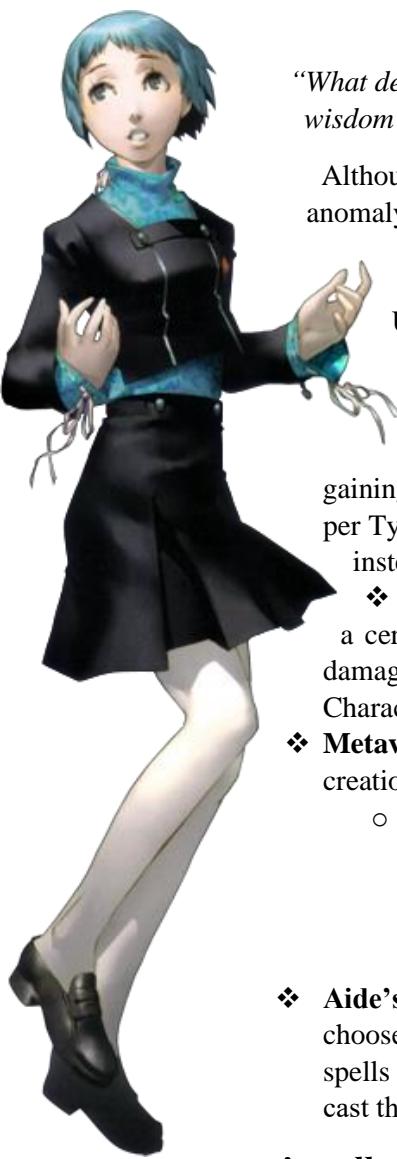
"So, the Nahobino makes themselves known again. Light or dark, you may chase whatever you please. I shall await you in the realm beyond earth and heavens."

Long ago, gods and humans were as one, beings of peerless power who could shape the world as they saw fit. To this day, stories tell of "demons" who seek out their human counterparts, joining to retrieve a spark of the infinite potential they lost in their separation. Those who seek the lost truths of the Metaverse posit that these Nahobino, or *Unified Gods*, are indistinguishable from Persona Users, although of a class all their own.

- ❖ **Gouitsujin:** A Nahobino embodies the power of their Persona in a particularly intimate form: While in the Metaverse, a Nahobino changes their appearance to take on some features of their Personae. Additionally, a Nahobino can cast their spells without summoning their Persona and can dispel their appearance to summon their Personae freely, without needing the summoning methods of other Users. These effects are purely visual.
- ❖ **Calamity's Edge:** Nahobino can mold the raw power of their Personae to materialize an energy blade that replaces their right hands. This blade is considered a Range 1 melee weapon that deals SKLd6 damage. The Type of this damage can be any "Damage" Type (Physical, Fire, Ice, Wind, Thunder, Light, Dark, Nuclear, PSY) except Almighty, of any spell their Persona possesses. Starting from CLv. 5, a Nahobino adds their SKL value to damage calculation for attacks performed with Calamity's Edge.
 - ❖ **Divine Proficiency:** The true potential of the Unified Gods amplifies one's innate magical potential. A Nahobino can carry up to 24 spells.
 - ❖ **Apotheosis:** The latent transformative power of a Nahobino allows them to shape their own selves as needed. If the result of a Nahobino's negotiation roll would result in a Persona/Card reward, they instead gain a "[Shadow]'s Essence", a consumable that can only be used by Nahobino, and only while out of combat, taking the form of a crystal sphere colored after the Shadow's appearance. Upon consuming an Essence, a Nahobino can choose between exchanging their Elemental Interactions with the Shadow's, or purchasing new spells and adding them to their Spell Deck according to the Shadow's Spell Points. A Nahobino can only gain and carry one Essence of each Shadow "species".
 - **Example:** The Nahobino User Tao has Weakness against Dark and Resist Light, and the Light, Cure and Buff Types. Upon consuming a Pixie's Essence (see below), she may choose to permanently change her Interactions to "Resist Thunder, Weak against Dark" or gain 2 Spell Points to purchase Thunder or Heal spells, despite her not having either Type. As usual, she may also spend these SP in spells that can be learned by all Personae, such as Miscellaneous or Defense spells.

Pixie's Essence	Spell Points: 2
Resists: Thunder Weak: Dark	Types: Thunder, Wind





Class - Navi

"What denies you is an illusion... A curse put upon you by the heartless... The forbidden wisdom has been revealed. No mysteries...no illusions shall deceive you any longer."

Although most Personae are flexible, but fully equipped to fight Shadows, a recent anomaly has been observed where a few rare Users awaken to Personae that are entirely dedicated to supporting their summoners and their allies, being able to do so much more efficiently than others at the cost of diminished destructive prowess. These Users are commonly referred to as Navigators, Navi for short, as they often avoid combat to support others from the sidelines.

- ❖ **Purity of Purpose:** Navi Users can only choose from the following Types: Intel, Status, Buff, and Debuff, but can select all four if they so choose, gaining an extra Persona level if they choose to forego any of these Types (one extra level per Type not chosen). Additionally, you may choose any valid Type as your Resistance, instead of only a Type your Initial Persona possesses.
- ❖ **Proud Aegis:** Once per combat, if a target would take damage from an attack of a certain Type while they're under the effect of a spell cast by a Navi that reduces damage of that Type, or all Types, the Navi User gains SP equal to half their own Character Level.
- ❖ **Metaverse Pulse:** All Navi Users gain the Tier I **Perception** Intel spell at character creation, for no cost, even if they do not choose the Intel Type.
 - This skill does not count against your spell deck limit, and cannot be refunded for SP. When your Persona reaches level 5, this spell becomes **Powerful Perception**. At level 10, it becomes **Absolute Perception**. Finally, at Level 15, it becomes **Eyes of Prometheus**. This stacks with spells of the same name and ignores the effects on these spells that cancel out lower Tiers.
- ❖ **Aide's Legacy:** At character creation, choose one of the Navi spells below. You may choose one more Navi spell when your Persona reaches Levels 5, 10, 15 and 20. These spells have no Energy cost outside of their stated effects, only Navi Users can learn and cast them, and only via Aide's Legacy.

Navi Spells

Name	Categories	Reach	Effect	Description
Makatora	Navi, Heal, Unique (A)	1 ally within 8 meters	Spend X Energy . Restore target's Energy by X.	A gleaming blue line briefly connects the caster and the target.
	Time: Default	Duration: Instant		
Regenerate	Navi, Heal, Unique (P)	Caster	At the end of combat, if your HP is below 100% but above 0, restore up to 20% of your maximum HP.	A green energy disk surrounds the caster, accelerating healing.
	Time: Passive	Duration: Permanent		
Invigorate	Navi, Heal (P)	Caster	At the end of combat, if your Energy is below its maximum value, you may spend 1 Aspect Point to restore 1d4 Energy.	A deep blue droplet falls from the sky, briefly enveloping the User in a gentle glow.
	Time: Passive	Duration: Permanent		
Into the Void	Navi, Null, Interrupt, Unique (A)	1 ally within 9 meters	Spend 4 Cognitive Counters . Target ally gains <i>Null <All></i> against the next attack this round. You can only cast Into the Void once per combat.	You create an area of cognitive blindness around an ally, making Shadows' attacks fail to reach them.
	Time: Interrupt	Duration: Instant		



Zero Set	Navi, Unique (A)	1 ally within 6 meters	Spend 4 Counters or 4 Energy . Target's next spell has no generic Energy costs. Spell-specific costs still apply.	Your target is surrounded by floating equations and graphs.
	Time: Default	Duration: Instant		
Position Hack	Navi, Initiative (A)	A number of targets within 8 meters.	Spend X Counters . For each Counter spent, change the position of 1 target in the initiative queue. These changes take effect at the start of the next round.	Affected targets are surrounded by a shimmering aura that briefly disrupts the flow of combat.
	Time: Default	Duration: Instant		
Encore	Navi, Buff, Debuff (A)	Any number of targets within 8 meters	Spend 1 Counter per selected target. Add 3 rounds to the duration of any one Buff or Debuff effect on each target.	A colored cloud surrounds the target, intensifying any existing conditions.
	Time: Default	Duration: Instant		
Idol's Insight	Navi, Intel, Analysis (A)	Any number of targets you can see.	At the start of combat, you may spend 1 Energy to reveal an elemental interaction of the target. You may spend extra Energy to reveal more interactions or choose more targets.	A fractal arrow pierces the target and flies back to you, revealing a readout of the target's weak points.
	Time: Automatic	Duration: Instant		
Oracle	Navi, Heal, Buff, Debuff, Repress (A)	Special	Roll 1d100 (roll 1d10 for the tens, then 1d10 for the unit) and apply the appropriate effect according to the table below. Repress this spell.	The arena is surrounded by a globe of prismatic lights, filling the targets with wild energy.
	Time: Default	Duration: Instant		

Oracle	Effect
00	Reduce the HP of all Users to 2.
01-10	Apply the Knocked Down Status to any number of targets you can see. This bypasses Status resistances.
11-15	Apply the Knocked Down Status to all Users.
16-30	Move all Users to the start of the initiative queue. This takes effect at the start of the next round.
31-35	Remove all Buff, Debuff, Charge and Status effects from all units in combat.
36-50	Any number of targets suffer the effects of Tarundamon , Rakundamon and Sukundamon (-2 STR, -2 MAG, -2 TEC, -2 AGI, Fortify Physical & Elements -8 for 3 rounds)
51-55	All enemy units gain the effects of Tarukajamon , Rakukajamon and Sukukajamon (+2 STR, +2 MAG, +2 TEC, +2 AGI, Fortify Physical & Elements +8 for 3 rounds)
56-70	Deal Almighty damage to any number of targets equal to your Level, multiplied by 10 (no dodge check).
71-75	A shower of colorful sparks covers the arena.
76-90	All enemy units gain Weakness to Physical, Fire, Ice, Wind, Thunder, Nuke and PSY until the start of your next turn.
91-98	Move all Shadows to the start of the initiative queue. This takes effect at the start of the next round.
99	Restore 100% HP and up to three spell uses (this can include Repressed spells) of each User.

Weapons

Name	Category	Damage	Reach	Extra	Description	Cost
Strega Grenades	Dagger	MAGd6+MAG	2-5	Deals half the rolled damage to enemies adjacent to the target	Precisely designed cognitive explosives that do not harm the user	4 RP
Chained Hatchet	Whip	STRd8+VIT	1-3	Recovers 1d6 HP on hit. -1 Death's Door counter.	An axe head attached to a collapsible chain, to be used with hopeless abandon.	4 RP
Idas	Firearm	MAGd6+6	1-4	You can choose to deal Dark Type damage instead of Gun.	The Slayer of Castor, an oversized revolver that's oddly warm to the touch.	3 RP
Tenacious Blade	Sword	STRd8	1	If you defeat an enemy with a Death Category spell, this weapon gains +1 HDC for 3 rounds.	A long, thin katana with a unique jagged grip and a partially serrated blade.	4 RP

Armor

Name	Damage Reduction	Bonus	Notes	Cost
Expert's Jacket	VIT + 3	Requires 2 STR to wear; -1 AGI	A green jacket with the padding replaced by firm plates that can deflect blows.	4 RP
Lolita Dress	1	+6 to dodge checks; Empathy Tier -1	A comfortable, form-fitting white dress with gentle, bloodstained frills.	4 RP
Belt and Jeans	2	Evade Gun 1	Tight, ripped jeans and a studded leather belt, best worn loose.	3 RP

Consumable Items

Name	Effect	Cost	Rarity
Sword of Page	Remove one Combat Bonus from one of your Personae and give it a +1 STR or +1 MAG Bonus. Bonus limitations still apply.	1 RP	1d2
Cup of Knight	Remove one Combat Bonus from one of your Personae and give it a +1 TEC or +1 AGI Bonus. Bonus limitations still apply.	1 RP	1d2
Coin of Queen	Remove one Combat Bonus from one of your Personae and give it a +1 VIT or +1 LCK Bonus. Bonus limitations still apply.	1 RP	1d2
Nihil Arm	A soft, pliable mass that assumes the form and effect of any weapon in the party's inventory until the end of combat. Activating its shape-shifting effect and equipping the Nihil Arm is considered a Quick Action that automatically unequips other weapons you're wielding. Regenerates into the User's inventory 1d4+1 days after being used.		Special



Weapon Coatings

Weapon Coatings can be purchased and used by all Users. The effects of a Coating last for 24 hours once equipped. Unequipping or swapping out your Coating removes it from your inventory. Applying a Coating is considered a Quick action. Coating effects apply to all basic attacks and Physical Type spells you cast. Active Coatings are considered equipped to the User wielding them and can be noted down on the “Sidearm” block of your Character Sheet.

Name	Effect	Cost
Advantage Point AP Rounds	If you hit a target with a single-target spell or attack, you can choose the unit acting immediately before you in the initiative queue: Starting the next round, move your position in the initiative queue so you act immediately before that unit.	4 RP
Runed Engraving	Use SKL instead of STR for attacks. Your SKL ignores Buff effects, but not Debuff effects. You cannot deal Critical Hits under the effects of this Coating.	5 RP
Blood Tinge	Damage caused by your attacks cannot be healed. This extends to damage caused by Poison, if Poison was inflicted by your Physical attacks.	3 RP
Gold Plating	On hit, you may choose to spend X RP to add Xd4 damage of the same Type of the original attack.	1 RP
Plasma Cartridges	If you miss an attack, you still deal SKL damage, and can pay 1 Aspect Point to apply secondary effects as if you had hit the target.	4 RP
Anti-Spell Grease	On hit: Target suffers a penalty to their MAG equal to half your STR, rounded down (Minimum 1). This is considered a Debuff effect and lasts for 3 rounds.	4 RP
Light Foam	Decrease the damage dice category of Physical attacks you declare by 1. (Example: If an attack deals STRd6 damage, it now deals STRd4, etc.), but all Physical attacks you declare gain +2 HDC.	3 RP
Exotic Toxin	This Coating lasts 7 days, instead of the usual 1. On hit: If you hit a Non-Ultimate, Non-Tyrant Shadow, roll 1d100. On rolling a 1, that target is instantly slain and this Coating is removed from your inventory. This is considered an Almighty Death Category effect.	3 RP

Feats
(Each of these feats can only be chosen once.)

Name	Effect	Req.
Diplomacy	Once per combat, upon attempting negotiation, you may risk a d4 and add the result to your check. However, if the value of this check is negative, subtract double the result from your check.	Wildcard Class, Tier I in at least two Social Skills
Manipulation	Once per day, upon succeeding on a negotiation's highest reward tier, you can choose to roll 1d4 and subtract it from your check. If this second result would give you an Item/RP reward, you get both the Persona and the Item or RP. This does not affect your initial roll's result.	Wildcard Class, Tier III in at least one Social Skill
Waning Pressure	Once per day, you can choose one Shadow in combat. If its level is lower than your Persona's, you gain +X HDC for all attacks against it for 3 rounds, where X is the difference between levels.	Emergent Class
Waxing Reach	Once per day, as a quick action, for each Type your Persona has, you can decrease the Energy cost of spells of one Type your Persona knows by 1 for three rounds.	Emergent Class
Armor-Piercing Materiel	Your basic attacks treat Null Physical/Gun as Resist Physical/Gun and do not trigger Counter Category skills.	Suppressor Class, CLv. 8 or higher
Ceramic Plating	If you're not wearing armor, you gain DR equal to half your Level, rounded down.	Suppressor Class
Cognitive Mimicry	Once per day, as your Interrupt action, you can choose one ally you can see and swap your Type Interactions with theirs until the end of the round.	Shadow Class
Shaped Essence	Once per day, you can assume the form of one small animal, like a cat, a bird, a fox, etc. until the end of the Scene. You can still communicate with other Persona Users normally. The transformation takes no more than a few seconds.	Shadow Class
Souls Aligned	Switching between your Personae is always treated as a Quick Action	Beacon Class, CLv. 8 or higher
Facing the End	If you take damage from an attack that puts you in Death's Door, you can deal the same amount of damage, of the same Type, to a target within 8 meters as your Interrupt action.	Beacon Class
Smirk	When you defeat a Shadow by dealing damage it's Weak to, you can choose to gain +1 DDC or +1 HDC until the end of your next turn.	CLv. 6 or higher
Bribe	Once per day, whenever you succeed at the highest result of a negotiation, you may choose to forsake gaining a new Persona to instead gain an item or RP, but you gain double what you would have gotten for that negotiation result.	Wildcard or Devil Summoner Class.

Shadows

Jack Ripper

Types



XVI – The Tower

Level 10

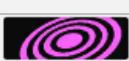
Hit Points: 52

Spell Card: Evil Smile (T2 Status)

Skill Bonus: +1 TEC, +1 LCK, +4 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	MAG	TEC	AGI	VIT	LCK
4	1	8	7	2	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 Card: Sexy Dance (T2 Status)

Skill Bonus: +4 Knowledge, +4 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	MAG	TEC	AGI	VIT	LCK
4	4	4	1	6	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.



Jin & Moros

Artificial Persona User
IX – The Hermit

Level 10
Hit Points: 500
Reward: Strega Grenades (Dagger, 4 RP)



Reflect



Null

Tactical Advantage – At the start of each round, Jin can swap his place on the initiative queue with the character that acts immediately before him in the queue. If Jin is the first character in the initiative queue, all attacks he declares deal 20% more damage.

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

End of the Line (P): At the start of combat, Jin applies the *Doomed* condition to the User with the highest HP in combat besides himself.

❖ A character who's **Doomed** receives 4 counters. At the end of the character's turn, they lose one counter. Once the character runs out of counters, they enter Death's Door. *Doomed* cannot be removed by any effects, but is removed once the character enters Death's Door. Using any spells or items that recover HP on a *Doomed* target restores 1 *Doomed* counter. When combat ends, all instances of *Doomed* are removed.

Bring Low: Applies *Doomed* to one User Jin can see. This spell can only be used if no characters are *Doomed*. This is considered a Quick action.

Accelerate: One target Jin can see loses 1 *Doomed* counter.

Strega Grenades Mk II: One target within 8 meters and all adjacent units. On hit, choose one of the following effects:

- ❖ **Napalm:** Deals MAGd6+5 (22/26) Fire damage
- ❖ **Shock:** Deals MAGd4 (12/14) Thunder damage and has a 45% chance to Stun
- ❖ **Shrapnel:** Deals STRd6 (17/20) Physical damage. All hit targets' HP maximum are decreased by the amount of dealt damage until the start of Jin's next turn.

The information-gathering expert of Strega and creator of the Revenge Request website. Incredibly arrogant and fiercely loyal, Jin is known to spare no efforts to see Takaya's plans come to fruition.



Chidori & Medea

Artificial Persona User
XII – Hanged Man

Level 12
Hit Points: 30
Reward: Lolita Dress (Armor, 4 RP)



Falling Down – Chidori takes no damage from any attacks, is immune to all Status effects and Death category effects, and cannot be healed by any effects. This skill overrides all other features with similar or opposing effects.

At the end of every round, Chidori loses 5 HP. Once Chidori reaches 0 HP, all Blight Coronets disappear and she dies.

STR	MAG	TEC	AGI	VIT	LCK
3	9	6	6	1	2

Twisting Grudge (P): At the start of combat, Chidori summons two *Blight Coronets*, mirror images of Medea.

Chained Hatchet: One target within 3 meters. Hit: MAGd10 (50) Physical damage, restore 20HP to one Blight Coronet.

Burning Hate: Chidori summons up to 2 *Blight Coronets*, placed immediately after Chidori in the initiative queue.

Maragidyne: Any number of targets. On hit: MAGd4 (22) Fire damage.

Mudoon: One target Chidori can see. Instantly kills targets below 45% HP.

A mysterious member of Strega who tends to keep to herself. A young girl who seems fond of flowers and art, but her cold nature tends to push most people away. It's rumored Chidori has a soft spot for a certain Persona User from Tatsumi Port Island.

Blight Coronet

Level 13
Hit Points: 100

STR	MAG	TEC	AGI	VIT	LCK
5	2	5	2	5	2



Resist



Weak

Corrode: 1 target. On hit: STRd8 (22) Physical damage and *Fortify All -5* on target for 2 rounds.

Spring of Despair: 1 target. 50% Fearful chance.



Takaya & Hypnos

Artificial Persona User
X - Fortune

Level 14
Hit Points: 450
Reward: Idas (Firearm, 3 RP)



Resist



Reflect

In The Moment – Takaya receives half the effect of Debuff spells and takes half damage from the Poisoned Status.

STR	MAG	TEC	AGI	VIT	LCK
2	8	6	2	7	6

01A056 (P): Takaya can perform his full turn twice per round. Takaya's movement allowance is always treated as 10AGI (20) meters per turn.

Cripple: One target within 8 meters. Hit: MAGd6 (28) Gun damage and target cannot take movement actions until the end of Takaya's next turn (in the following round).

Topple: One adjacent target. Hit: STRd6 (7) Physical damage. If the target is under Cripple's secondary effect, target suffers Knockdown and the next hit against the target is a guaranteed Critical Hit.

Destiny Gale: Up to 2 targets Takaya can see. HDC +1. On hit: MAGd4 (20) Wind damage and targets are moved individually up to 2TEC (12) meters in any direction.

Final Shot: Any number of targets in a 10 meters long straight line in front of Takaya. HDC +1. On hit: MAGd10 (44) Almighty damage. If this attack is a Critical Hit, it deals 3x the rolled damage instead of 2x. If Takaya uses Final Shot, he cannot use it again for 1d4+1 rounds.

The confident and ruthless leader of Strega. A young man devoured by hopelessness, Takaya is not opposed to murdering innocents and using the other members of Strega as pawns for his ultimate goal: The end of all things.



Jeanne D'Arc

XX – Judgement

Level 12

Hit Points: 300

Spell Card: Me Soma (T2 Heal)

Skill Bonus: - +2 VIT, +1 MAG, +4 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

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 Card: Agneyastra (T3 Physical)

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

STR	MAG	TEC	AGI	VIT	LCK
9	1	8	3	8	1



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.

Types



Disposition:
Insane, Snobbish



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.



Vivian

VI – The Lovers

Types



Level 11

Hit Points: 78

Spell Card: Mabufudyne (T3 Ice)

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

1

MAG

6

TEC

7

AGI

7

VIT

3

LCK

2

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.



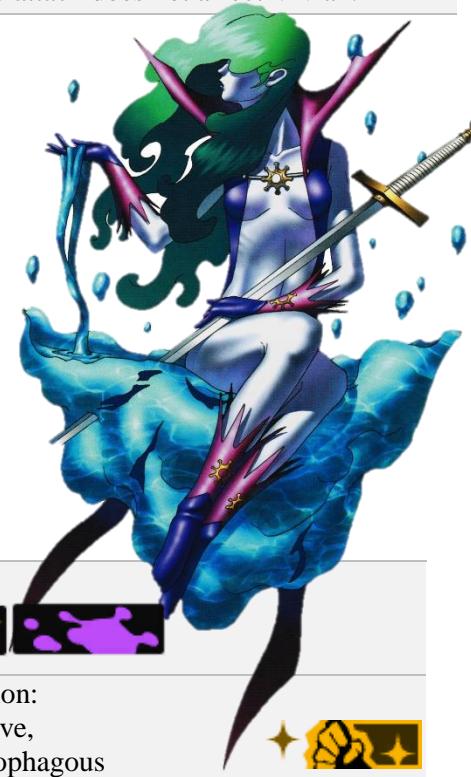
Resist



Weak

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

Types



Level 7

Disposition:

Hit Points: 110

Aggressive, Anthropophagous



Spell Card: Wage War (T2 Status)

Skill Bonus: +4 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

6

MAG

1

TEC

5

AGI

4

VIT

5

LCK

2



Reflect



Null

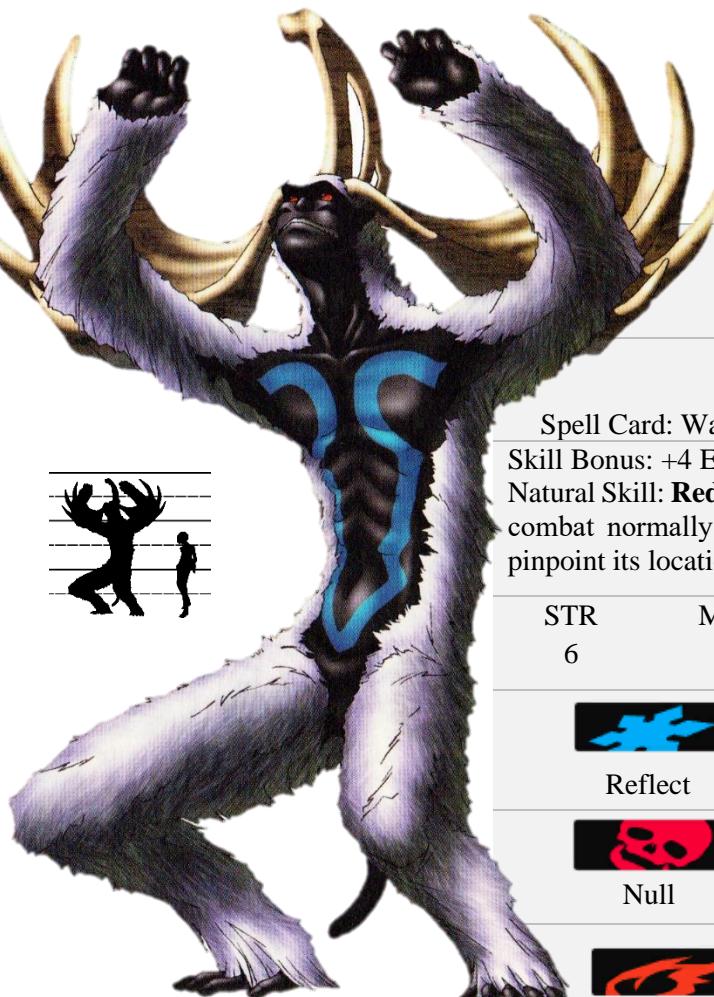


Weak

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: 720

Reward: 1x Nihil Arm (Consumable, Special)

Types



Natural Skill: **Specter in the Fog** – Ameno-Sagiri is not affected by Knockdown, Fearful, Panicked and Stunned, and is immune to Ingrained Status effects.

STR	MAG	TEC	AGI	VIT	LCK
1	9	8	2	11	2

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.

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.

Mankind's Desires (P): During Suffocating Fog, Ameno-Sagiri has access to all Buff and Defense Type skills.

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.

Bewildering Fog: Can only be cast during Blinding Light. Removes the effects of Blinding Light and grants Ameno-Sagiri Suffocating Fog for 3 rounds.

Eye of the Storm (P): During Blinding Light, Ameno-Sagiri can cast Maragidyne, Bufudyne, Ha Garudyne and Maziodyne.

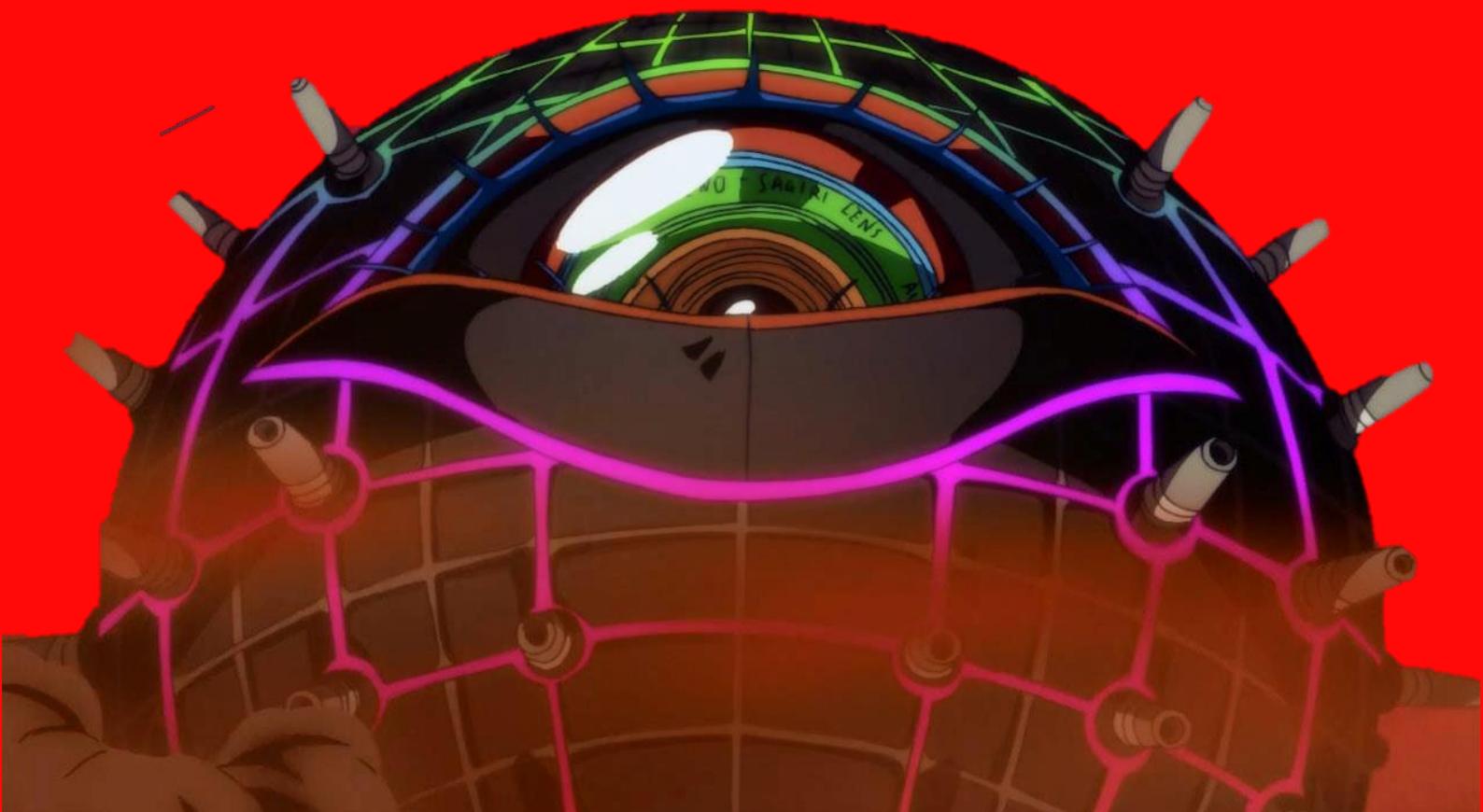


Null



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.



Akihiko Sanada & Caesar (User)

Emergent User
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.

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.

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.





Strange Interloper - Macabre

XIII - Death



Disposition:
Chaotic, Noble



Level 10

Types

Hit Points: 208



Skill Bonus: +1 MAG, +2 TEC

Spell Card: Dark Boost (T2 Dark)

Natural Skill: **Odd Reaper** – Once per day, Macabre can double its TEC score 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

A strange Shadow that represents a grim or somber work of art.

You can't shake off the feeling it's standing in for someone else, however...



Resist

Live Again (P): Each time a target is defeated in combat or enters Death's Door; one Specter joins the combat with the original target's initiative roll.



Reflect

Hellish Scythe: Macabre's basic attack, a clean swipe with their scythe, deals MAGd6 (18) Physical damage on hit.



Weak

Cursed Night: Any number of targets Macabre can see have a 45% chance to suffer *Charmed*.

The Reaper's List: Macabre can start negotiation with any User. If the result of this check is less than 4, Macabre heals up to 25% of her HP and spawns on Specter in combat.

Could You Please RIP?: With a twirl, the Strange Interloper invites any number of targets into eternal slumber. All Users with $25+2\text{TEC}\%$ (50%) or less remaining HP have their HP dropped to zero. Macabre can cast this spell every other turn.

Specter

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

Phantasmagoria: On hit, a Specter deals 4d6 (14) Almighty damage to one target within 5 meters and heals Macabre for half the dealt damage.



Osiris

XVII – The Star

Level 9

HP: 208

Spell Card: Kougaon (T2 Light)

Types



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.

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



Null

STR

MAG

TEC



Resist



Resist

AGI

VIT

LCK

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

Endure (P): The first time Osiris 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.



Cthulhu

XV – The Devil

Level 14

Hit Points: 400

Reward: 1x Sword of Page, 1x Cup of Knight, 1x Coin of Queen (Consumables)

Skill Bonus: +2 STR, +1 VIT, +4 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.

STR	MAG	TEC	AGI	VIT	LCK
8	4	7	2	7	2



Drain



Reflect



Resist



Weak



Types:



Disposition:

Insane, Anthropophagous



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.

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.





Nyarlathotep, the Thousand Faces

0 – The Jester

Level 18

Hit Points: 380

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

Types



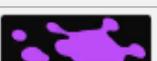
Disposition:
Insane



STR	MAG	TEC	AGI	VIT	LCK
1	1	10	10	10	1



Null



Resist

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

The sealed version of Nyarlathotep, 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.

Banishment (Light): Reduce 1 target's HP to 1. If this spell deals damage, Nyarlathotep 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, Nyarlathotep 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, Nyarlathotep gains one use of **Chaotic Darkness** for no Spell Point cost.

Chaotic Darkness:

Tier V Dark Type Spell

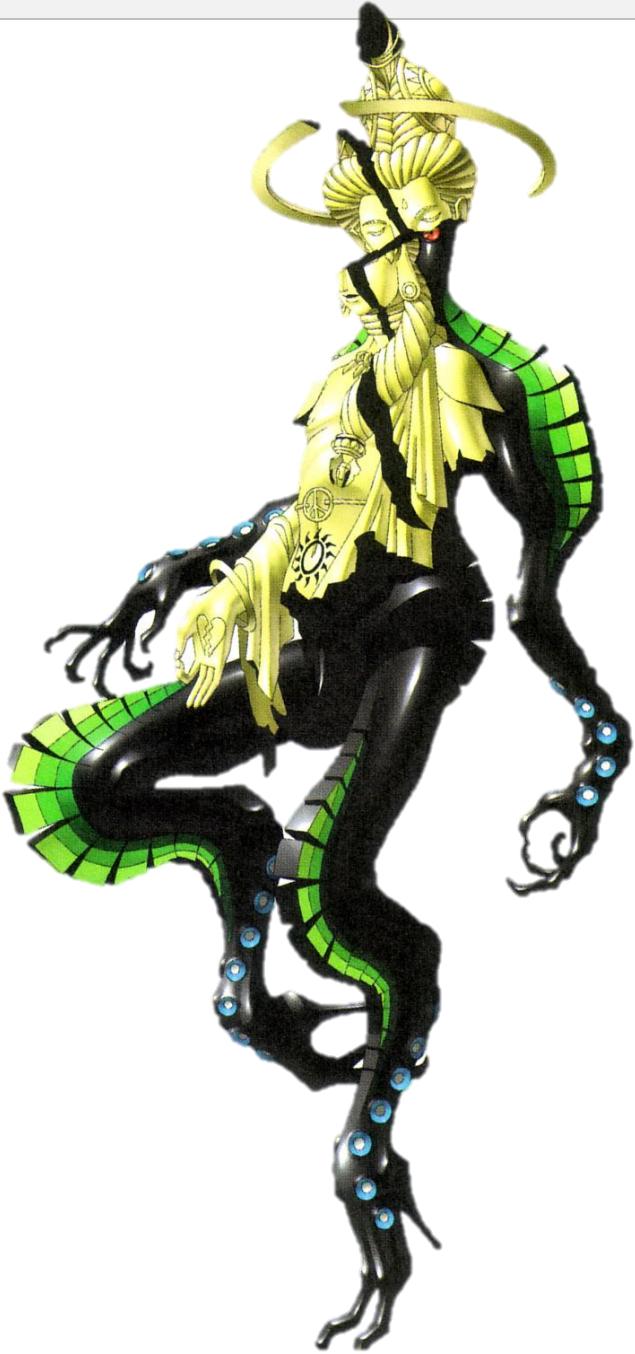
Categories: Dark, Status, Death, Repress (A)

Time: Default.

Duration: Instant.

Target: Any number of targets within 5 meters

Effect: Targets below $4 \times \text{TEC\%}$ 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: 350



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. Moon Howler Nyarlathotep has access to Hetelic Resistances.

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.

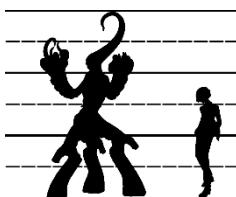
Guard Punish: Any number of targets. On hit: $5d8$ (23) Physical damage, plus the target's total Damage Reduction value, multiplied by 3.

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.



Nyarlathotep, the Crawling Chaos (Tyrant)

XXI – The World

Level 20
HP: 790

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 *Nyarlathotep, the Crawling Chaos*, the negotiating character suffers a penalty to all its Skills equal to the chosen Social Skill's Tier, minimum 1, for 4 rounds. This is a Debuff effect.

STR	MAG	TEC	AGI	VIT	LCK
10	10	9	6	10	2
					Resist
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.

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

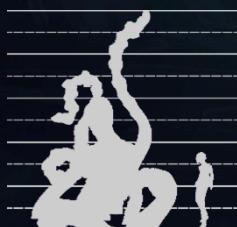
Cosmic Expanse: Nyarlathotep may cast any of its spells immediately, even if its actions are restricted by any means. If Wheel of Time is cast through Cosmic Expanse, do not increase its dice category.

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 *Nyarlathotep, the Thousand Faces*, using the same rules for obtaining Ultimate Personae.







Reaper

XIII – Death

Level 17

HP: 444

Reward: 2x Homunculus (Core Accessories, 1 RP each)

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. Reaper has access to all Hetelic Resistances.

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: 777

Reward: Divine Pillar (Sea of Souls 4 Accessory, Special)

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. Cannot be negotiated with or obtained through Fusion. Reaper has access to all Hetelic Resistances.

STR	MAG	TEC	AGI	VIT	LCK
(10)	10	10	8	8	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 cruellest 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.

Desolation 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.

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**

Desolation 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

Fester 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 **Debilitate** (Debuff: *STR, MAG, TEC, AGI -3, Fortify Physical, Elements -8* for 3 rounds)





Optional Ruling – Wild Coating

This ruling adds a new Weapon Coating that costs 2 RP and has the following effect:
 Instead of your basic attack, you may choose to declare a Wild Attack. This is considered a basic attack, and deals the same damage as your currently equipped weapon, but its features are determined by rolling 1d6 three times, once for each of the following columns:

Result	Damage	Reach	Effect
1	Deals Fire, Ice, Wind, Nuke, PSY or Thunder damage (your choice).	This attack gains 5 meters of maximum Range.	This attack has a 30% chance to Poison.
2	Use your VIT score instead of SKL for this attack.	On hit, move to a position adjacent to the target, if possible.	If you miss this attack, you suffer the Fearful Status effect.
3	Consider your SKL as 1 for damage calculation.	Determine the range of this attack using the position of one of your allies.	If this attack kills its target, recover 1 Energy.
4	This attack deals half damage, but you can choose to hit an extra target in this attack's range.	On hit, move the target to a spot within your weapon's range (no check).	This attack deals 10% more damage for each meter of distance between you and the target.
5	Deal the rolled damage to all adjacent units to the target.	This attack's minimum and maximum range are tripled.	This attack has a 100% chance to Knockdown.
6	This attack deals half damage, but is a guaranteed Critical Hit.	This attack's maximum and minimum Reach become 1.	Lose HP equal to half the rolled damage.