



SEA OF SOULS

**SUPPLEMENTARY
CONTENT FOR
THE GRIMOIRE OF HEART**

VOLUME V



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Welcome to the Sea of Souls! This document compiles the second 2023 batch of official add-ons released for the [Grimoire of Heart](#) starting from the 4.8.1 update.

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 everyone in [our Discord server](#) for contributing concepts and feedback for the Sea of Souls!

Updated 2023-05-26

Class Variant – Humanity Companions (Shadows)

“REBOOTING. STARTING NEURAL NETWORK... OK. ALL SYSTEMS OK.

What would you like me to become?

The Metaverse can be a dangerous, deadly place, full of untold secrets and potentially endless power. Exploring it without risking human lives has long been the goal of many scientists, as evidenced by Suppressors and similar advancements in cognitive technology. However, some take a different approach: Creating beings that are half-soul, half-data, programmable and malleable, fully equipped to explore the depths of the human heart and assist humans to achieve their full potential. These are the rare, but notorious, Humanity Companions.

Mechanically, Humanity Companions are treated as Shadow Users, but with the following class features instead of the Shadows’:

- ❖ **Digital Form:** Humanity Companions do not have access to Shadow Users’ distinct forms, but their digital nature allows them to inhabit computers and similar devices for some time. Once per Scene, Humanity Companions can dispel their physical form and inhabit one device they can physically touch. This device must be unlocked, meaning it cannot be secured by any physical locks or passwords before being inhabited. Once inside the device, Companions can remain there indefinitely, inhabiting an idealized space that supplies all their basic needs. The Companion can communicate with the outside world with any outputs in the device, such as screens or speakers, and can opt to leave the device at any time, even if the device becomes locked or damaged.
- ❖ **Cognitive Processor:** Companions have a separate spell deck, independent from their Personae’s. These decks start empty and can be used even if the User can’t currently manifest their Personae. Additionally, Companions start the game with 3 Virtual Spell Points, explained below.



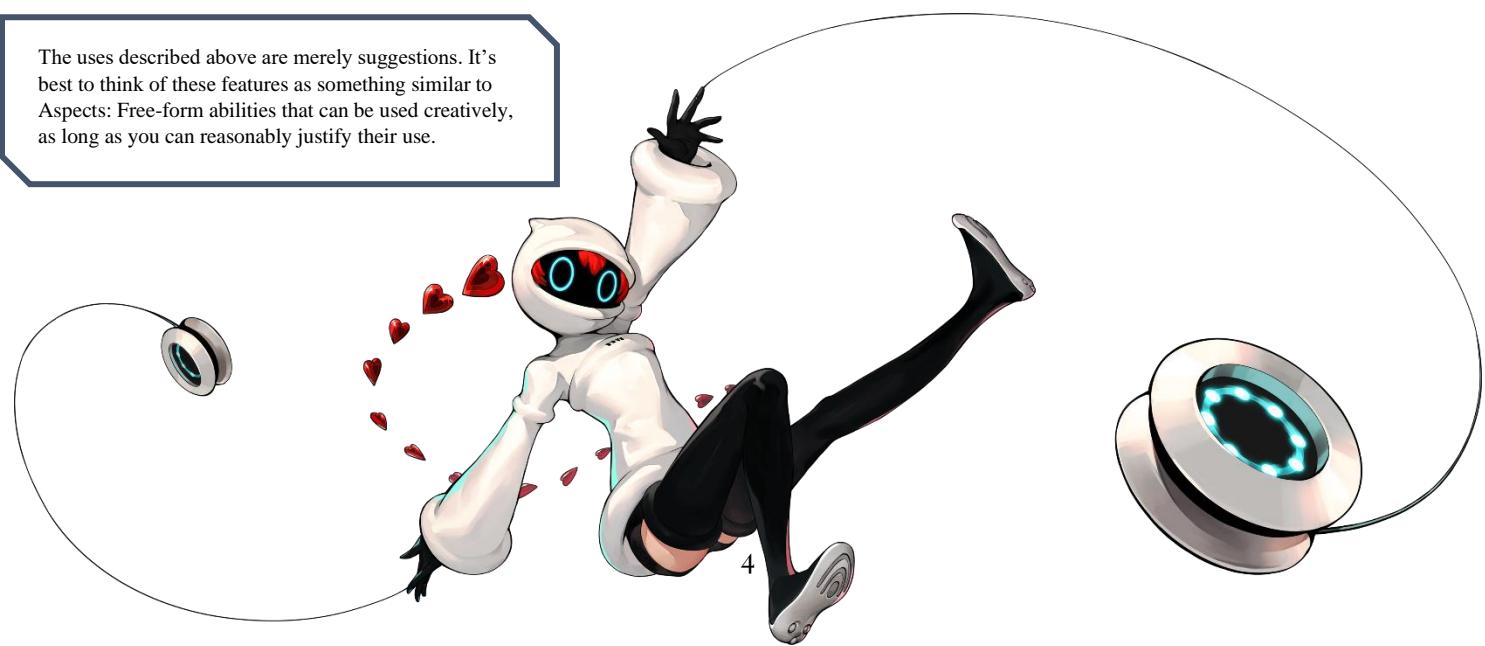
❖ **Upgrade:** When a Companion gains a new Character Level, they gain 2 Virtual Spell Points. Companions can use Virtual Spell Points to copy spells from the decks of any other consenting User, and add it to their separate spell decks, ignoring Type restrictions. Companion deck spells can be refunded under the same rules as normal spells, for Virtual SP.

❖ **Interface:** The mixed digital-cognitive nature of Companions grants them certain control over their powers: You can Repress 1 Active spell use in either of your decks to apply the effect described on the table in the next page. Unlike other spell-related features, this *can* be used in and out of the Metaverse.



Type	Effect
Physical	Choose one object or structure: You can carve or damage solid materials, while carefully controlling the degree of damage. However, causing structural damage that threatens the object's stability is still possible.
Fire	You can increase the temperature around you, which is generally enough to warm up a small room to an uncomfortable degree, singe flammable objects or overheat electronics.
Ice	You can decrease the temperature around you, which is generally enough to cool down a small room to an uncomfortable degree, freeze small patches of liquid matter or cover small sections of the floor in slippery frost.
Wind	You can control the direction and intensity of the wind, even if you are indoors, and gently influence the weather. Controlling the direction of the wind can also be used to muffle sounds or soften a hard fall.
Thunder	You can temporarily jolt electronic devices into jamming, give batteries some extra charge or drain batteries dry.
Nuclear	You can see through unshielded materials, such as wooden walls or non-reinforced concrete.
PSY	You can perform slight tricks on people and animals, such as drawing their attention to a specific spot, distracting them from their current task, or even scaring them off.
Light	You can intensify light sources to the point of being blinding or temporarily alter someone's perception of brightness and color.
Dark	You can dim light sources to the point of penumbra and mask your position against possible trackers.
Heal	You can repair objects (as long as most parts of them are still present in some capacity), mend clothes, reinforce simple structures or stabilize wounded people.

The uses described above are merely suggestions. It's best to think of these features as something similar to Aspects: Free-form abilities that can be used creatively, as long as you can reasonably justify their use.



Class Variant – Tensei (Beacons)

“Ah, young master! I’m so glad to be able to serve you again! I, Yamaoka, will defeat anyone who would stand in your way!”

Those with the Potential can come back from grievous injury and certain doom, but Death isn’t the end even for those with strong enough wills, regardless of Potential. The urge to protect and remain at a loved one’s side can push one’s soul to linger in the real world, becoming a guardian angel or a powerful ally. Those who wield these guardians as Personae are known as Tensei, the Reincarnated.

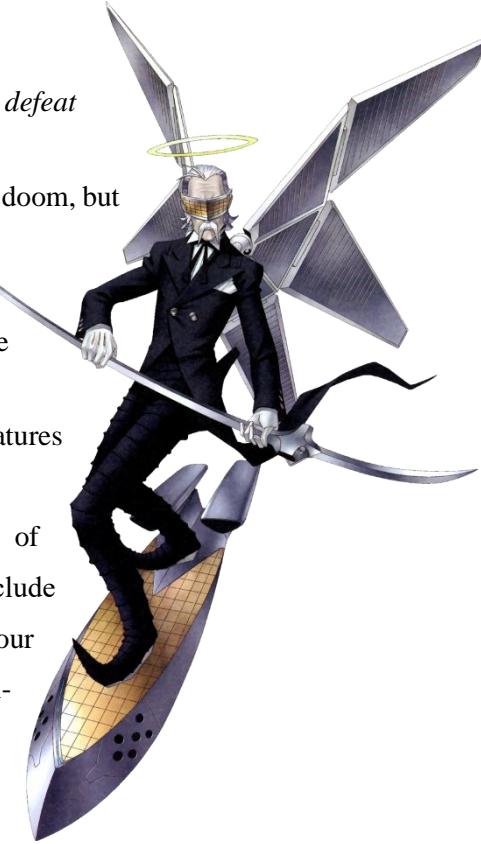
Mechanically, Tensei are treated as Beacons, but with the following class features instead of the Beacons’:

❖ **I Will Protect You:** Your Starter Persona takes the approximate form of someone you share a strong bond with who’s already departed. This can include non-human forms. Each even Character Level you gain, starting at level 2, your Persona subtly grows, gaining new features. Choose a non-Tyrant, non-Ultimate Shadow from the bestiary whose Level is lower than or equal to your Character Level, then your Starter Persona gains SP equal to the Level of Shadow you chose. Once you do that, choose one of the following features:

- ❖ Choose one Type from the Persona you chose, and add it to the Type list of your Persona. If this would make it so your Persona has more than 4 Types, remove one of your Persona’s Types before adding a new one. You still keep spells of that Type;
- ❖ Choose one Type interaction of that Shadow, except Neutral: Add that interaction to your Starter, then choose another Type and change your Persona’s interaction to this second Type to Weak;
- ❖ **Warding Wings:** When creating a Tensei, create an Accessory named *<Starter Persona’s> Protection* that only you can equip. Choose one effect below and grant it to your Accessory. You can add extra effects to this Accessory when you reach CLv. 5, 10, 15 and 20. Each effect can only be chosen once, and all effects stack.

+1 to any Combat Skill	+10 HP	+2 Energy
+4 to any Social Skill	Auto-Rakukaja, Sukukaja or Tarukaja	+1 Aspect Point Max.
<i><Element> Boost</i>	<i>Evade <Element></i>	+2 Damage Reduction

❖ **Final Threshold:** When you start your turn in Death’s Door, you can spend 1 Death’s Door counter: Until the end of your turn, you cannot be revived, but you can perform a default action normally.



Cosmic Spells

Cosmic spells deal Nuclear damage and are considered Nuclear spells for features that specify spell Types. If an effect or feature affects Nuclear spells, it also affects Cosmic spells. However, effects that specifically denote “Cosmic Category spells” do not affect Nuclear spells that lack this Category.

Most Cosmic spells are centered around a resource called *Stars*. Stars are treated as Counters for features that generically reference Counters. You start each combat with zero Stars and lose unspent Stars when combat ends. Stars are visually represented by small constellations that orbit around the User.

Tier I

Name	Categories	Reach	Effect	Description
Gather the Stars	Cosmic, Star (A)	Caster	Gain 1 Star.	A twinkling light appears around you, connecting to others by a thin glimmering line.
	Time: Default	Duration: Instant		
Candra	Mono, Nuclear, Cosmic (A)	1 target within 8 meters	Hit: MAGd6 Nuclear damage. Spend 1 Star: +1 HDC	A glowing orb emerges from your Persona and fires towards the target.
	Time: Default	Duration: Instant		
Hacandra	Multi, Nuclear, Cosmic (A)	Up to 3 targets within 7 meters	Hit: MAGd4 Nuclear damage. Spend 1 Star to Burst: 2MAG Nuclear damage.	A void opens over the arena and large glowing spheres rain onto the field.
	Time: Default	Duration: Instant		
Macandra	Area, Nuclear, Cosmic (A)	One target within 7 meters and all adjacent units.	Hit: MAGd4-4 Nuclear damage. Spend 1 Star: Increase the area of damage by 1 meter.	An array of golden stars rotate around you before shooting outwards, chasing down the targets.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Galactic Gleam	Cosmic, Star (A)	Caster	Gain 1 Star.	A twinkling light appears around you, connecting to others by a thin glimmering line.
	Time: Quick	Duration: Instant		
Candrala	Mono, Nuclear, Cosmic (A)	1 target within 8 meters	Hit: MAGd8 Nuclear damage. Spend 1 Star: If this spell defeats the target, recover 1 Energy.	Energy particles gather over your Persona, forming a massive moon-shaped object.
	Time: Default	Duration: Instant		
Hacandrala	Multi, Nuclear, Cosmic (A)	Up to 3 targets within 7 meters	Hit: MAGd4+MAG Nuclear damage. Spend 1 Star to Burst: 2MAG Nuclear damage.	A crackling rift opens in the sky and fierce meteors rain onto the arena.
	Time: Default	Duration: Instant		



Macandrala	Area, Nuclear, Cosmic (A)	One target within 7 meters and any number of units within 2 meters of that target.	Hit: MAGd4 Nuclear damage. Spend 1 Star : For each target that fails the dodge check for this spell, this spell deals +MAG Nuclear damage.	A beam of golden light washes over you, shooting off luminous shards in all directions.
	Time: Default	Duration: Instant		
Cosmic Melody	Star, Move, Mote, Damage (A)	Up to X unoccupied spaces you can see	Spend X Stars . For each Star spent, select one unoccupied space you can see and place a Stardust Mote in that space. Users who move through a space occupied by a Stardust Mote can choose one of the following effects: You gain SKL extra movement allowance until the end of your turn. or You recover twice the stated HP from the next Recovery effect you receive. This effect lasts for 3 rounds or until it's activated.	Your spells form small spirals of gently floating silver dust that cling to nearby Users.
	Time: Default	Duration: 3 rounds		
Wormhole	Move, Mote (A)	One Stardust Mote you placed	Choose one Stardust Mote you placed through and give it the following effect in addition to its original effects: <i>"If a Shadow moves into this Mote, you can spend your Interrupt action and dispel that Mote to move that Shadow to an adjacent, unoccupied position to any Mote you placed."</i>	Your Stardust Mote gains a wisp of red energy that pulses gently.
	Time: Quick	Duration: 3 rounds		

Tier III

Name	Categories	Reach	Effect	Description
Heavens Divide	Cosmic, Star (A)	Caster	Grant your next Cosmic Spell Critical Margin +1 this turn. If that spell is a Critical hit, gain 1 Star .	You and your Persona are surrounded by a twinkling aura.
Candryne	Mono, Nuclear, Cosmic (A)	1 target within 8 meters	Hit: MAGd10+2 Nuclear damage. Spend 1 Star : This spell treats Null, Drain and Reflect as Resist.	An angular celestial body breaks through the atmosphere, slowly crashing against the target
Hacandryne	Multi, Nuclear, Cosmic (A)	Up to 3 targets within 7 meters	Hit: MAGd8 Nuclear damage. Spend 1 Star to Burst : MAGd6 Nuclear damage.	A dark cloud surrounds the targets. From it, countless rays of light pour fourth.
	Time: Default	Duration: Instant		



Macandryne	Area, Nuclear, Cosmic (A)	One target within 7 meters and any number of units within 2 meters of that target.	Hit: MAGd6 Nuclear damage. Spend 1 Star : Your next damage-dealing Cosmic spell deals X*MAG extra Nuclear damage, where X is the amount of units that took damage from this spell.	A shining celestial body shoots forth, splintering into millions of fragments of burning light.
	Time: Default	Duration: Instant		
Nebula Cloud	Area, Defense, Move (A)	Caster	Spend X Stars : An area of X+1 meters around you is surrounded by cosmic energy. The next spell you cast deals +MAG Nuclear damage for each ally in the nebula. Improve the Nuclear interaction of any number of targets within the Nebula by two "steps" (Weakness - Neutral - Resist - Null - Reflect - Drain).	You are surrounded by a purple-blue cloud of smoke, illuminated by faintly glowing dots.
	Time: Default	Duration: Until the end of your next turn.		
Solar Flare	Mote (A)	Caster	Until the end of this round, you gain the following effect: <i>"If you defeat an enemy with a Cosmic spell, spend 1 Star: Place a Stardust Mote at the position of the defeated target."</i> Motes placed by this effect last until the end of your next turn.	You and your Persona are surrounded by a spiral of glimmering silver dust that coalesces into a Mote if an enemy is defeated.
	Time: Quick	Duration: Instant		

Tier V

Name	Categories	Reach	Effect	Description
Supernova	Mono, Nuclear, Cosmic (A)	1 target within 8 meters	Hit: MAGd12 Nuclear damage. If this spell's damage exceeds the target's HP, spend 1 Star : Recover HP equal to the exceeding damage.	You are enveloped in a burning red aura, as your enemy is surrounded by glowing particles that collapse violently onto themselves.
	Time: Default	Duration: Instant		
Starless Void	Multi, Nuclear, Cosmic (A)	Up to 3 targets within 7 meters	Hit: MAGd10 Nuclear damage. Spend 1 Star : For each target that does not dodge against this spell, this spell gains Critical Margin +1 . This stacks with Buff effects.	A rift cuts through the sky, revealing an alternate space with inverted colors. From it, black spears rain, annihilating all in their wake.
	Time: Default	Duration: Instant		
Born of Stardust	Star, Revive (A)	1 target within 3 meters	When a target enters Death's Door, spend 3 Stars : Target is revived with 50% HP.	As the target is about to collapse, a mass of silver dust and faintly glowing smoke wraps around them, mending their wounds.
	Time: Interrupt	Duration: Instant		

Occult Spells



Occult spells deal PSY damage and are considered PSY spells for features that specify spell Types. If an effect or feature affects PSY spells, it also affects Occult spells. However, effects that specifically denote “Occult Category spells” do not affect PSY spells that lack this Category.

Most Occult spells either place or require *Ofuda* as part of their effects. Ofuda are considered Counters that can be placed on Shadows and stacked indefinitely. Ofuda pools are “public”, meaning that any player can spend Ofuda placed by any User to trigger effects that require Ofuda. Ofuda take the form of spectral paper tags with writing on them, meant to ward off evil spirits, but can take on different forms to better suit a Persona’s visuals.

Some Occult spells interact with “Soul” conditions, such as Wild Soul. These conditions last until removed, or until the end of combat, and can only be removed by effects that specifically remove them.

Tier I

Name	Categories	Reach	Effect	Description
Harae	Mono, Occult, Ofuda (A)	1 target within 6 meters	Place 1 Ofuda on the target before rolling to hit. Hit: MAGd6 PSY damage.	A long white arrow fires skyward then down, pinning an Ofuda to the target.
	Time: Default	Duration: Instant		
Haharae	Multi, Occult, Ofuda (A)	Up to 3 targets within 6 meters	Hit: MAGd4+1 PSY damage. Deals 1d4 extra PSY damage (no check) to targets with at least 1 Ofuda on them.	Your Persona produces a wand decorated with paper streamers and waves it towards the targets, creating a wave of radiant energy.
	Time: Default	Duration: Instant		
Maharae	Total, Occult, Ofuda (A)	Any number of targets within 6 meters	Hit: MAGd4-1 PSY damage. Each target with Ofuda placed on them takes +1 extra PSY damage for each Ofuda.	A wave of cherry blossom petals scatters around you, piercing the targets.
	Time: Default	Duration: Instant		
Aramitama	Occult, Mitama, Ofuda (A)	Caster	Remove 1 Ofuda from one target you can see. Grant yourself the “Wild Soul” condition. While under Wild Soul, you gain +1 to all hit and dodge checks.	A small red <i>magatama</i> , a comma-shaped jewel, orbits you while bobbing up and down.
	Time: Default	Duration: Instant		
Nigimitama	Occult, Mitama, Ofuda (A)	Caster	Remove 1 Ofuda from one target you can see. Grant yourself the “Tranquil Soul” condition. While under Tranquil Soul, you recover 10% more HP from all sources.	A blue <i>magatama</i> orbits you, spinning clockwise slowly.
	Time: Default	Duration: Instant		



Tier II

Name	Categories	Reach	Effect	Description
Haraera	Mono, Occult, Ofuda (A)	1 target within 6 meters	Place 1 Ofuda on the target before rolling to hit. Hit: MAGd8+1 PSY damage. If the target is Weak to PSY, place 1 Ofuda on the target after damage calculation.	A large arrow, decorated with paper streamers of all colors, pieces the target.
	Time: Default	Duration: Instant		
Haharaera	Multi, Occult, Ofuda (A)	Up to 3 targets within 6 meters	Hit: MAGd4+10 PSY damage. If damage from this spell slays one or more targets with Ofuda placed on them, place 1 Ofuda on a surviving target of this spell.	Your Persona produces a wand decorated with paper streamers and swings it forward, casting a wave of razor-sharp Ofuda in all directions.
	Time: Default	Duration: Instant		
Maharaera	Total, Occult, Ofuda (A)	Any number of targets within 6 meters	Hit: MAGd4+2 PSY damage. Has +1 HDC if at least one target has an Ofuda placed on them. Deals 1d2 extra PSY damage for each Ofuda placed on the targets, calculated individually for each target.	Roots sprout from the ground around the targets, producing a stream of pale pink petals that burst on contact.
	Time: Default	Duration: Instant		
Hell of Revival	Occult, Mitama, Ofuda (A)	One target within 7 meters with an Ofuda placed on them	If the target is slain with at least one Ofuda placed on them before the end of this spell's duration, choose one of its Damage Types, and declare a basic attack with your equipped weapon dealing that Damage Type against one target in range. For this attack, double your weapon's maximum range. If the target has no valid Damage Types, damage dealt by this attack is considered Almighty.	One chime rings as a large spectral nail appears over the target. When the target is slain, the nail pierces its body and pins it to the ground as the target's soul is drained into your weapon.
	Time: Quick	Duration: Until the start of your next turn		
Sakimitama	Occult, Mitama, Ofuda (A)	Caster	Remove 1 Ofuda from one target you can see. Grant yourself the "Fortunate Soul" condition. While under Fortunate Soul, you gain a +1 bonus to all Social Skill checks.	A golden <i>magatama</i> orbits you, forming a wide spiral around itself as it spins.
	Time: Default	Duration: Instant		



Tier III

Name	Categories	Reach	Effect	Description
Haraedyne	Mono, Occult, Ofuda (A)	1 target within 6 meters	Place 1 Ofuda on the target before rolling to hit. Hit: MAGd10+1 PSY damage. Spend 1 Energy: For each dice rolled to calculate damage for this spell that landed on a 10, add one more Ofuda on the target.	A rain of white arrows decorated with wooden plaques and paper streamers rain onto the target.
	Time: Default	Duration: Instant		
Haharaedyne	Multi, Occult, Ofuda (A)	Up to 3 targets within 6 meters	Hit: MAGd8+3 PSY damage. Spend 1 Energy: Remove up to 1d4+1 Ofuda from any targets that took damage from this spell and redistribute those Ofuda amongst any targets within 6 meters.	A red <i>torii</i> gate appears behind you. From it, thousands of specters, Ofuda and throwing weapons emerge, tearing the targets to ribbons.
	Time: Default	Duration: Instant		
Maharaedyne	Total, Occult, Ofuda (A)	Any number of targets within 6 meters	Hit: MAGd6 PSY damage. If any target that took damage from this spell is Weak against PSY, place 1 Ofuda on each target that took damage from this spell.	A massive cherry blossom tree emerges, briefly lifting you in its branches as a maelstrom of explosive petals and energy beams rain down onto the arena.
	Time: Default	Duration: Instant		
Kushimitama	Occult, Mitama, Ofuda (A)	Caster	Remove 1 Ofuda from one target you can see. Grant yourself the “Wise Soul” condition. While under Wise Soul, as a Free Action, you can spend 1 Aspect Point: Reveal the Resistance of one target you can see to any one Type.	A silver <i>magatama</i> orbits around your head, stopping between your eyes when you active its effect.
	Time: Default	Duration: Instant		
Nine Symbolic Cuts	Occult, Ofuda, Debuff (A)	One target within 5 meters	Remove up to 4 Ofuda from the target and choose between STR, MAG, TEC or AGI. For each Ofuda removed this way, apply a -1 Debuff to the chosen Skill for 3 rounds.	The Ofuda sacrificed for this effect glow white-hot and sink into the target, hindering its movements.
	Time: Default	Duration: 3 rounds		
Hell of Great Screaming	Occult, Ofuda, Damage (A)	Targets within 6 meters	Remove 3 Ofuda from one target or remove 5 Ofuda from up to two targets and choose one of those targets: Decrease the target’s PSY interaction by 1 step (Drain - Reflect - Null - Resist - Neutral - Weak)	Five chimes ring across the arena as a rift opens under the target, producing massive dark claws that grasp the target for the duration.
	Time: Default	Duration: 2 rounds		



Tier V

Name	Categories	Reach	Effect	Description
Hell of Stillness	Mono, Occult, Ofuda (A)	1 target within 6 meters	Place 1 Ofuda on the target before rolling to hit. Hit: MAGd12+3 PSY damage. Repress: Double the amount of Ofuda on the target after damage calculation.	Seven chimes ring out as countless dark swords appear around the target, piercing them from all angles.
	Time: Default	Duration: Instant		
Living Evil Spirit	Multi, Occult, Ofuda (A)	Up to 3 targets within 6 meters	Hit: MAGd10+MAG PSY damage and place one Ofuda on each target. For each target this spell slays, you can cast a Tier I Occult spell in your deck as a Free action.	Waves of prismatic energy cut the targets in two. Slain targets float around you, sacrificing the last of their vital energy to power your spells.
	Time: Default	Duration: Instant		
Lattice Eye Crest	Total, Occult, Ofuda (A)	Any number of targets within 6 meters	Hit: MAGd10 PSY damage. If all targets hit by this spell have Ofuda placed on them, you can cast one Mitama Category spell as a Quick action until the end of your turn.	An eight-pointed star appears over the arena, raining down beams of energy that pulverize slain targets.
	Time: Default	Duration: Instant		
One Spirit, Four Souls	Occult, Mitama, Heal, Revive, Death (A)	Caster	Remove Wild Soul, Tranquil Soul, Fortunate Soul and Wise Soul from yourself, then choose : ❖ Restore 100% HP to one target within 8 meters. This Revives targets in Death's Door; ❖ Choose one target within 7 meters. Hit: That target is immediately slain. This is a Death Category effect. Against Tyrants and Ultimate Personae, this instead deals 10% of the target's HP as PSY damage. Repress to cast this as a Quick action	Your Mitama join together to move as one, creating a golden armor around you and your Persona that produces a ray of healing energy or a torrent of pure darkness that swallows your enemies.
	Time: Default	Duration: Instant		
Hatsuyume, The First Dream	Occult, Ofuda (A)	One target within 7 meters.	Remove X Ofuda from the target. Target suffers <i>Fortify PSY -3X</i> . This is a Debuff effect that stacks with other Debuff effects. Repress to cast this as a Quick action.	A flare, similar to a firework, shoots upwards towards the target, burning its Ofuda and covering it in a glowing aura.
	Time: Default	Duration: Until the end of your next turn.		

Feats

Name	Effect	Req.
Cosmic Alchemist's Ploy	<p>As a Quick action, you can detonate any number of Stardust Motes you created, and any number of spaces under the effect of a Nebula Cloud you cast. This detonation removes the effect from that space, and applies this Feat's effect to targets in that space and adjacent to that space.</p> <p>For each unit that would be affected by this Feat, choose:</p> <ul style="list-style-type: none"> ❖ Target recovers HP equal to your MAG. ❖ Target takes Nuclear damage equal to your MAG (no dodge check). 	Can only be chosen once. Your Persona must have the Nuclear Type to activate this Feat.
King's Decree	When a Tier II or higher Buff effect on you ends or is removed by a Removal effect, you can spend your Interrupt action and Energy equal to that Buff Effect's Tier: Cast a lower Tier Mono Category Buff effect from your deck.	Can only be chosen once. Your Persona must have the Buff Type to activate this Feat.
Lady's Aromatic	As a Quick action, you can select one Shadow suffering from at least one Status effect: Swap places in the initiative queue with that target. This takes effect at the start of the next round.	Can only be chosen once. Your Persona must have the Status Type to activate this Feat.
Young Prince's Potential	As a Quick action, you can spend one Active spell use from your deck: Recover one use of a Miscellaneous spell in your deck of one Tier higher than the spent use (max. Tier III).	Can only be chosen once.
Palace's Ward	If you Reflect or Drain damage due to the effects of a Defense spell, that spell deals 30% more damage for the purposes of Reflecting and Draining.	Can only be chosen once.
Maiden's Voyage into Yomi	If a target with at least two Ofuda placed on them is slain, you can spend your Interrupt action for this round to place half of the Ofuda on that target, rounded down, onto another target within 5 meters.	Can only be chosen once. Your Persona must have the PSY Type to activate this Feat.
Lingering Memory	When you perform Fusion using one of your Starters, you can sacrifice 2 SP the resulting Persona would get: Replace the resulting Persona's Natural Skill with one of its components' Natural Skills.	Uninvited Class, can only be chosen once



Icon Shadows

A relatively new phenomenon in the Metaverse, Icon Shadows are said to be an “echo” of the Personae of Users from another world or another time, manifesting as powerful Shadows not too dissimilar to Alpha Shadows. Icon Shadows are treated as normal Shadows, but with the following features:

- ❖ Icon Shadows usually have double the standard health of an equally-leveled Shadow. In the same vein, defeating an Icon Shadow rewards twice the normal amount of Experience;
- ❖ Icon Shadows can only be obtained by Fusion after being defeated in combat. Those of the World Arcana can be obtained by Fusion by fusing two Personae of the same Arcana, wherein the player can choose between a World Arcana Persona and an Element Persona;
- ❖ Icon Shadows are immune to negotiation during battle. If battle against an Icon Shadow ends with at least one conscious User and does not end with the Users fleeing, the Icon Shadow manifests after the combat in a tamed state and makes itself available for negotiation. From this point onwards, negotiation rules apply as normal. Note that only one User may negotiate with this Shadow;
- ❖ Every party can only carry one copy of each Icon Shadow. If the party already has an Icon Shadow, another copy of it cannot be obtained by Fusion, negotiation or any other means;
- ❖ Icon Shadows’ Natural Skills denote 1 or more Types after their name. To choose or activate this Natural Skill, your Persona *must* have all of the listed Types, even if you choose this Skill for your Starter;

Orpheus

Icon Shadow

XXI – The World

Level 1

Hit Points 150

Spell Card: Agi (T1 Fire)

Dispositions:

Friendly



Types



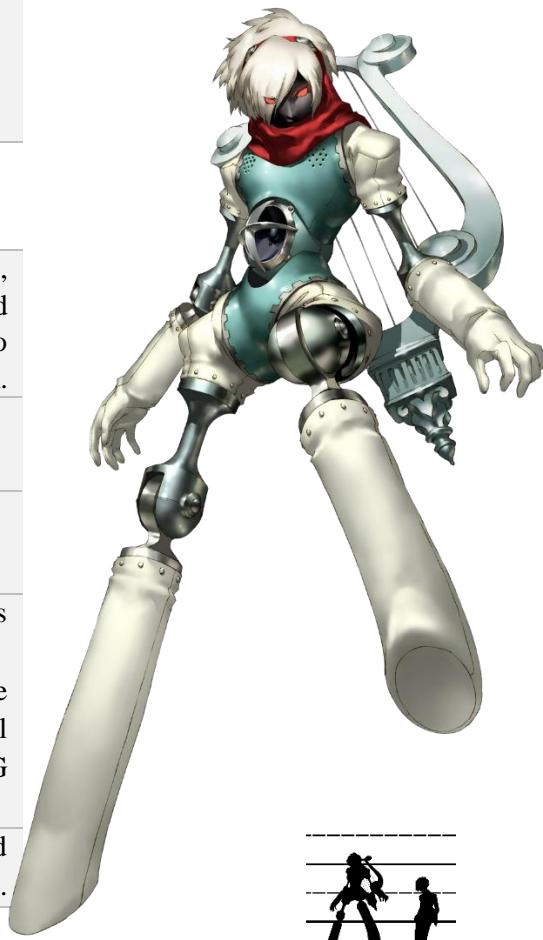
Natural Skill: **Memories of Midnight** (Fire, Debuff) – If you take Dark Type damage, or whenever you enter Death’s Door, you can spend your Interrupt action for that round to deal X*MAG Fire damage against one target within 5 meters, where X is equal to the number of Combat Skills under the effects of Debuff on that target, no dodge check.

STR	MAG	TEC	AGI	VIT	LCK
1	5	5	1	5	2
Resist	Weak		Weak		

Endure (P): As long as Orpheus’s HP is above 1, any attack that would slay Orpheus reduces him to 1 HP instead.

Chords of Cadenza: Up to three targets in combat. If this targets a Shadow, restore their health by 20% (30) of Orpheus’s maximum HP. If this attack targets a User, roll to hit. On hit: 5d4 (12) Fire damage and apply Tarunda to the target (-1 STR, -1 MAG for 3 rounds).

A Persona from another story. A legendary musician who traveled to the underworld of Hades to rescue his lover, but was never able to return her to the world of the living.



Izanagi

Icon Shadow

XXI – The World

Level 1

Hit Points 115

Spell Card: Zio (T1 Thunder)

Types



Dispositions:



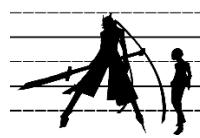
Natural Skill: **Nation of Gods** (Physical, Thunder) – Basic attacks you declare deal +1 Thunder damage for each Persona in your stock. This damage is dealt even if the attack misses.

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

Cross Slash: One target within 4 meters. HDC +1. On hit: 4d4 (10) Physical damage, plus 1 Thunder damage for each Shadow present in combat. This replaces Izanagi's basic attack.

Raikouzan: One target within 4 meters. On hit: 4d4 (10) Thunder damage, and deals half the rolled damage to all units adjacent to the target.

A Persona from another story. One of the most important gods of Japan, said to have created its people and most of its islands along with his wife, Izanami.



Rob Roy

Icon Shadow

I – Magician

Level 2

Hit Points 140

Spell Card: Ha Magna (T1 Earth, Sea of Souls III)

Types



Dispositions:

Friendly



Natural Skill: **Guardian of the Land** (Fire, Heal) – When you cast a Heal Type spell, you can spend 1 use of any Physical or Fire (including Earth) Type spell to use your STR instead of MAG for that Heal spell, for no action cost.

STR	MAG	TEC	AGI	VIT	LCK
4	1	4	3	5	2

Angel's Mercy (P): Users who take damage from Rob Roy have all their Buff effects removed. Shadows who are healed by Rob Roy have all their Debuff effects removed.

Flaming Tongue: Up to three targets within 5 meters. On hit: 4d4 (10) Fire damage and heal one Shadow Rob Roy can see for 10% of its maximum HP for each target that took damage from this attack.

Hope Beam: Any number of targets between Rob Roy and a point within 2TEC (8) meters. +1 HDC. On hit: 4d4 (10) Fire damage. All Shadows in this spell's area of effect recover 20% of their maximum HP, no check.

A Persona from a story yet to be told. A respected cattleman who was branded a criminal, which led the honorable Rob Roy into a bloody but righteous conflict.



Resist



Weak





Asterius

Icon Shadow

X – Fortune

Level 9

Hit Points 520

Spell Card: Magnadyne (T2 Earth, Sea of Souls III)

Dispositions:

Insane, Aggressive



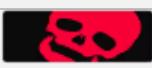
Types



Skill Bonus: +2 STR, +1 VIT

Natural Skill: **The Labyrinth's Beast** (Fire, Buff) – Once per combat, you can target your Duel target: As long as it remains your Duel target, you gain +1 DDC against it until the start of your next turn. During your turn, you can spend 1 Aspect Point to extend this effect for another turn, as a Quick action.

STR	MAG	TEC	AGI	VIT	LCK
6	1	6	1	10	2



Null



Resist



Resist

A Persona from another story. A man cursed to be born half-bull, Asterius was cast down into the Labyrinth of Minos by his own father, made to guard it until he was slain by Theseus.

Auto-Matarukaja (P): At the start of combat, all Shadows gain +1 STR, +1 MAG for 3 rounds.

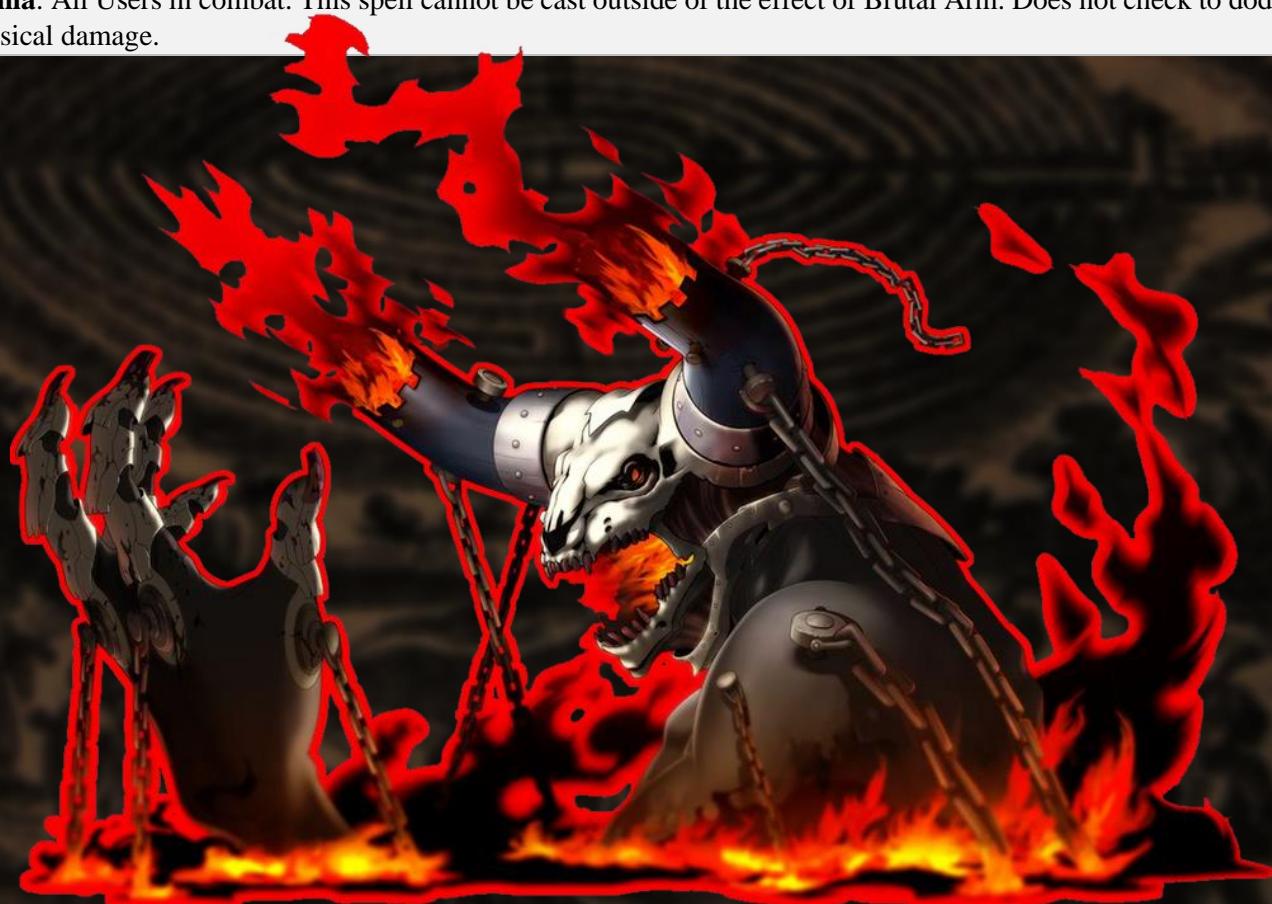
Brutal Arm (P): Every time Asterius casts Titanomachia or Primal Force, there's a 40% chance Asterius can cast Gigantomachia as a Quick action this turn.

Fury Order: The next attack Asterius casts deals half the rolled damage, but Asterius can cast it two more times this turn as Free Actions. Additionally, Gigantomachia is considered a Free action this turn and its chance to be cast is calculated individually for each spell cast this turn.

Primal Force: One target within 8 meters. On hit: 6d10 (33) Fire damage.

Titanomachia: Any number of targets. On hit: 6d4 (15) Physical damage.

Gigantomachia: All Users in combat. This spell cannot be cast outside of the effect of Brutal Arm. Does not check to dodge. Deals 15 Physical damage.





Susano-O

Icon Shadow (VII – Chariot)

Types



Level 11

Dispositions:

Hit Points: 300

Chaotic

Spell Card: Quantum Drift (T3 Misc.)

Skill Bonus: +1 STR, +1 MAG, +1 TEC

Natural Skill: **Eternal Black** (Dark, Wind) – As an Interrupt action, whenever you deal damage through the Curse of a spell you cast, you can spend 1 Aspect Point: Deal that same damage, as Dark damage, to up to two targets within TEC meters, no dodge check.

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



Reflect



Weak

Bonecrusher: One target within 9 meters. On hit: 5d10+3 (30) Physical damage. If the target is below 50% HP after damage calculation, Susano-O can cast this spell again as a Free action, once per round.

Earthly Vortex: All units in combat, except Susano-O. 6d4 (15) Wind damage, no dodge check.

Deadly Fist: One target within 9 meters. On hit: 5d10 (27) Dark damage, and Susano-O can choose another target in combat: At the start of that target's turn, they take 5d10 (27) Dark damage, no dodge check.

A Persona from another story. The Shinto god of sea and storms, and brother to Amaterasu.

Psyche

Icon Shadow

V – Hierophant

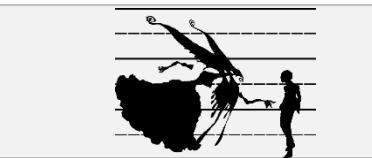
Level 12

Types

Hit Points 480

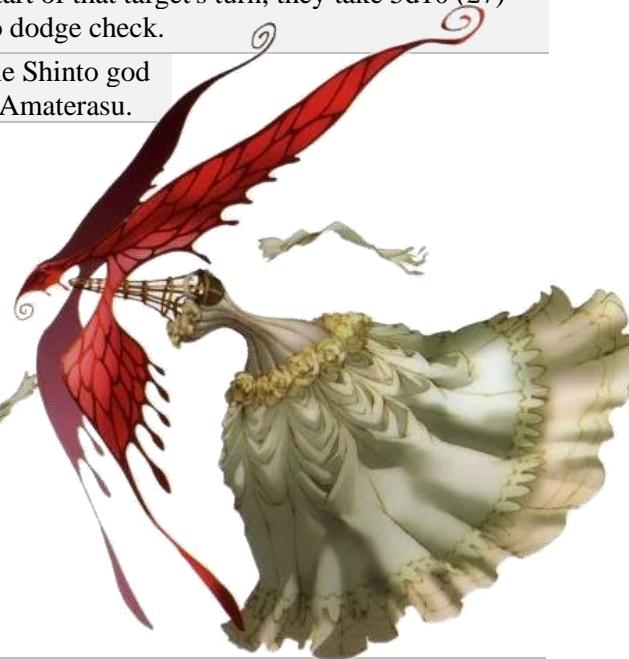


Spell Card: Tempest (T3 Wind)



Skill Bonus: 2 STR, +2 LCK

Natural Skill: **Cramoisie Papillon** (Ice, Wind) – If you cast a Multi Category Ice or Wind spell, you can choose one target within range twice.



STR	MAG	TEC	AGI	VIT	LCK
7	1	7	1	8	6

Poison Arrow: One enemy within 3 meters. On hit: 7d10 (38) Physical damage and 45% Poisoned chance. On Critical: Increase the Poisoned chance to 90%.

Irresistible Advance: One enemy Psyche can see. HDC +1. On hit: Psyche moves to a position adjacent to the target and deals 7d10 (38) Wind damage.

Solitary Blizzard: All units within 4 meters of Psyche. On hit: 7d6 (24) Ice damage. If there are no Shadows within the range of this spell besides Psyche, this spell deals a guaranteed Critical hit without spending Luck Charges.

A Persona from another story. Psyche was a beautiful and beloved princess from Sicily, so irresistible that even Eros, ordered by Aphrodite to curse Psyche with an arrow, fell in love with her and asked Zeus to make her a goddess.



Johanna

Icon Shadow

II – Priestess

Level 13

Hit Points 360

Spell Card: Diaraja (T3 Heal)

Types



Null

Dispositions:



Resist

Skill Bonus: +2 AGI, +1 MAG, +4 Knowledge

Natural Skill: **The Illusory Popess** (Nuclear, Heal) – Once per day, when you go over your Buildup Counter threshold, you can choose one target other than yourself that would take Nuclear damage. Instead, that target gains Fortify <All> against the next instance of damage equal to the damage they would have taken. This is not a Buff effect.

STR	MAG	TEC	AGI	VIT	LCK
1	7	6	7	6	4

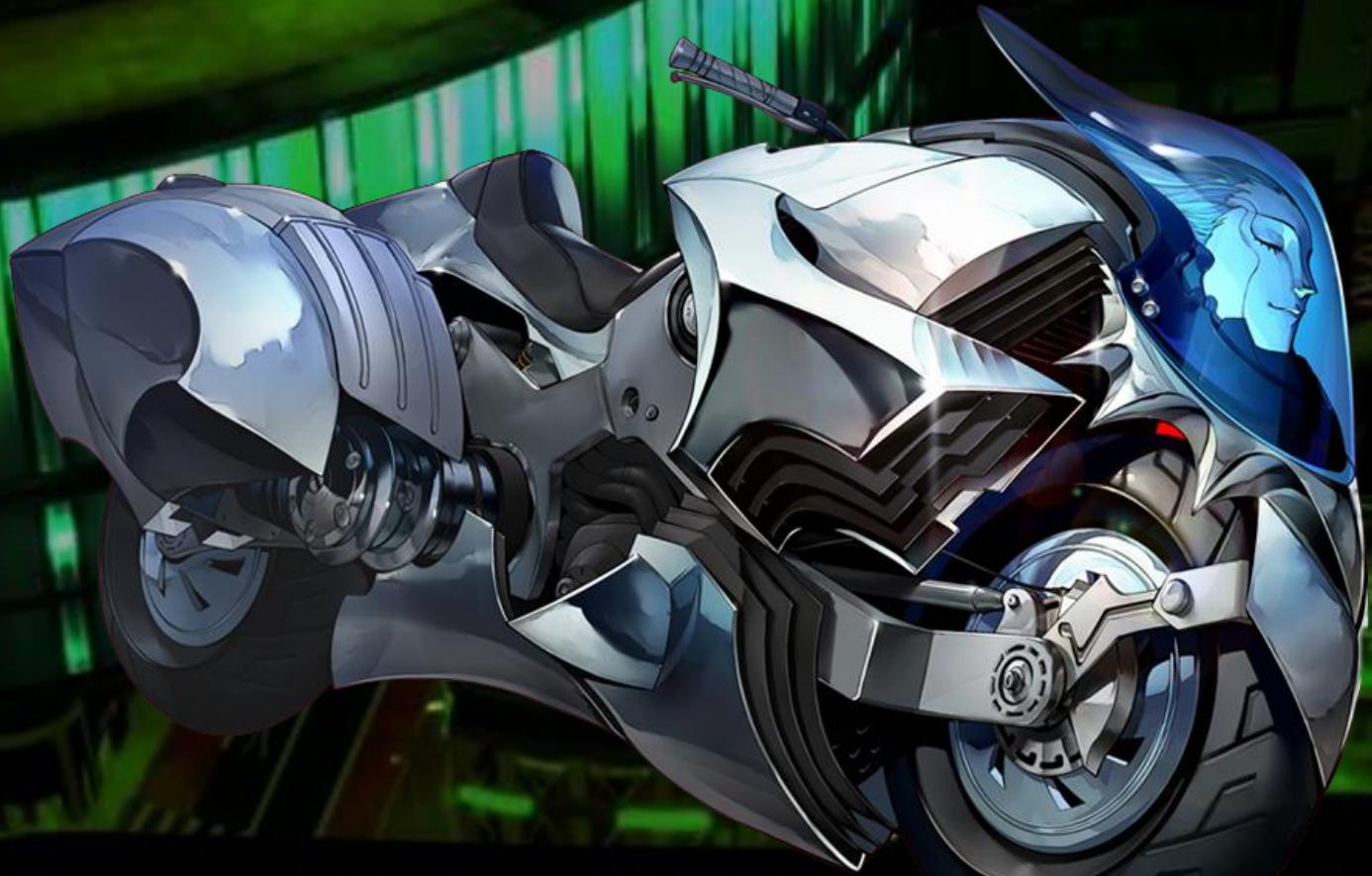
Decisive Defense (P): When combat starts, Johanna and all Shadows in combat gain the effects of Rakukajamon (Fortify Physical and Elements +8) for 3 rounds, and Johanna removes all Buff effects from Users in combat. This triggers after all other automatic effects in this combat.

Atomize: One target within 6 meters. On hit: AGId12 (45) Nuclear damage.

Mafreila: Any number of targets. On hit: 7d6 (24) Nuclear damage.

Sacred Rally: One target within 6 meters. Restore HP to that target equal to 20% (72) of Johanna's max HP. If this healing exceeds the target's max HP, it gains +2 TEC, +2 AGI for 3 rounds. This is a Buff effect that stacks with Decisive Defense, but not other Buff effects.

A Persona from another story. A female pope whose ascension to power was struck from the official records and changed the Vatican's rituals forever.





Hades

Icon Shadow
XIII – Death

Level 13

Hit Points: 500

Spell Card: *Zai Aku Tou Ten* (T3 Dark)

Types



Dispositions:

Insane



Skill Bonus: +2 MAG, +2 VIT

Natural Skill: **Wailing Depths** (Ice, Dark) – Once per combat, as a Quick action, you can forget an Imbue effect you have memorized and target one enemy within TEC meters: If that target's HP is below 20%, that target is immediately slain. This is considered a Death Category effect.

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



Seventh Spiral of the Underworld (P): The effects applied after Swirling Oblivion, Sinking Misery, and Scorching Agony are cast are not Buff effects and last until Hades is defeated.

Swirling Oblivion: Any number of targets. On hit: 9d6 (31) Water damage. After casting this spell, Hades gains +1 TEC. This stacks with previous activations.

Sinking Misery: One target Hades can see whose HP is below 30% of its maximum enters Death's Door. After casting, if this spell defeated a target, all spells Hades casts restore 10% (50) HP to Hades.

Scorching Agony: Up to three targets within 9 meters. 15+5TEC (60%) Stunned chance. After casting this spell, all spells Hades casts gain 20% Charmed chance on hit. This stacks with previous activations.

A Persona from another story. The supreme ruler of the Greek underworld that shares their namesake, Hades enlists the help of several servants that assist him in guarding the underworld and judging the souls of humans.





Valjean

Icon Shadow
V – Hierophant

Level 14
Hit Points 640

Spell Card: Death Chain (T3 Physical)

Types



Dispositions:
Snobbish



Skill Bonus: +2 STR, +2 TEC

Natural Skill: **Shattered Chains of Law** (Physical, Almighty):
When you cast an Almighty spell, you can choose to Repress it
to calculate damage for that spell with STR instead of MAG.

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

Punished Soul (P): Valjean cannot roll to dodge attacks, but takes half damage from all instances of damage.

Triple Down: Up to three targets within 5 meters. On hit: 9d8 (40) Physical damage. If two targets were chosen, this spell deals 50% more damage. If one target was chosen, this spell deals 100% more damage.

Meteor Shower: One target within 9 meters. On hit: 9d10 (49) Almighty damage. If this spell deals damage, spawn one Star-borne Bullet adjacent to Valjean. This is a cognitive object. Whenever Meteor Shower is cast, all Star-borne Bullets in combat can move up to TEC (9) meters in any direction and deal 2STR (18) Almighty damage to any number of units it becomes adjacent to, no check.

A Persona from an unusual story. The protagonist of *Lés Misérables*, a famous novel about a man who seeks to live a kind and generous life following a harsh and unjust prison sentence.



Odysseus

Icon Shadow
XII – Hanged Man

Level 14

Hit Points 200

Spell Card: Analysis Pulse (T3 Intel)

Skill Bonus: +2 TEC, +2 AGI

Natural Skill: **The Grand Journey** (Wind, Intel): You can grant one attack or spell you declare -1 HDC to also grant it +1 SKL during damage calculation, as a free action. This is not a Buff effect.

STR	MAG	TEC	AGI	VIT	LCK	Types		
1	6	10	8	3	2	Null	Null	Weak



Ninety-Nine Needles (P): At the start of each round, all Users must roll to dodge against Odysseus's TECd6. On failing, they take 6d6 (21) Intel Type damage and suffer the *Tactical Asset* Condition until the end of this round. On a success, they take half damage and do not suffer the Condition. Targets whose Interaction with Intel is not Weak or Neutral do not suffer this Condition regardless of their roll.

Illuzone: One target within TEC (10) meters who's under the Tactical Asset Condition. Remove the Condition from that target, and that target suffers -1 HDC. This is considered a Debuff effect, and lasts for a number of rounds equal to the number of *Tactical Assets* remaining in combat after this spell was cast.

Maha Garu: Up to three targets in combat. +1 HDC. On hit: 6d8 (27) Wind damage. If this spell deals damage to a *Tactical Asset*, Odysseus can use a Quick action to cast Maha Garu against Tactical Assets again this round.

War Efforts: One target within 6 meters must roll on a Courage (8) check that cannot be boosted by Luck Charges. On failing, Odysseus can use one non-Special consumable from the target's inventory. This item is removed from the target's inventory. On a success, nothing happens. If the target is a *Tactical Asset*, this check's difficulty increases to 10.

A Persona from another story. A legendary hero born from a divine lineage, a resourceful general who was instrumental in bringing down the city of Troy. He's the hero of the Odyssey and also appears in the Iliad and other important works.

Yamato Sumeragi

Types



Dispositions:

Snobbish



Icon Shadow

X – Fortune

Level 17

Hit Points 340

Spell Card: Eternal Punishment (T5 Dark)

Skill Bonus: +3 TEC, +2 MAG

Natural Skill: **Detective's Insight** (Light, Dark) – Once per combat, when you deal damage to a target using a Light or Dark Type spell, you can use your Quick action to reveal that target's interaction to Light or Dark, your choice.

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



Reflect



Reflect

Divine Bloodline (P): Whenever Yamato Sumeragi casts Hamaon or Megidolaon, it can change those spells' damage Types to Fire or Wind, as a Quick action.

Shield of Justice (P): When Yamato Sumeragi is slain, all surviving Shadows in combat gain *Null <All>* for the next instance of damage they take. This is not considered a Buff effect.

A Persona from another story. The term *Yamato Sumeragi*, or *Yamatosumeramikoto*, are used to refer to the Emperors of Japan, and represents their divine heritage.

Hamaon: One target Yamato Sumeragi can see loses 23+3TEC (50%) of its current HP as Light damage.

Mudoon: One target Yamato Sumeragi whose HP is equal to or below 50% is instantly slain. This is a Death effect.

Megidolaon: One target and all units within 3 meters of that target. On hit: 7d6 (24) Almighty damage.



Hereward

Types



Dispositions:

Aggressive



Icon Shadow

VIII – Justice

Level 19

Hit Points 532

Spell Card: Debilitate (T5 Debuff)

Null

Resist

Skill Bonus: +3 STR, +2 TEC, +4 Courage

Natural Skill: **Blade Runners (Physical, Debuff)** – When an ally deals damage to a Knocked Down target, you can spend your Interrupt action to declare a basic attack or cast a Tier I Mono Category Physical spell against that target.

STR	MAG	TEC	AGI	VIT	LCK
10	1	8	6	7	2

Auto-Debilitate (P): At the start of combat, Hereward chooses one target: That target is afflicted with -3 STR, -3 MAG, -3 TEC, -3 AGI, Fortify Physical & Elements -8 for 3 rounds. This is a Debuff effect.

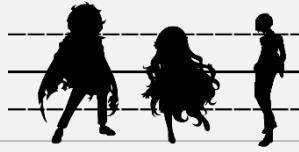
Rebellion Blade: One target within 8 meters. On hit: 10d12 (65) Physical damage and 30% Knockdown chance. If this spell triggers Knocked Down, Hereward can use Auto-Debilitate again for no action cost.

Riot Gun: Any number of targets. On hit: 10d8 (45) Physical damage. This spell treats Null and Reflect Physical as Resist.

A Persona from another story. A nobleman and leader of a resistance force, it's rumored that his tales of heroism either mutated into or inspired the stories of Robin Hood.

Zen

User
Unknown Arcana



Level 17
Hit Points: 850



Types

Host of the Festival – As long as Zen is in an adjacent spot to Rei, both Zen and Rei gain +1 DDC against all attacks.

STR 9	MAG 1	TEC 8	AGI 4	VIT 7	LCK 2
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Resist



Resist



Resist

Bane Slice: One target within 7 meters. On hit: 9d12 (58) Physical damage and, at the start of the target's next turn, they take 2STR (18) Dark damage, no check.

Frozen Spear: One target within 6 meters. On hit: 9d12 (58) Ice damage. Regardless of this spell hitting or missing, Zen chooses a second target within 4 meters of the original target: That target takes 2STR (18) Ice damage, no check.

Knight Card: Attacks Rei declare cannot miss until the end of her next turn. This is a Buff effect that stacks with Buffs applied by Rei.

A quiet and mysterious boy from another story. Zen is fiercely protective of Rei, claiming both of them are “taking a break” from some sort of school festival, but won’t elaborate further.



Inseparable: Zen and Rei join combat in pairs and share their HP pool of 850. Both units roll for initiative, but are placed in the queue in the position of the highest roll between the two, in any order.

Rei

User

Unknown Arcana

Level 17
Hit Points: 850

Types



Gourmand of the Festival – As long as Rei is in an adjacent spot to Rei, both Zen and Rei gain +1 HDC for all attacks.

STR 1	MAG 8	TEC 4	AGI 9	VIT 7	LCK 2
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Resist



Resist



Resist

Platinum Coin: Remove all Status effects from combat, and all units gain Resist Status for the next 3 rounds. This is a Buff effect that stacks with other Buff effects.

Prize Ticket: Up to 3 targets within 6 meters. On hit: 1 PSY damage and place one Festival Ticket on each target that took damage from this spell.

Cashing Out: Remove all Festival Tickets from combat. Zen and Rei each gain Critical Margin +X, where X is the number of Festival Tickets removed by this effect. This is a Buff effect that stacks with other Buff effects.

"Your turn, Zen!": Zen gains a second turn this round, immediately after Rei's.

A cheerful and innocent girl from another story. She is extremely fond of Zen, and claims to be “taking a break” from a local festival to look for different types of snacks and delicacies... Whatever that means.



Inseparable: Zen and Rei join combat in pairs and share their HP pool of 850. Both units roll for initiative, but are placed in the queue in the position of the highest roll between the two, in any order.



Messiah (Tyrant)

Icon Shadow

XX – Judgement

Level 20

Hit Points 684

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

Skill Bonus: +3 MAG, +2 TEC, +1 VIT

Natural Skill: **The Realm of Possibility** (Any two Types) - Once per session, you can spend 4 Aspect Points: You regain the use of one Arcana Spread spent during this session, for no action cost.

Types



Cannot be acquired by Fusion, will not respond to negotiation. This overrides the post-battle effect of Icon Shadows. Messiah is granted to Users after being defeated using the same rules as Ultimate Personae.

STR

1

MAG

15

TEC

9

AGI

5

VIT

6

LCK

2



Resist



Resist



Resist



Resist



Resist



Resist

Oratorio (P): When Messiah would be slain by any source, restore its HP and the HP of all Shadows in combat to 100%, revive all Shadows slain during this combat with 100% HP, and remove all Link Counters from Messiah. This can only trigger once per combat.

The Card Within One's Dream (P): At the start of each round, for no action cost, Messiah can cast Newfound Power a number of times equal to the number of Link Counters on Messiah.

Newfound Power: Can only be cast through the effect of The Card Within One's Dream. Does not check to hit. Deals MAG (15) Fire or Almighty damage (Narrator's choice)

The New Beginning: One target Messiah can see. On hit: MAGd12+MAG (112) Fire damage and grant Messiah one Link Counter.

The Absolute End: One target Messiah can see. +1 HDC. On hit: MAGd12 (97) Almighty damage.

Messiah can cast one Hetelic Action per round.

The Power of the Universe: (Quick) Until the end of Messiah's next turn, all attacks it declares deal 50% more damage, including Almighty attacks.

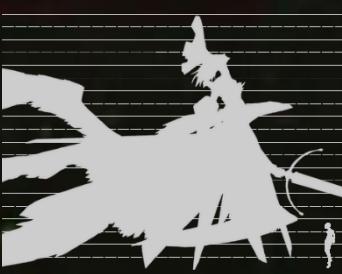
That Which Cannot Be Defeated: When a User activates an Arcana Spread, Messiah gains an extra turn immediately after that Arcana Spread resolves.

A Persona from another story. Its name is the general term for a savior of mankind who appears to save humanity in times of great disaster. Somehow, this Persona's striking appearance seems to awaken memories of a school you've never visited.



NYX







Nyx (Tyrant)

All Is Revealed – Nyx's power is split between 14 different forms. Nyx starts with Arcana 0 - The Fool. Each time it's reduced to 0 HP, it progresses to the next Arcana, being healed to full HP and changing moves accordingly. This also removes all Status, Counters and Debuff from Nyx, as well as all conditions it might be under.

Nyx always has two turns per round and uses its MAG value for both STR and MAG checks.

STR	MAG	TEC	AGI	VIT	LCK
1 (13)	13	10	9	6	2

Almighty Attack: One target Nyx can see. On hit: 13d6 (45) Almighty damage. This replaces Nyx's basic attack and can be used under all Arcana except Fool.

The personification of death and harbinger of The Fall, an apocalyptic event that would lead to the ceasing of life across the entire planet.



O – The Fool

"The moment man devoured the fruit of knowledge, he sealed his fate... Entrusting his future to the cards, man clings to a dim hope."

Hit Points: 500

Smile Arrogantly: Nothing happens.



I – The Magician

"Attaining one's dream requires a stern will and unfailing determination."



Drain

Ha Agidyne: Two targets within 10 meters. On hit: 13d10+10 (81) Fire damage.

Maragidyne: Any number of targets. On hit: 13d8+10 (63) Fire damage.

Fire Break: One target Nyx can see has its Fire interaction changed to Neutral for 3 rounds. This is not a Debuff.



II – The Priestess

"The silent voice within one's heart whispers the most profound wisdom."



Drain

Hit Points: 500

Bufudyne: One target within 10 meters. On hit: 13d12+10 (94) Ice damage.

Ice Break: One target Nyx can see has its Ice interaction changed to Neutral for 3 rounds. This is not a Debuff.



III – The Empress

"Celebrate life's grandeur... Its brilliance... its magnificence..."

Hit Points: 500



Drain

Garudyne: +1 HDC. On hit: 13d12 (84) Wind damage.

Ha Garudyne: +1 HDC. Two targets within 12 meters. On hit: 13d10 (71) Wind damage.

Wind Break: One target Nyx can see has its Wind interaction changed to Neutral for 3 rounds. This is not a Debuff.



IV – The Emperor

"Only courage in the face of doubt can lead one to the answer..."

Hit Points: 500



Drain

Ziodyne: One target within 10 meters. On hit: 13d12 (84) Thunder damage and 70% Shocked chance.

Maziodyne: Any number of targets. On hit: 13d8 (53) Thunder damage and 30% Shocked chance.

Thunder Break: One target Nyx can see has its Thunder interaction changed to Neutral for 3 rounds. This is not a Debuff.



V – Hierophant

"It is indeed a precious gift to understand the forces that guide oneself..."

Hit Points: 500



Drain

Revolution: All units in combat gain +2 Critical Margin for 3 rounds. This is a Buff effect that lasts for 3 rounds.

Fatal End: One target within 10 meters. This attack rolls for Critical Hits without spending Luck Charges. On hit: 13d10 (71) Physical Damage

Vile Assault: Any number of targets. This attack rolls for Critical Hits without spending Luck Charges. On hit: 13d8 (53) Physical damage.



VI – Lovers

"There is both joy and wonder in coming to understand another..."

Hit Points: 500



Drain

Holy Arrow: One target within 10 meters. On hit: 13d10 (71) Physical damage and 70% Charmed chance.

Marin Karin: One target Nyx can see. 80% Charmed chance.

Tentarafoo: Any number of targets. 40% Panicked chance.



VII – Chariot

"One of life's greatest blessings is the freedom to pursue one's goals."

Hit Points: 500



Drain

Power Charge: The next Physical attack Nyx declares deals 2x damage.

God's Hand: One target within 10 meters. On hit: 13d10 (71) Physical damage.

Heat Wave: Any number of targets. On hit: 13d8 (52) Physical damage.



VIII – Justice

"To find the one true path, one must seek guidance amidst uncertainty..."

Hit Points: 500



Drain



Reflect

Hamaon: One target Nyx can see loses 40% of its current HP (Light damage)

Mahama: Any number of targets lose 20% of their current HP (Light damage)



IX – Hermit

"It requires great courage to look at oneself honestly, and forge one's own path..."

Hit Points: 500



Drain



Reflect

Makarakarn: Nyx gains Reflect Elements until the end of the round.

Mudoon: Instantly kills one target whose HP is below 50% of its maximum.

Poisma: One target within 10 meters. 90% Poisoned chance.



X – Fortune

"Alongside time exists fate, the bearer of cruelty."

Hit Points: 500



Drain

Ha Agidyne: Two targets within 10 meters. On hit: 13d10+10 (81) Fire damage.

Bufudyne: One target within 10 meters. On hit: 13d12+10 (94) Ice damage.

Garudyne: +1 HDC. On hit: 13d12 (84) Wind damage.

Ziodyne: One target within 10 meters. On hit: 13d12 (84) Thunder damage and 70% Shocked chance.



XI – Strength

"Only with strength can one endure suffering and torment."

Hit Points: 500



Drain

Power Charge: The next Physical attack Nyx declares deals 2x damage

Marakundyne: Any number of targets suffers Fortify All -24 for 3 rounds.

Deathbound: Any number of targets. On hit: 13d8 (52) Physical damage.



XII – Hanged Man

"In the face of disaster lies opportunity for renewal."

Hit Points: 500



Resist

Mind Charge: The next Fire, Ice, Wind, Thunder or Almighty spell Nyx casts deals 2x damage.

Megidola: Any number of targets. On hit: 13d8 (52) Almighty damage.

Mudoon: Instantly kills one target whose HP is below 50% of its maximum.

Evil Touch: One target Nyx can see. 80% Fearful chance.



XIII – Death

*The moment man devoured the fruit of knowledge, he sealed his fate...
Entrusting his future to the cards, man clings to a dim hope.
Yet, the Arcana is the means by which all is revealed...
Beyond the beaten path lies the absolute end.*

It matters not who you are..."

"... Death Awaits You."

Once Nyx's Hanged Man Arcana is defeated, it immediately starts a new round bearing the Death Arcana. As the Death Arcana, Nyx has 1000 HP, instead of the usual 500, and immediately casts Moonless Gown as its Interrupt action at the start of the round.

When Nyx's HP reaches 500 or less, it immediately casts Night Queen as its Interrupt Action.

Hit Points: 1000

Element Break: One target Nyx can see has its interaction to Fire, Ice, Wind or Thunder reduced to Neutral for 3 rounds.
This is not a Debuff effect.

Mind Charge: The next Fire, Ice, Wind, Thunder or Almighty spell Nyx casts deals 2x damage.

Dekaja: Removes all Buff effects from combat.

Dekunda: Removes all Debuff effects from Nyx.

Marakundyne: Any number of targets suffers Fortify All -24 for 3 rounds.

Poisma: One target within 10 meters. 90% Poisoned chance.

Ha Agidyne: Two targets within 10 meters. On hit: 13d10+10 (81) Fire damage.

Bufudyne: One target within 10 meters. On hit: 13d12+10 (94) Ice damage.

Garudyne: +1 HDC. On hit: 13d12 (84) Wind damage.

Ziodyne: One target within 10 meters. On hit: 13d12 (84) Thunder damage and 70% Shocked chance.

Nyx can only cast each of its Hetelic Actions once.

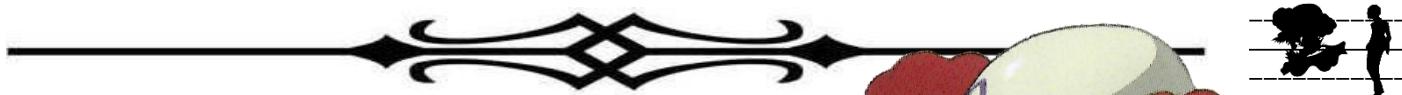
Moonless Gown: Nyx changes all its Type interactions to Reflect and gains Reflect Almighty for 3 rounds.
This is not a Buff effect.

Night Queen: All units in combat, except Nyx.

On hit: 13d10 (71) Almighty damage. On dodge: Target takes 6d10 (33) Almighty damage.

Regardless of dodge, success, each target must roll 1d6 and apply the following effect according to the result:

- 1:** 100% Charmed chance
- 2:** 100% Panicked chance
- 3:** 100% Fearful chance
- 4:** 100% Stunned chance
- 5:** 100% Slowed chance
- 6:** 100% Poisoned chance.



Shadows

Nickelwise

XV – The Devil

Level 1

Hit Points: 56

Spell Card: Cleave (T1 Physical)

Rumor Skill: **We All Float** – You can fall from great heights and land softly and without lasting damage.

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

Resist

Weak

Weak

Weak



A Shadow said to be a powerful alien entity who can embody whatever form terrifies humans most at any given time.

Bite: One target within 6 meters. On hit: Nickelwise moves to a position adjacent to the target and deals 4d4-3 (7) Physical damage. Until the end of Nickelwise's next turn, the target cannot move from its current position and suffers -1 DDC.

Drag Away: One adjacent target. Nickelwise performs its full movement action while casting this spell, while dragging the target along with it. The target takes 1 Wind damage for each meter moved this way.



Sadaco

III – The Empress

Level 2

Hit Points: 42

Spell Card: Kouga (T1 Light)

Natural Skill: **Spiral** – Once per day, activate the following effect: At the start of each of your turns, gain one Grudge Counter. As a Quick action, you can spend all your Grudge Counters to gain Critical Margin +1 for each Counter spent this way for the next attack you declare this round.

STR	MAG	TEC	AGI	VIT	LCK
1	3	6	4	3	2

Resist

Resist

Weak

Weak

Into the Well (P): As its Interrupt action, Sadaco can target one Shadow within TEC (6) meters and move that Shadow to a position adjacent to Sadaco. If this moves the Shadow outside of the range of an attack it's a target of, they automatically dodge that attack.

Flux: One target within 7 meters. HDC +1. On hit: Deals Light damage equal to the difference between Sadaco's hit roll and the target's dodge roll, multiplied by 2.

Rake: Up to three targets within 7 meters. On hit: 3d4-3 (4) Ice damage. Damage dealt by this spell cannot be healed until the end of combat.

A ghost from an old legend, said to be a young girl who was killed and hidden in a well.

Tokisada

XIII – Death

Level 9

Hit Points 182

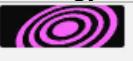
Spell Card: Hell of Revival (T2 Occult)

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

Natural Skill: **Flag of Salvation** – At the end of combat, you can target X Users you can see and spend X Energy: Restore 1 Energy to each User targeted.



Null



Null



Resist



Weak

STR	MAG	TEC	AGI	VIT	LCK
6	1	6	3	7	4

Amakusa Uprising: One target within 8 meters. On hit: 6d10 (33) Physical damage. This spell treats Null Physical as Resist. If this spell deals damage, place 1 Cleansing Tag on the target.

Rain of Spectral Arrows: Any number of targets within 6 meters. On hit: 6d4 (15) PSY damage. If a target with a Cleansing Tag took damage from this spell, remove that Cleansing Tag and Tokisada can cast Rain of Spectral Arrows again as a free action a number of times equal to the amount of Cleansing Tags removed by this spell.

Miracle Sword: One target within 4 meters. On hit: 6d10 (33) Physical damage. If the target has a Cleansing Tag, this attack has Critical Margin +2. If this attack is a Critical hit, place 1 Cleansing Tag on two other targets Tokisada can see.

A famous leader of the Shimabara Rebellion, who was tragically executed once Hara Castle fell. It's said his head was placed on a spear and put on display in Nagasaki to deter Christian rebels.



Amaterasu

XIX – The Sun

Types



Repel

Level 11

Dispositions:

Hit Points 104

Noble

Spell Card: Haraedyne (T3 Occult)



Null

Skill Bonus: +2 MAG, +1 TEC

Natural Skill: **Sume-Omikami** – You gain Fortify All +2X from attacks declared by targets with Ofuda placed on them, where X is the amount of Ofuda on the attacker.

STR	MAG	TEC	AGI	VIT	LCK
1	6	6	7	4	2

Tenson Kourin (P): For each Sunlit Ofuda in combat, Amaterasu gains +1 to STR, MAG, TEC, AGI and LCK.

Trisagion: One target Amaterasu can see. On hit: 6d6*2 (42) Fire damage. For every 20 damage this spell deals, place 1 Sunlit Ofuda on the target.

Will of Flames: Any number of targets gain the following effect for 3 rounds (this is not a Buff effect): "Attacks you declare deal 2d6 extra Fire damage and treat Null Fire as Resist".

Ten Mantra: One target Amaterasu can see. Remove all Sunlit Ofuda from combat. For each Sunlit Ofuda removed this way, that target loses 10% of their maximum HP as Light damage. If this exceeds the health of the target, deal the remaining damage to another target.

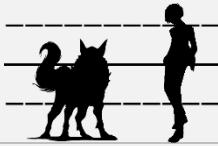
Shinto goddess of the sun who rules over the High Plain of Heaven, referred to as the Great Imperial Deity. Born of Izanagi's left eye, sister of the god of storms Susano-o and the moon good Tsukuyomi.



Pascal

Icon Shadow

V - Hierophant



Level 16

Hit Points 408

Spell Card: Fire Amp (T3 Fire)

Dispositions:

Chaotic, Noble



Types



Skill Bonus: +3 MAG, +1 TEC, +1 AGI

Natural Skill: **The Gates of Hell (Fire and any other Damage Type)** – Multi Category spells have +2 Critical Margin. Total Category spells have +1 Critical Margin.

STR	MAG	TEC	AGI	VIT	LCK			
1	9	9	5	6	4	Drain	Resist	Resist

"Pascal Is Here" (P): At the end of combat, a player who has Cerberus in their Persona stock can choose to automatically succeed in negotiation against Pascal. If they do, and Cerberus is not their Starter Persona, their Cerberus' name, Types, Natural Skill and Interactions are replaced with Pascal's.

Lucky Dog (P): All attacks Pascal declares gain Critical Margin +1. For every target that dodges an attack declared by Pascal, Pascal gains 1 Luck Charge. If Pascal deals a Critical hit, the triggering chance for that spell's Status effect, if any, is doubled.

Venom Bite: 1 target within 8 meters. Pascal becomes adjacent to that target while casting this spell. On hit: 9d12 (58) Fire damage and 5TEC% (45%) Poisoned chance.

Stone Bite: 1 target within 8 meters. Pascal becomes adjacent to that target while casting this spell. On hit: 9d12 (58) Fire damage and 5TEC% (45%) Stunned chance.

Charm Bite: 1 target within 8 meters. Pascal becomes adjacent to that target while casting this spell. On hit: 9d12 (58) Fire damage and 3TEC% (27%) Charmed chance.

A demon from another story. Pascal seems to have once been a normal dog that somehow became a demon, but his affinity with humans and easygoing personality makes him a steadfast ally.





Queen of Hearts (Tyrant)

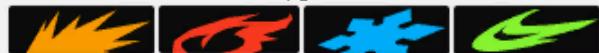
Unknown Arcana

Level 1

Hit Points 112

Reward: Each User gains 300 Experience Points
(Added to the default reward for this battle)

Types



Cannot be obtained by Fusion, does not respond to negotiation.

STR	MAG	TEC	AGI	VIT	LCK
3	3	4	1	4	2



Elemental Decree: Up to three targets within 6 meters. On hit: 3d4 (7) damage of Fire, Ice, or Wind damage (Narrator's choice, chosen once for all targets).

Royal Bash: One target within 8 meters. On hit: 3d4+3 (10) Physical damage.

Queen of Hearts can cast one Hetelic Action per round.

Off With Their Heads! Whenever there are no Card Soldiers in battle, Queen of Hearts can summon 1d4 Card Soldiers into battle as an Interrupt action. If Queen of Heart's HP is below 60, she summons 1d2 Card Soldiers instead. Card Soldiers always act immediately after Queen of Hearts in the initiative queue, in any order. This is a Default action.

Graceful Stride: After casting Elemental Decree, Queen of Hearts can change all her Type interactions to Neutral, then gain Resist against the damage Type dealt by Elemental Decree. This is not a Buff effect, is treated as an Interrupt action, and remains until Queen of Hearts casts this action again.

A Shadow found in the depths of a fairytale labyrinth. It's said the Queen of Hearts represents the affinity a young girl had for storybooks. This girl cherished every book she read, and was fascinated with the idea of a "Wonderland".

Card Soldier

Unknown Arcana

Level 1

Hit Points 28

Cannot be obtained by Fusion, does not respond to negotiation.

Safeguard – Whenever Queen of Hearts would take damage from a spell or basic attack, Card Soldier can use its Interrupt action to change the target from Queen of Hearts from itself. This can happen even if the Card Soldier was also targeted for this attack.

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

Disarming Order: One target within 6 meters suffers -1 STR, -1 MAG for 3 rounds (Debuff)

Poke: One target within 5 meters. On hit: 2d4 (5) Physical damage.



Merciful Clergyman (Tyrant)

Unknown Arcana

Level 5

Hit Points 252

Reward: All Users gain 7 Charm points.



Types

Silent Song –Every time Merciful Clergyman deals damage of a Type the target is Weak to, he can choose to apply the effects of Tarundamon, Rakundamon, or Sukundamon to the target, after damage calculation, as a Free action.

Cannot be obtained by Fusion, does not respond to negotiation.

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

Holy Wrath: *Can only be cast by the effects of Hetelic Actions.* One target Merciful Clergyman can see. HDC +2. On hit: 6d8 (27) damage. This damage is of a Type the target is Weak to, chosen by the Narrator. If the target has no weaknesses, this attack deals Almighty damage.

Mapsio: Any number of targets within 7 meters. On hit: 6d4 (15) PSY damage.

Freila: One target within 8 meters. On hit: 6d6 (21) Nuclear damage. If this spell hits, it deals half the rolled damage to all adjacent units to the target, no dodge check.

Merciful Clergyman can cast one Hetelic Action per round, as a Quick Action.

Peaceful Vow: If any User declares a basic attack or casts a damage-dealing spell while this effect is active, Merciful Clergyman can cast Holy Wrath as an Interrupt action immediately, without spending its Interrupt action for this round, against that User. This vow lasts until the start of Merciful Clergyman's next turn.

Chaste Vow: If any User casts a Heal, Buff, Defense or Intel spell while this effect is active, Merciful Clergyman can cast Holy Wrath as an Interrupt action immediately, without spending its Interrupt action for this round, against that User. This vow lasts until the start of Merciful Clergyman's next turn.

Frugal Vow: If any User uses an item while this effect is active, Merciful Clergyman can cast Holy Wrath as an Interrupt action immediately, without spending its Interrupt action for this round, against that User. This vow lasts until the start of Merciful Clergyman's next turn.

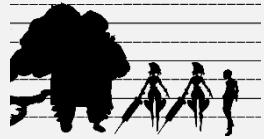
Just Vow: If any User casts a Status or Debuff spell while this effect is active, Merciful Clergyman can cast Holy Wrath as an Interrupt action immediately, without spending its Interrupt action for this round, against that User. This vow lasts until the start of Merciful Clergyman's next turn.

A Shadow found in the depths of a romantic labyrinth. The young girl ached for acceptance, and fell ever deeper into despair and isolation, able to see the life of others unfold, but kept from her own.



Kind Doctor (Tyrant)

Unknown Arcana



Level: 8

Hit Points: 264

Reward: All Users gain +1 Empathy Tier

Preoperative Care – At the start of combat, Kind Doctor summons one Calm Nurse and one Caring Nurse into battle. After the three Shadows roll for initiative, Kind Doctor takes the highest initiative of the three and copies it as his own.

Cannot be obtained by Fusion, does not respond to negotiation.

STR
8

MAG
1

TEC
6

AGI
1

VIT
6

LCK
2



Types



Sweeping Incision: One target and all units within 3 meters of that target. On hit: 8d6 (28) Physical damage. At the start of the turn of each of the units that took damage from this attack, that unit loses 10% of their maximum HP as Almighty damage.

Drastic Measures: This spell treats all Physical interactions besides Neutral and Weakness as Resist. This spell declares five separate attacks. Each of these attacks deals 8d8 (36) Physical damage. If a User is targeted by this attack more than once during the same round, subsequent damage taken from this spell is halved.

A Shadow who lurks at the lowest levels of a haunted labyrinth. The young girl's hatred for her own life, devoid of warmth and normalcy, burned a hole through her heart, fiercer than even her illness. At the end, not even a skilled medical team could rescue her.

Calm Nurse

Level 8

Hit Points: 66

Cannot be obtained by Fusion, does not respond to negotiation.



Resist

Diarama: Kind Doctor recovers 20% (52) of its maximum HP.



Weak

Evil Smile: Any number of targets. 10+5TEC% (35%) Fearful chance

Caring Nurse

Level 8

Hit Points: 132

Cannot be obtained by Fusion, does not respond to negotiation.



Resist

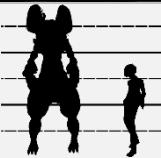
Matarukajamon: Kind Doctor, Calm Nurse and Caring Nurse gain +2 STR, +2 MAG for 3 rounds.



Weak

Marakundamon: Any number of Users in combat suffer Fortify Physical and Elements -8 for 3 rounds.





Best Friend (Tyrant)

Unknown Arcana

Level: 12

Hit Points: 360

Reward: Each User gains 1 Character Level
(Added to the default reward for this battle)

Types



Curiouser and Curiouser – Best Friend has two turns per round, and does not roll for initiative. Rather, Best Friend's first turn is the first in the initiative queue, and the second turn is last in the queue. Best Friend's position in the initiative queue cannot be changed by any effects.

Cannot be obtained by Fusion, does not respond to negotiation.

STR	MAG	TEC	AGI	VIT	LCK	Resist	Weak
9	1	8	6	6	2		

Gore: One target. On hit: 9d10 (49) Physical damage. If this puts a target in Death's Door, Best Friend can cast this spell again as a Free action.

Ravage: All units within 4 meters of Best Friend. On hit: 9d6 (31) Fire damage. If the target is suffering from a Status effect, this spell deals double damage, applied separately from Critical calculation.

Shred: One target within 4 meters. Best Friend becomes adjacent to this target when casting this spell. On hit: 9d4 (22) Intel Type damage. If this spell hits, all the target's Type interactions become Neutral. This is considered a Condition and can only be removed when combat ends or the User enters Death's Door.

Best Friend can cast one Hetelic Action per round, as Interrupt actions.

Rabbit's Foot: All units in combat except Best Friend. HDC -1. On hit: STR/2 (4) Almighty damage. Each time this spell is cast, increase the damage of this spell by STR/2 (4).

Deafening Roar: All units in combat except Best Friend. 5TEC+10% (50%) Knockdown chance.

A vagrant Shadow Self, guarding the very depths of a labyrinth.

The young girl could never come to terms with her meager life nor her pitiful death and, perhaps in a rare act of love, "he" created the festival as a means to lift her spirits one final time, and to lock away such cruel memories.



Clockwork God (Tyrant)

Unknown Arcana

Cannot be obtained by Fusion, does not respond to negotiation.

Level 17
Hit Points 425

Types



The Bearer of Time – At the start of combat, apply 4 Countdown Counters on one User. At the end of each of that User's turns, they lose one Countdown Counter. Targeting the User with a spell or consumable that restores HP, except Imbue effects, adds 1 Countdown Counter to that User, up to a maximum of 4. If a User loses all Countdown Counters, they enter Death's Door. This is an Almighty Type, Death Category effect.

STR	MAG	TEC	AGI	VIT	LCK
1	9	6	9	5	2

1.3 billion Volts: All units in combat, except Clockwork God. On hit: 9d6 (31) Thunder damage and 100% Shocked chance.

The Sun Extinguished: One target Clockwork God can see. On hit: Target loses 50% of their current HP as Dark damage. At the start of the target's turn, they lose 50% of their current HP as Dark damage.

Time Set in Motion: Up to three targets Clockwork God can see. HDC +1. On hit: 9d10 (40) Nuclear damage. If this spell dealt damage to all chosen targets, Clockwork God regains 30% (127) HP.

**Clockwork God can cast up to two Hetelic Actions per round.
Each Hetelic Action listed below can only be cast once per round.**

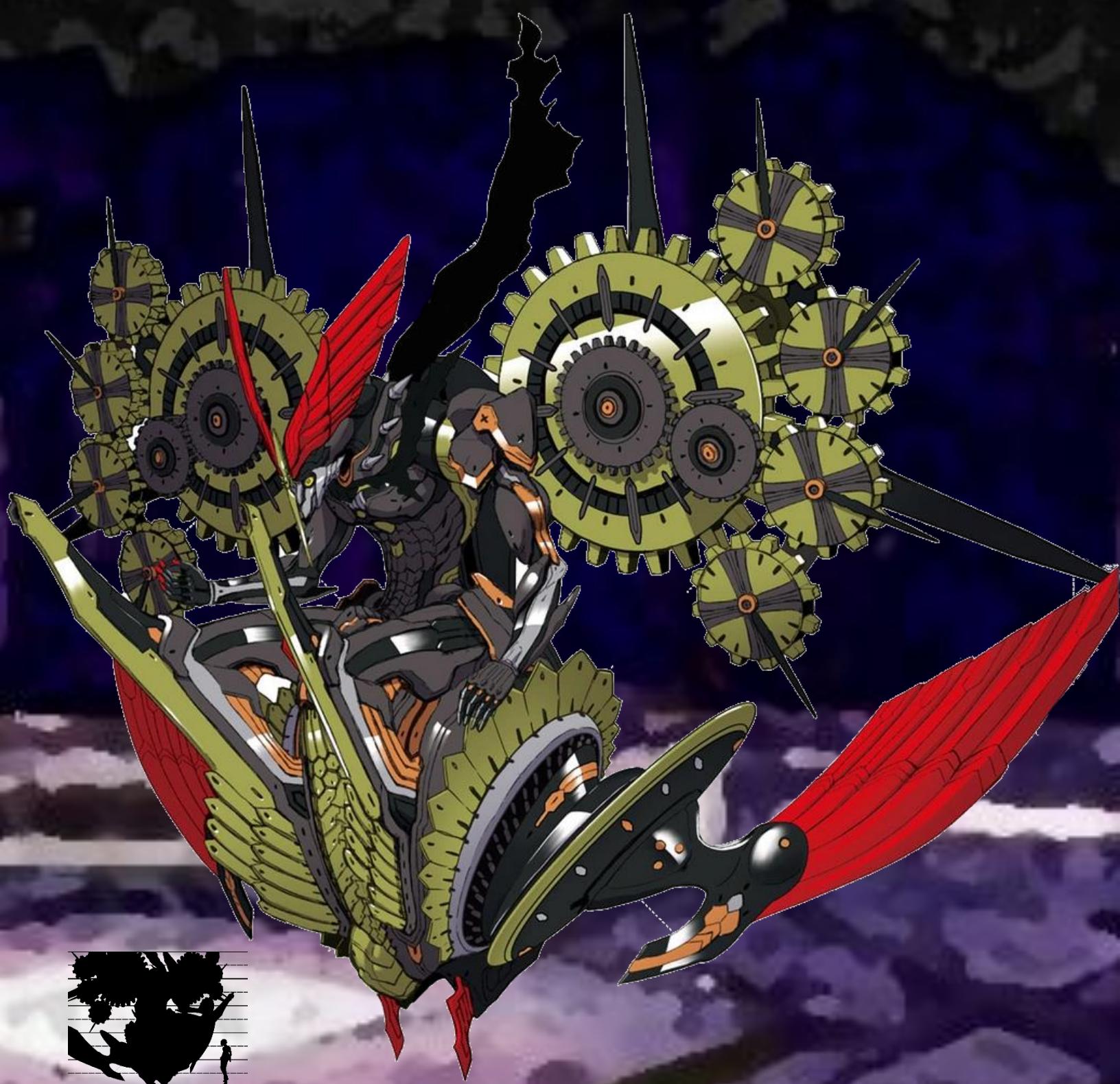
Gears of Time (Default): Place 4 Countdown Counters on a User who has no Countdown Counters

Time Warp (Interrupt): One User with Countdown Counters placed on them loses 1d2 Countdown Counters.

Time Reversal (Interrupt): When a User with Countdown Counters deals damage to Clockwork God: That User loses 1 Countdown Counter, and reduce the damage dealt by that User in half.

Time Shift (Quick): The duration of all Debuff effects placed on Clockwork God are reduced by 1d4 rounds. Then, reduce the duration of any Buffs placed on all Users by that same amount.

The God of time within the story of the labyrinths, who bears the souls of mortals to the afterlife. One part of the Clockwork God felt pity for a fleeting human soul, crafting in the festival an intricate falsehood to protect her, caring not about the consequences of tearing away from his duties.



Shadow Hordes

Hordes function similarly to regular Shadows, with a few key differences:

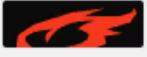
- ❖ Hordes always ignore negotiation and cannot be obtained by Fusion;
- ❖ Hordes are treated as one unit in the initiative queue that can attack a number of times based on their current HP: At 100% HP, they can perform four attacks per turn, losing 1 attack for each 25% HP they lose. Horde HP thresholds are marked in parenthesis next to their max HP;
- ❖ Hordes occupy four adjacent spaces in the map, in any configuration, and always move as one unit. Similar to their attack allowance, Hordes occupy one space less for every 25% HP lost;
- ❖ Casting a Multi spell allows you to select a single Horde as the target two times, while Total spells allow you to select a Horde as the target up to three times. Area spells deal damage to Hordes two times: Once for the main damage, then once for the “adjacent target” damage;
- ❖ Hordes reward 4x the normal Experience Points for their level;

Spirit Horde

Shadow Horde

Level 2

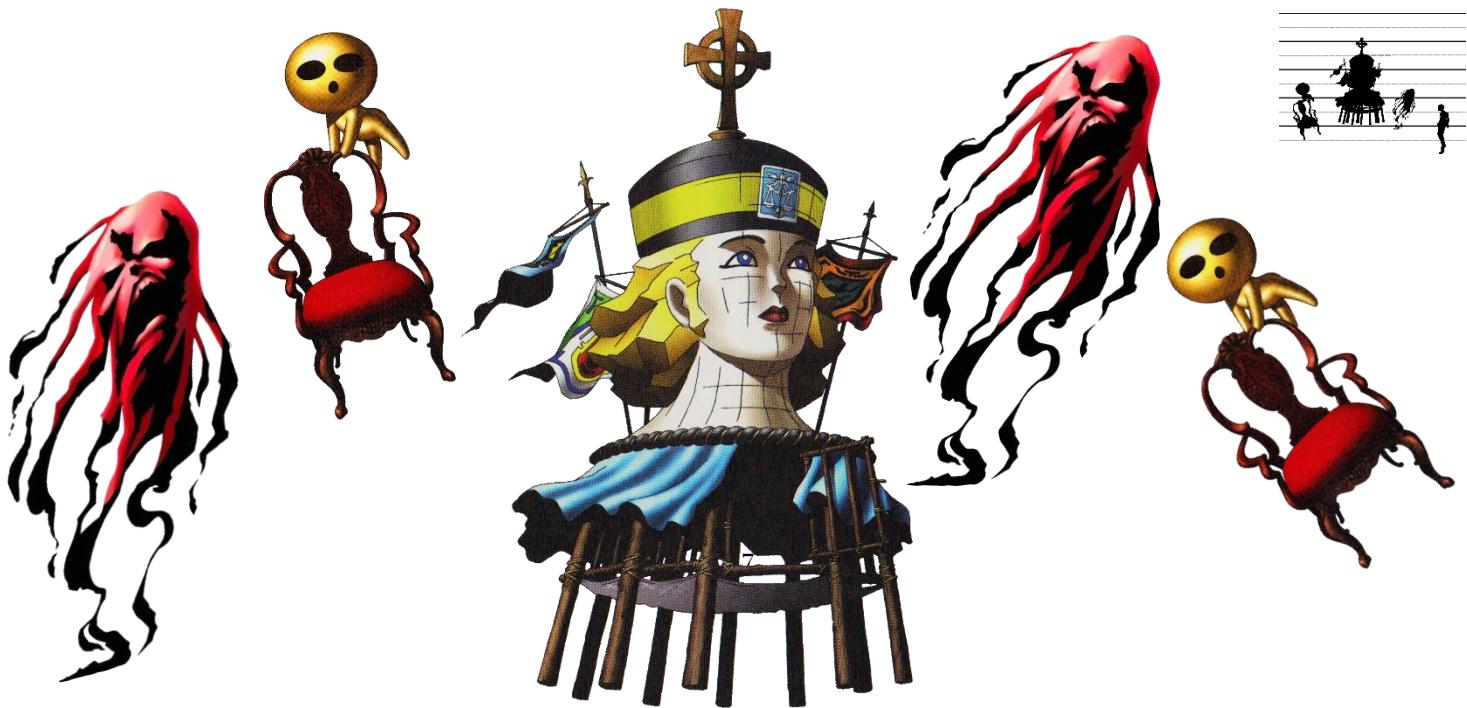
Hit Points 280 (210/140/70)

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

Maeiga: Any number of targets. On hit: 2d4 (5) Dark damage.
At the start of each hit target's next turn, they take 1d4 (2) Dark damage.

Rush of the Phantasms: One target within 6 meters. On hit: 2d4+TEC (11) Fire damage.

A group of evil ghosts said to have all drowned in the same pond. If the rumors are true or if these Shadows were created by the faith surrounding the rumor is still unclear.



Element Horde

Shadow Horde

Level 4

Hit Points: 432 (324/216/108)

STR
1

MAG
6

TEC
5

AGI
3

VIT
6

LCK
2



Resist



Resist



Resist



Resist



Weak



Weak



Weak



Weak

Singing Flame: One target within 6 meters. On hit: 6d6 (21) Fire damage and target suffers -1 STR, -1 MAG for 3 rounds.

Crushing Ice: One target within 6 meters. On hit: 6d6 (21) Ice damage and target suffers -1 TEC, -1 AGI for 3 rounds.

Sweeping Wind: One target within 6 meters. HDC +1. On hit: 6d6 (21) Wind damage.

Exposing Thunder: One target within 6 meters. On hit: 6d6 (21) Thunder damage and target suffers *Fortify All* -4 for 3 rounds.

A group of mindless elemental constructs guided by a wise Mercurius. It's said that, if left to their own devices, this Horde could acquire enough power to create an extremely powerful breed of Element.



Demonstrators

Shadow Horde

Level 8

Hit Points: 528 (396/264/132)

STR
7

MAG
1

TEC
6

AGI
1

VIT
6

LCK
2



Repel



Repel



Null

Panic Caster: Demonstrators deal 20% more damage for 3 rounds but cannot move from their current position. This is a Buff effect. At the end of each round under this effect, if Demonstrators did not cast one of their spells this round, they lose 50 HP (no check).

Barrage: Any number of targets within 6 meters. On hit: 7d4 (17) Physical damage.

Riot Response: One target within 4 meters. On hit: 7d8 (31) Thunder damage and 5TEC% (30%) Shocked chance.

The Boot: One Shocked target. Does not check for dodge. Critical Margin +2. On hit: 7d10 (38) Physical damage.

A gathering that strikes fear in the hearts of people. They appear when the economy is on the decline or when a major incident occurs. Since the beginning of humanity, creatures of this sort have been too abundant to be worth mentioning.

They gather and yell out their doctrines and assertions, confusing people, but in the end, they just want to make noise.



TYRANT []

SHADOW []

LEVEL []

LOCUS []

ASPECTS

PALACE []



COMBAT SKILLS

STRENGTH (STR)



TECHNIQUE (TEC)



VITALITY (VIT)



MAGIC (MAG)



AGILITY (AGI)



LUCK (LCK)



NATURAL SKILL



HEALTH POINTS



TYPES



10% / 20%



RESISTANCES



HETELIC ACTIONS

SLOTS



INSERTED

REACTIVE



SPELL	EFFECT		
TYPE	CAT.	TIER	
TARGET			

SPELL	EFFECT		
TYPE	CAT.	TIER	
TARGET			

SPELL	EFFECT		
TYPE	CAT.	TIER	
TARGET			

SPELL	EFFECT		
TYPE	CAT.	TIER	
TARGET			

SPELL	EFFECT		
TYPE	CAT.	TIER	
TARGET			

SPELL	EFFECT		
TYPE	CAT.	TIER	
TARGET			

SPELL	EFFECT		
TYPE	CAT.	TIER	
TARGET			