

TRUTH LIES WITHIN



**THE GRIMOIRE
OF THE HEART**



Le Grimoire du Coeur

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To Sophie, my guiding moonlight.
To Sanerion, whose help got the Grimoire where it is today.

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And to you, for giving the Grimoire a shot.
My most sincere thanks.

Contact

Links to our social media, contact info and more, check out grimoireofheart.github.io

Content Advisory

This book includes illustrations some readers may find disturbing or inappropriate. A few illustrations contain sparse, non-sexual depictions of partial nudity or sexual symbolism, religious symbolism from several mythologies and religions, and references to death and bodily harm.

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Silver Foxy

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PART I



INTRODUCTION

Preface

The silent night surrounds you on all sides. Your timid reflection stares you down, taken by an anxiety you wish you could disown. You stretch out your hand, resting it on the cold, smooth surface and your eyes close for just a moment. It's just an urban legend, of course. Internet jokes and mocking whispers in the classrooms. "The Metaverse", they claim, "it's the other side". You open your eyes, and before going back to bed, you are struck by the realization you couldn't have shared your reflection's smile and its glowing yellow eyes. Suddenly, you realize something is discreetly wrong about your room. Running to your window, staring towards the horizon, you hold back a scream. The familiar skyline is replaced by a cacophony of misplaced buildings and tilted ruins. At the center, a gigantic tower awaits, hundreds of stories tall, splitting the moonlight in two.

A familiar voice tears you from your incredulous trance. Your yellow-eyed reflection is laying across your bed, mocking your insecurities like a mantra, staring you down from the reflection of a bloodstained scythe. A wave of pain shoots through your skull and you fall to your knees clutching your head, certain of your fate. The "other you" leaps, ready to fall upon you with the repressed fury of an escaped prisoner. A moment before the blade takes your life, you feel the presence of another creature: Your guardian angel, the mask you wear to shield yourself from the chaotic everyday life, your personified determination splits the weapon with a mighty blow and throws your mocking reflection across the room with a single blow. The creature's smile is now yours, a single word escaping from your lips: "*Persona!*"

The rules presented in this book are partially based on the *FATE* system, adapted freely, and this book will contain all the necessary information to get you understanding and participating in a game. **I t is not necessary to have previous experiences in RPG games or the Persona series to enjoy The Grimoire of the Heart to its fullest.**

Games are usually set in an idealized version of Tokyo in the near or immediate future, based mostly on real locations used throughout the Shin Megami Tensei series. The main themes of the setting presented in this book are **overcoming one's past and accepting great tragedies**.

A few details in this book can contradict or complement information presented in the games and their supplemental content with no previous warning. It is the Narrator's duty to decide which part of the game's canon, this book's or their own stories' will be considered for each narrative.

The characters must be created by the players with the tonal themes presented by the Narrator kept in mind. A traumatic or major event in the character's life is usually required, but its circumstances, those involved and other details are left to the players' discretion. It's preferred, however not necessary, that your character's background be presented and discussed with your Narrator before the game begins to iron out any issues or inconsistencies.

Starting Personae are usually decided and designed by the Narrator, but players are encouraged to "call dibs" on Arcana they feel are appropriate to the character.

Basic Glossary

This is a list of generic terms used in several RPG systems that will be used extensively in this book and during game sessions.

- ❖ **Narrator:** Also known as Game Master or GM, the Narrator is the one responsible for organizing the plot, scenes, and coordinating the actions of Non-Player Characters (NPC)
- ❖ **Character:** Known in this book as a *Persona User*, a character is created and controlled by a player and is the main acting force of the game. Characters can die or be removed from the game by other reasons, and it's up to the player and Narrator to decide if the player will remain on the game with a new character.
- ❖ **Character Sheet:** A form where each player notes down all the relevant information regarding their character to be used during the game. You may choose to reveal or conceal any of its information to other players, but you must always allow the Narrator to check your sheet when required.
- ❖ **Campaigns and Sessions:** A campaign is a story arc, a complete plot as told by the Narrator and influenced by the players. A game session is the allotted time in the day where the party plays a part of the campaign.

Game Glossary

- ❖ **User:** A sentient being with the ability to summon Personae and accessing the Velvet Room.
 - **For the purpose of this system, all playable characters are considered Users and will be referred to as such, even if their Class does not wield a traditional Persona.**
- ❖ **Persona:** A generally humanoid form that represents the repressed side or the latent desires of a User. Personae can only manifest within the Metaverse.
 - **Similar to the above, all “summonable” creatures a User can carry are considered Personae and will be referred to as such, even if a particular class would technically carry Demons, Mirages, Maken, etc.**
- ❖ **Metaverse:** An alternate plane of reality created by thoughts and memories. The place where Shadows, Tyrants and Palaces exist within.
- ❖ **Universe:** Reality as we know it, the “real world”.
- ❖ **Velvet Room:** A room that exists adjacent to both Universe and Metaverse and that can only be accessed by Users. Its appearance changes between times, representing the difficulties to be overcome by those invited to it.
- ❖ **Shadows:** Repressed thoughts, traumatic memories and other negative experiences that gain form within the Metaverse: Shadows can represent mythological figures, urban legends or other beings shaped by the nature of the Metaverse.
 - **For ease of writing, Shadows is a generic descriptor for enemies in the Grimoire. It can also refer to beings such as Humans and Machines, as seen in some Sea of Souls Volumes.**
- ❖ **Tyrant:** A particularly dangerous and powerful Shadow, created by negative memories focused on a specific person or event. Its existence alone can attract less powerful Shadows and distorts reality around itself, creating Palaces.
- ❖ **Palaces:** Labyrinths created by a Tyrant’s influence over both worlds. Palaces are intimately related to the nature of the memories that created the Tyrant and can contain internal blockades that can only be lifted by actions performed in the Universe that directly affect the Tyrant’s origin.

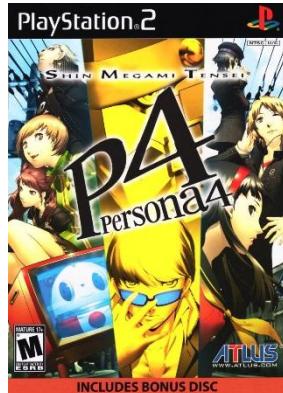
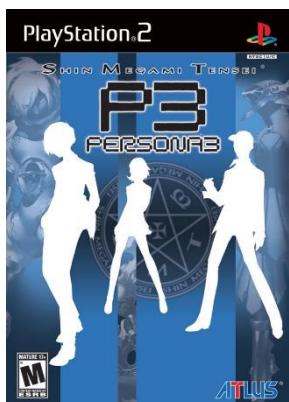
About the World of Persona

Those who are not familiarized with the Persona series may see this book with some strangeness. Alternate realities, psychology, *literal inner demons*? To an outsider, this may all be a bit intimidating and certainly unlike most RPGs, tabletop or otherwise, they've ever seen.

Persona is, first of all, part of something known as *Megami Tensei*, Japanese for “The Goddess’s Reincarnation”, a sprawling media franchise created in 1980 that includes books, manga, movies and videogames. *Megami Tensei*, also known as Megaten or SMT, is known for its striking visual identity, memorable characters and heavy themes surrounding unique tales of humanity’s struggle against its very nature in the past, present and future.

The Persona series, previously known as *Revelations: Persona* or *Shin Megami Tensei: Persona*, inherits the classic characteristics of the series and uses them to tell modern tales of adolescents who discover the alternate world created by human thoughts. These youths can summon and manipulate manifestations of their subconscious, the titular *Persona*, to fight Shadows, creatures who feed on human thoughts, while balancing their personal lives with investigations and conspiracies that often involve powerful people and world-threatening events.

This rulebook, formally known as *Grimoire of the Heart* or *GH*, seeks to capture the essence of the games: investigation, social interaction, exploration and combat flowing seamlessly between each other, setting the stage for stories of companionship, camaraderie, sacrifice and self-improvement that can be light and inspiring just as easily as they are somber and tragic. You don’t need to have played any entries of the Persona series to enjoy a *GH* campaign, although you’re encouraged to. You only need a story to tell, your very own drop in the sea of the unconscious.



PART II

■ ATLUS
■ CB'S PROJECT
■ ファミ通 貢任編集



THE WORLD

Personae and the Wild Card

“Thou art I... I am thou. From the sea of thy soul, I cometh.”

Creatures taking the most varied shapes, a Persona (plural Persona or Personae) is a mirror of its wielder's mind and its appearance is intimately linked to their subconscious.



In the depths of human hearts, shared amongst all people, there is a domain where mythological archetypes such as faeries, angels and historical figures inhabit and influence the development of human personality. Deities throughout history were likely borne from this, so it can be said that gods and demons do not dwell in heaven or hell, but rather in the hearts of humans, being depicted with the forms already created by the human subconscious. Personae can influence the physical and psychological capabilities of their Users, making them superhuman, for example, and giving them dominion over weapons and resistance to terror and madness. Those who can control a Persona, known as Users, have the singular power to engage and defeat Shadows and, with enough effort, can negotiate, threaten and form bonds with errant Shadows, obtaining priceless advantages.

A Persona's awakening inside one with the ability to summon and command them can depend upon several internal and external factors, but the most recurring way is under sudden danger or emotional distress. In most cases of a Persona awakening, the process proves physically and psychologically draining, with the recently-awakened User requiring a long period of rest, with some Users remaining bedridden for several days after the first summon. A Persona cannot manifest itself in the real world outside of extremely rare occasions, and can never affect anything outside the Metaverse besides its owner, and only other individuals with the Potential can see them.

On most observed cases, including the rare Shadow- and Suppressor-class Users, a being with the ability to summon a Persona can only invoke its personal Persona, known as the Starter Persona, and whatever evolved forms it might take. However, certain notable individuals can receive the power of the **Wild Card**, the ability to store several different Personae at once, being still limited to manifesting one Persona at a time. The cognitive ability of each User, known as their Potential, increases with the quantity and depth of the emotional bonds they create with the people around them.

Each Persona belongs to one of the 22 **Major Arcana**, numbered between 0 and XXI and, for all purposes, the User represents the Arcana of their Starter Persona.



Summoning

Making a Persona manifest itself and act upon the Metaverse can be done in several ways, generally associated to the affliction or trauma that caused the appearance of the User's Starting Persona. Mechanically, the player may choose any of the methods below in addition to any suggested by the Narrator or the player themselves. These methods are purely aesthetic and do not alter the characters' abilities. Summoning is visually obvious in all cases, creating a halo of blue energy around the Summoner and a noticeable gust of wind.

- ❖ **Natural Method:** The most common among the first Users and the least draining: The User holds out their hands and calls out for the Persona's name, focusing their minds on the desired action. Calling the spell's name and other actions is a purely aesthetic choice.
- ❖ **Kagejikan (Dark Hour) Method:** The method utilized by the Users during the Tatsumi Port Island events in 2009. It employs the use of an Evoker a pistol-shaped device developed by the Kirijo Group to simulate a gunshot towards the User's head. The strong notion of facing one's mortality brings forth a strong catharsis that facilitates the summoning process. The act of summoning using an Evoker is described as "liberating and relaxing". Users who opt for this method can still summon their Personae without an Evoker in extreme situations.
 - An Evoker is not a weapon. It cannot deal damage and can only summon the Persona of whoever pulls its trigger.
- ❖ **Mayonaka (Midnight) Method:** Employed by Inaba's Investigation Team, this method uses the cognitive nature of the Metaverse in the User's favor, materializing an ethereal card representing the User's Major Arcana. This card must be struck or destroyed, representing the User's desire to free themselves of the roles imposed by society upon them.
 - Mechanically, this "card" can be destroyed with any valid gesture and is completely intangible to any creature besides the User.
- ❖ **"Phantom Thieves" Method:** The extravagant summon ritual of Tokyo's legendary Phantom Thieves of Hearts. These Users' resolution granted them special outfits decorated with masks representing the façade they presented to others. Tearing off this mask represents exposing one's true personality to society's cognition, manifesting a Persona borne from a strong sense of rebellion. The first time a User summons their Persona using this method is particularly gruesome, since the mask is firmly stuck to one's face, causing plentiful, painful bleeding upon being torn off. Further invocations do not cause this effect.
 - The visuals of the outfit and mask are left to the player's discretion and reflect the User's Conviction. They're considered clothing that can be worn over or under armor, possibly visually overriding equipped items. These effects only apply as long as the User is inside the Metaverse.

Shadows, Palaces and the Metaverse

“The lowest part of the psyche that lives within all of us... Repressed thoughts gained physical form. When someone can't face their dark side, they gain life.

But sometimes, humans with a powerful will can tame Shadows... Turn them into Personae.”

Grotesque creatures of many shapes, Shadows are humanity's twisted mirror. Resentment, guilt, grief and other negative feelings inside a person can distort traumatic memories, creating a Shadow that initially has the form of a viscous mass of pure, tangible darkness, bearing a colored mask representing its Arcana. These Shadows feed on their owners' dark thoughts, gaining unique forms and, if strong enough, influencing their creators, piercing the veil between Universe and Metaverse. Evil humans who fall prey to the Shadows' influence become **Tyrants**, powerful and influential people, doing all they can to reap chaos and embolden the Shadows. A Tyrant's power upon the Metaverse creates a **Palace**.



Shadow Users

An extremely rare event can occur with certain Shadows. Through an unknown process, a Shadow can absorb human features and develop curiosity. A Shadow who questions its own existence and the world around itself can create memories and stand apart from the cognitive world that created it. This process can take much longer than the development of a natural human personality but, paradoxically, can also take little more than a few days. This unnatural growth makes the Shadow deny its own origin, causing a trauma powerful enough to birth a Persona making this Shadow, now a fully capable User, exist independently from the Metaverse. The birth of this fresh mind catches the attention of normal Shadows, putting Users in danger of being preyed upon. Shadows who go through this process usually have an appearance extremely different from the ones that Users are accustomed to facing, a façade created by the Shadow to more easily interact with humans. Once a Shadow User finds a way to access the Universe, they can transit freely between both realities. Outside the Metaverse, Shadows usually assume forms that make sense for beings in the “real” world, often unconsciously so.

Some Shadows gain human forms, while others can represent animals or humans with animal features. Physically, this form is indistinguishable from the creature the Shadow User mimics. When a Shadow takes a non-humanoid form, it can still freely communicate with Users, but beings without the Potential will only be able to hear whatever noises the creature would make, if any.





Shadow Selves

Users are often deeply flawed: They have regrets, resentment and moral lapses. These negative characteristics inevitably bring upon a special Shadow, known as one's *Shadow Self*. This Shadow is visually similar to a Tyrant's appearance in the Metaverse: A version of their originator with glowing yellow or red eyes. The biggest, and often only, desire of a Shadow Self is to overthrow their creator, devouring their mind and taking its place, controlling the User's body in the Universe. Some Shadow Selves possess grotesque shapes during combat situations, while others can wield a twisted version of the User's Persona.



Shadow Selves cannot be defeated through strength alone and do not have a particular vulnerability to a Locus as Tyrants do.

Instead, Shadow Selves grow in power as they're rejected by their Users and inversely become weaker as the negativity that created them is accepted as part of the User's identity. Accepting one's Shadow Self, which may or may not include physically defeating them, can awaken a Persona in a character with the Potential or cause the evolution of the Starting Persona of a pre-established User.

The Geography of the Metaverse

The alternate plane of reality where Shadows dwell, to which Igor formally refers to as **Metaverse**, is, in most cases, equivalent from reality as represented by human memories of the real world's equivalent locations. Inversely, reality as we know and inhabit is known as **Universe**. The Metaverse is equivalent in appearance and physical laws to the Universe in most cases, but devices that depend on electricity or combustion do not work under any hypothesis. A region that garners strong memories in a large number of people will be tangible and detailed, while mundane or often ignored areas will be represented as blurry, indistinct shapes that are notably difficult to traverse. Some areas, influenced by strong feelings, can have different form or function from their "real" equivalents. A Tyrant's influence overrides the memories of a given area, creating a Palace with no Universe equivalent. On that note, not all Palaces are created by evil Tyrants. A good person that's perceived as evil or one who's unknowingly created dark memories without knowing it can create particularly powerful Tyrants.

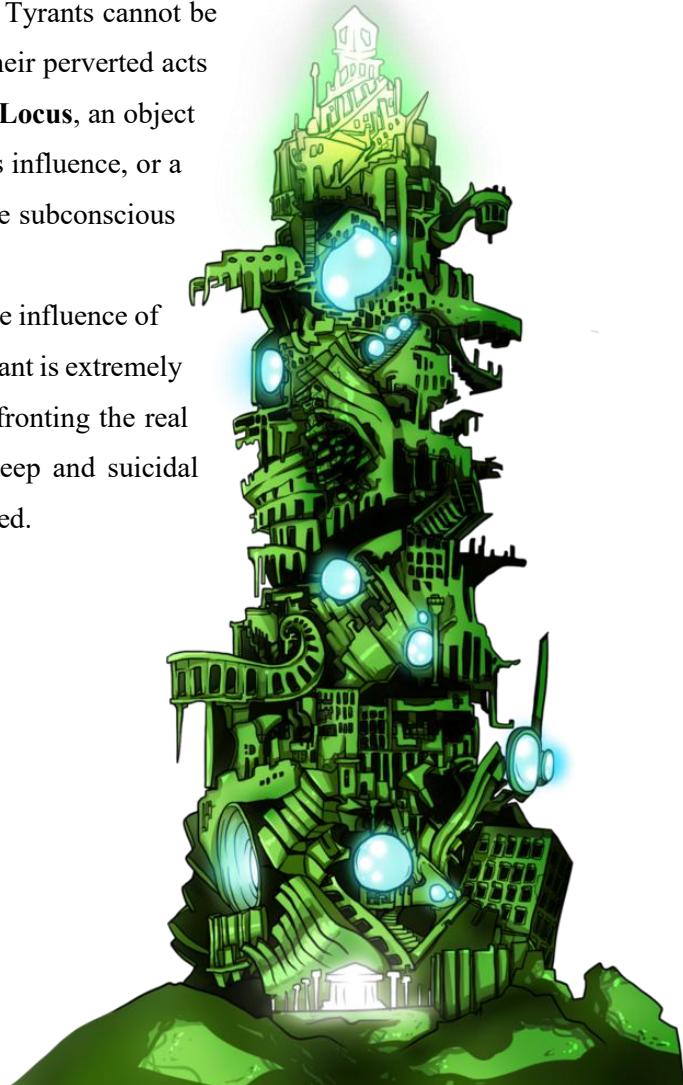
Physically separated from the Metaverse but still contained within it, there is an area known as the *Mausoleum of Oblivion*, an area that functions as the house of Shadows who are not strong enough to become Tyrants and have not fallen under their influence. This place takes the form of a garden and a cemetery growing inside a crater surrounded by an indestructible glass dome that allows Users to see a clear sky in permanent twilight. The Mausoleum and its open crypts are portals to picturesque and deadly areas that offer riches and powerful gear to those foolhardy enough to venture within. The way to access the Mausoleum of Oblivion, also known as Mementos, varies between each group of Users.

The Metaverse can only be accessed naturally by Persona Users or those with the Potential to summon them. Users can enter the Metaverse by focusing their minds on the memory that drove their Persona to awakening while facing their reflections on any surface large enough for a few seconds. The minimal size of an entryway to the Metaverse is around the size of a medium-sized television screen. The nature of the object does not matter, as it is possible to enter the Metaverse through still water, chromed metal or semi-transparent surfaces and objects. The process to return to the Universe is similar, requiring only that the User focus their attention to their real-world equivalent. A Tyrant's influence makes it so Users cannot freely return to the Universe from within Palaces, forcing them to look for areas where the Tyrant's cognition isn't as powerful to retreat.

Weaker Shadows can be undone by the passage of time and forgetting or overcoming trauma. More powerful Shadows can exist more independently, and can only be naturally undone by a powerful change of heart on their originator which usually forces the person to see reality and work towards solving the negative effects of the event. Tyrants, however, can endure even their creator's death, subsisting on the negative energy that still emanates from their evil deeds and those who suffer from it.

A forceful change of heart is done when any type of Shadow is defeated in combat by a Persona User. The negative feelings and the distortion attached to the memory are undone, allowing the afflicted person to see their past more clearly. Tyrants cannot be defeated so simply, as they must see the consequences of their perverted acts to have a genuine change of heart. This can be done with a **Locus**, an object or person of significance to the Tyrant or those suffering its influence, or a person who can give a genuine testimony that can reach the subconscious of the Tyrant's creator.

Defeating a Tyrant without the help of a Locus or the influence of a victim, or applying too much violence while facing the Tyrant is extremely dangerous. The emotional instability and the shock of confronting the real face of their acts can unleash a **mental breakdown**, a deep and suicidal depression usually followed by the brain death of the afflicted.



Researches on the Metaverse

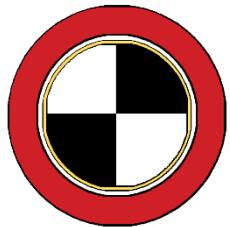
This section might contain spoilers for Persona 3 and Persona 5!
If you wish to avoid spoilers, feel free to skip to [Part III – Character Creation](#)



Several groups and organizations have relatively deep knowledge of the Metaverse and its origins, but these research projects are usually kept as a secret due to the dangerous implications and highly experimental nature of the experiments done within. While most researchers have interests purely scientific regarding the Metaverse, some groups wish to use this plane for more sinister ends.

Kirijo Group

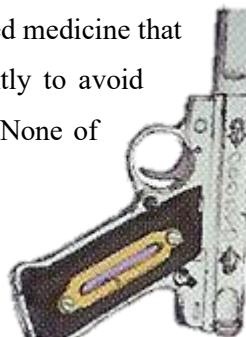
A multinational enterprise focused on scientific pursuits and the development of new technologies, the Kirijo Group's interest in all facets of the modern world means that practically all products commercialized in Japan in the present day have at least some features developed or improved upon by the Kirijo or one of its subsidiaries, making them a household name of worldly renown and a reference in quality and excellence.



In the 1990s, the Kirijo Group developed an interest in human cognition, becoming the first known humans to view the Metaverse. Unfortunately, the influence of some researchers on key projects of the research had catastrophic results: in 1999, an explosion in the Tatsumi Port Island Kirijo laboratories resulted in the birth of the **Dark Hour**, a time slot that manifested immediately after midnight of each day that forced all beings with the Potential into the Metaverse; and **Tartarus**, a gargantuan tower that contained almost all known Shadows at the time.

The Dark Hour could not be perceived to those without the Potential, who would be encased in large coffins for its duration. Some Shadows would escape Tartarus and lure humans out of their coffins, feeding on their minds and causing a psychological disturbance known as the **Apathy Syndrome**. Humans without the Potential who left the Dark Hour unscathed would lose all memories of the event.

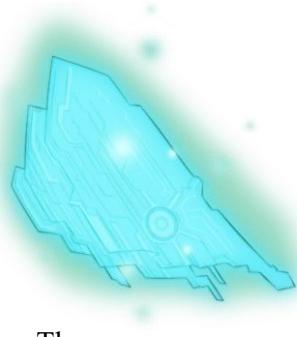
The Kirijo Group is responsible for the creation of the **Evokers**, gun-shaped devices that facilitate the summoning of Personae by Users who find it difficult to awaken their Personae naturally. Besides that, the Kirijo discovered a method of forcing a Persona to develop within the minds of one hundred student-age humans to better understand the effects of the Dark Hour. Unfortunately, this process made the Personae extremely volatile, which made them capable of lethally wounding their Users. With the assistance of a pharmaceutics group, the Kirijo Group developed medicine that could alleviate these fatal episodes, but that should be administered constantly to avoid further harm, which would instead dramatically lower the patients' lifespan. None of those one hundred youths survived after the end of the Dark Hour in 2009.





Plumes of Twilight and Shadow Suppression Weapons

One of the most notable discoveries of the Kirijo Group revealed the existence of a material known as **Plumes of Dusk**. This substance, existing as something between the biological and inanimate, is actually composed of fragments of an extremely powerful being that appeared on Earth before life as we know it. The Plumes serve as a practically endless source of energy, but only skilled Kirijo scientists or extremely knowledgeable engineers are able to adapt devices to accept the Plumes as a source of energy. The size of a Plume of Dusk determines its potential energy output: Particularly large Plumes can substitute the combustion system of modern vehicles, for example. It's worth noting that Evokers also owe their functioning to minuscule Plumes installed in the firing mechanism.



After the disastrous experiments with Forced Users, the Kirijo Group developed intelligent androids known as *Shadow Suppression Weapons*, or SSW, also known as Suppressors, to explore the Metaverse and defeat the Shadows that encroached upon humanity.



The most incredible feature of the Plumes of Dusk was uncovered when they were used to fuel Suppressors: Plumes actively affected the AI modules of the androids. Installing two Plumes of the same size in a heart pattern, known as the *Papillon Heart*, over the Personality Module of a Suppressor would gift them with a complete psyche: morality, sentience and the ability to develop feelings and social abilities outside their programming.

The development of a complex personality allows Suppressors to develop their own Personae, easily summoning them with the Evoker built into their bodies.

The Conspiracy

An influential and mysterious group that gained notoriety in 2016. Headed by politicians and powerful researchers connected to the criminal underworld with the ability to influence most areas of Japan, the group gained knowledge of the Metaverse at the turn of the century, but only recently discovered how to access it. Its power grew significantly when one of their members awakened their Persona, becoming a hired “killer” who would seek out the Shadows of the Conspiracy’s enemies and killing them, triggering mental breakdowns at will on political targets or possible hindrances to their pursuits. The group lost most of its resources and influence, including the life of their User killer, due to the actions of a group of Users known as the *Phantom Thieves of Hearts*.

Individual Researchers and Figures of Interest

Few independent scientists decide to follow the field of studies related to human cognition and their materialization in the Metaverse; their projects repeatedly rejected or negatively reviewed by academia, discouraging those without a steel will. Only a few notable researchers and other persons have any registered interest in the Metaverse:

❖ **Wakaba Isshiki:** A genius-level researcher who focused her studies over the cognitive world created by the way each person perceives the world, which she called *Cognitive Pscience*, a fusion of *Psyche* and *Science*. Her life was tragically cut short by the Conspiracy's hired gun, as her research could reveal the criminal methods of their members. The Conspiracy forged a suicide note for Wakaba and stole her research, a fact that was only revealed by the Phantom Thieves two years after her death. Wakaba was survived by Futaba Sakura, a Persona User who was instrumental to the downfall of her mother's killers.



❖ **Chairman Shuji Ikutsuki:** Chief Director of the Gekkoukan

Academy and President of the Specialized Extracurricular Execution Squad, Ikutsuki was known by his penchant for bad jokes but otherwise impeccable manner. His polite façade faltered once Ikutsuki, unable to summon a Persona but trained to enter the Metaverse, revealed his plan to bring upon “The Fall”, an apocalyptic event where the creature known as Nyx would touch down on Earth, bringing the end of all forms of life in the planet. Besides that, Ikutsuki was responsible for leading the research of Artificial Users, having part in the catastrophic event that brought the Metaverse closer to the Universe. Ikutsuki was shot and considered dead in Tartarus in November 4th, 2009.



❖ **Claire Blankenheim:** Daughter of the doctor who created the medicine administered to the teenagers experimented upon by the Kirijo Group, Claire focused her studies in psychology and Cognitive Pscience after having the nature of the Metaverse revealed to her by a group of Users in her own home. A reformed Tyrant who once threatened to induce a coma-like sleep upon a large sum of the Japanese elite, Claire has since allied herself to the Kirijo Group in developing a machine that allows humans without the Potential to interact with the Metaverse. The first version of this device, a dome of glass and electronics similar to a sensory deprivation chamber, allows the user to view an area of the Metaverse around themselves for a few minutes. Finally, Claire, in association with a famous international R&D conglomerate called *Ikari Mechatronic Solutions*, is leading the first sketches in developing a new and improved generation of Shadow Suppression Weapons.

PART III



CHARACTER CREATION

Quick Start Guide

If possible, print out a copy of the following sheet and write on it with a pencil, since most info in it might change drastically during the game. This chapter includes more in-depth explanations on most of the information listed in this page, so read ahead and refer back to this guide as you create your Persona User.

- ❖ Fill out your Identification fields: Character, Level, Arcana, Player and Class.
- ❖ Distribute 18 points among your Combat Skill:
 - The minimum value for each Combat Skill is 1;
 - The maximum starting value for each Combat Skill is 5;
 - Calculate your Hit Points: $HP = 25 + ((5 + VIT) * CLv.)$
 - *CLv.* is your current Character Level;
 - *VIT* is your full Vitality score;
- ❖ Calculate your Energy: $VIT + (CLv. / 2)$;
- ❖ Distribute 7 points among your Social Skills
 - Investing at least 5 points in one Social Skill will grant you a unique perk (See [Page 30](#))
 - If your character has a job, choose which Social Skill governs it, and note down the job and Skill on the second page of your sheet, under *Occupation* and *Skill*.
- ❖ Note down your **5** starting Resource Points (or RP), and use them to purchase gear and consumables;
- ❖ Choose four Free Aspects and write them down;
- ❖ Fill out your Persona’s Name, Arcana ([Pg. 35](#)), Conviction ([Pg. 34](#)) and Natural Skill;
 - You can choose a Natural Skill from the Bestiary, or discuss a unique one with your Narrator. Natural Skills from Ultimate Personas, Tyrants and Users cannot be chosen
 - Choose up to three Types for your Persona (see the next page) and write them down. Emergent Users can pick up to four Types;
 - Types govern which spells your Persona can learn, so choose carefully;
 - You can choose less Types than the maximum. Your Persona gains 1 Persona Level (PLv.) each time you forego picking a Type;
 - If that would make your Persona reach Level 3 or higher, choose an adequate bonus (more in the **Gaining Levels** section, at [Page 48](#));
- ❖ Mark one of your Types’ Icons with *Resist*, then choose any other Type and fill it with *Weak* to denote your Interactions. You take half damage from attacks of a Type you Resist, and double damage from Types you’re Weak against, amongst other effects (See [Page 41](#)); Your Persona can have no interactions either way, either by your choice or if you have no valid Types to apply as your Resistance.
- ❖ Pick spells from your Persona’s Types’ lists, subtracting their cost from your starting pool of **six** Spell Points. Each spell costs SP equal to its Tier.
 - You can also pick spells from the Almighty, Defense and Miscellaneous lists;
 - You can buy more copies of the same spell to use them for longer without needing to spend Energy;

Remember, all divisions in the Grimoire are rounded down unless noted otherwise.

For more information on Combat Skills, check [Page 29](#)

Wondering how to raise Social Skills? [Page 60](#)

Spend your well-earned Resource Points on gear and consumables: [Page 73](#)

Aspects are explained at length in [Page 46](#)

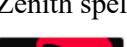
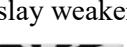
The [Sea of Souls](#), official Grimoire supplements, also include new Classes, such as Velvet Room Attendants, SMT V’s Nahobino and Artificial Users, new Feats, Gear, Consumables, Shadows and more.

However, make sure your Narrator allows Sea of Souls content before using them.

Types

Types can be divided in three general categories: Damage, Support and Control. These are the Types that can be chosen by Users. The remaining Types (Defense, Miscellaneous) have spells that can be chosen by all Users, regardless of Type choices.

Damage Types

- ❖  **Physical:** Spells focused on the User's Strength for big damage and special effects.
- ❖  **Fire:** A destructive damage Type focused on intense area damage, for the cost of lowered single-target damage.
- ❖  **Ice:** A damage Type able to crush and freeze single targets with impressive damage.
- ❖  **Wind:** Wind Type spells allow the User to choose between better to-hit odds or improved Critical Hits, offering unique flexibility and solid range.
- ❖  **Thunder:** Thunder is centered around the *Shocked* Status effect, which opens up targets for massive focused damage as it stops them from dodging.
- ❖  **Nuclear:** This Type offers grants the caster a unique Nuclear Buildup meter that can be used to unleash battlefield effects or be concentrated into a violent explosion.
- ❖  **Psychokinesis:** Usually referred to as PSY, Psychokinesis spells carry the unique *Ingrain* mechanic, able to transform Status effects into much deadlier versions.
- ❖  **Light:** Basic Light spells have high damage against high-HP targets, while the Zenith spells offer beneficial area effects and extra utility when its spells are cast.
- ❖  **Dark:** Dark spells carry the powerful Death Category, being able to immediately slay weakened targets, or stack up powerful Curses that trigger during the target's turn.
- ❖  **Almighty:** Deliver powerful, multi-turn spells that ignore enemy resistances.

Support Types

- ❖  **Buff:** Bolsters allies and temporarily raises your own Skills.
- ❖  **Debuff:** Weaken enemies and exploit their weaknesses.
- ❖  **Heal:** Restore HP, heal Status and bring allies back from the brink of death.

Control Types

- ❖  **Status:** Apply crippling effects, such as Poison and Fear, which can limit enemy effectiveness and, in some cases, grant your allies powerful boons.
- ❖  **Intel:** Scan enemies and control the battlefield with unmatched flexibility.

GRIMOIRE OF THE HEART



CHARACTER

LEVEL

ARCANA

CLASS

PLAYER

COMBAT SKILLS

STRENGTH (STR)

TECHNIQUE (TEC)

VITALITY (VIT)

MAGIC (MAG)

AGILITY (AGI)

LUCK (LCK)

ENERGY/MAX

BUFFS/CONDITIONS

HIT POINTS

DMG RED

SOCIAL SKILLS

PTS.

TIER

TITLE

KNOWLEDGE

DISCIPLINE

EMPATHY

CHARM

EXPRESSION

COURAGE

ASPECTS

ASPECT POINTS

PERSONA

NAME

Lv.

SP

CONVICTION

NATURAL SKILL

TYPES

RESISTANCES









WEAPON

DAMAGE

REACH

EFFECT

ARMOR

DMG RED

EFFECT

ACCESSORY

EFFECT

GRIMOIRE OF THE HEART

PORTRAIT	CHARACTER	EXP		
OCCUPATION	SKILL	RP		
WORKED BLOCKS	SUN	MON	TUE	RP/BLOCK
WED	THU	FRI	SAT	
SIDEARM	DAMAGE	REACH	EFFECT	
MISC GEAR				
PERSONA				
ARCANA	NAME	Lv.		
ITEMS				
NAME/DESCRIPTION	Qty.			
NOTES				
FEATS				
Lv. 2	Lv. 4			
Lv. 6	Lv. 8			
Lv. 10	Lv. 12			
Lv. 14	Lv. 16			
Lv. 18	Lv. 20			
EXTRA	EXTRA			
CONFIDANTS				
ARCANA	NAME	RANK		
I The Fool				
II The Magician				
III The Priestess				
IV The Empress				
V The Emperor				
V Hierophant				
VI Lovers				
VII Chariot				
VIII Justice				
IX The Hermit				
X Fortune				
XI Strength				
XII Hanged Man				
XIII Death				
XIV Temperance				
XV The Devil				
XVI Tower				
XVII The Star				
XVIII The Moon				
XIX The Sun				
XX Judg./Aeon				
XIX The World				

GRIMOIRE OF THE HEART

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NOTES <input type="text"/>															

GRIMOIRE OF THE HEART

CHARACTER

PRONOUNS

AGE

ALIAS(ES)

ARCANA

BIRTHDAY

SIGN

PAST

HOMETOWN

PARENTS/GUARDIANS

NOTABLE EVENTS

PORTRAIT AND PERSONA

OCCUPATION AND Hobbies

FORMAL EDUCATION

JOB

PAST EXPERIENCES

HOBBIES

PHYSICAL

HEIGHT

WEIGHT

HAIR

EYES

PIERCING/TATTOOS

SCARS

CLOTHING

BUILD

PERSONAL

FEARS

AMBITION

DREAM

PHILOSOPHY

SOCIAL

RELATIONSHIP

LANGUAGES

ALLIES

RIVALS

FAME

PREFERENCES

FOOD

MUSIC

TELEVISION

LITERATURE

ECONOMIC

FINANCIAL

SITUATION

HOUSING

User Classes

Each Persona user belongs to a Class. Unlike most tabletop RPGs, a User's Class does not determine their role in combat or what skills they can acquire, rather *how* they gain new powers and wield their Personae. Choose your Class carefully, as it cannot be changed by any means during the game. Note that some Classes may be unavailable to the specific story your Narrator plans on telling, so make sure your idea is legal to the game you plan on joining.

Emergent

“With my father’s death, I’ve lost the purpose of my life.

But now, I have found that purpose. Never again will I run away from my future!”

The most common class amongst modern Users, Emergents are limited in their flexibility, but can quickly improve their spells for devastating effect. Emergent Users possess a special bond with their Starter Persona, which makes it impossible for the User to tame wandering Shadows for their own use. However, Emergent Users possess the unique ability to absorb the fleeting energy of slain Shadows and using it to become stronger.

- 
- ❖ **Emergent Bond:** Users belonging to this Class can normally only summon their Starter Persona and cannot acquire new Personae naturally;
 - ❖ **Focused Power:** An Emergent User’s Starter Persona can have up to four Types at character creation, making them comparatively more versatile. If the player chooses to sacrifice three of those Types, a Starter Emergent Persona can start the game at Level 4, granting a head start to its User.
 - ❖ **Receptive Cognition:** Once per combat, when an Emergent User deals the killing blow to a Shadow, the User’s Persona immediately gains Spell Points equal to half the User’s Level. A well-organized party can prioritize the growth of their Emergent Users and allow them the necessary killing blows to make them stronger. Additionally, Emergent Users have access to two exclusive ways to use their Spell Points:
 - Outside of combat, Emergent Users can focus their magic reserves into a Spell Card. Emergent Users can choose one spell in their Spell Deck, spend Spell Points equal to double that spell’s Tier, and create a Spell Card of the selected spell. Spell Cards are single-use items that can be used to grant that spell to any User, regardless of their Types.
 - Alternatively, Emergent Users can spend any number of Spell Points to gain the same amount of Social Skill points. This can be done while resting or during other activities.

Wildcards

“Time never waits. It delivers us all equally to the same fate.

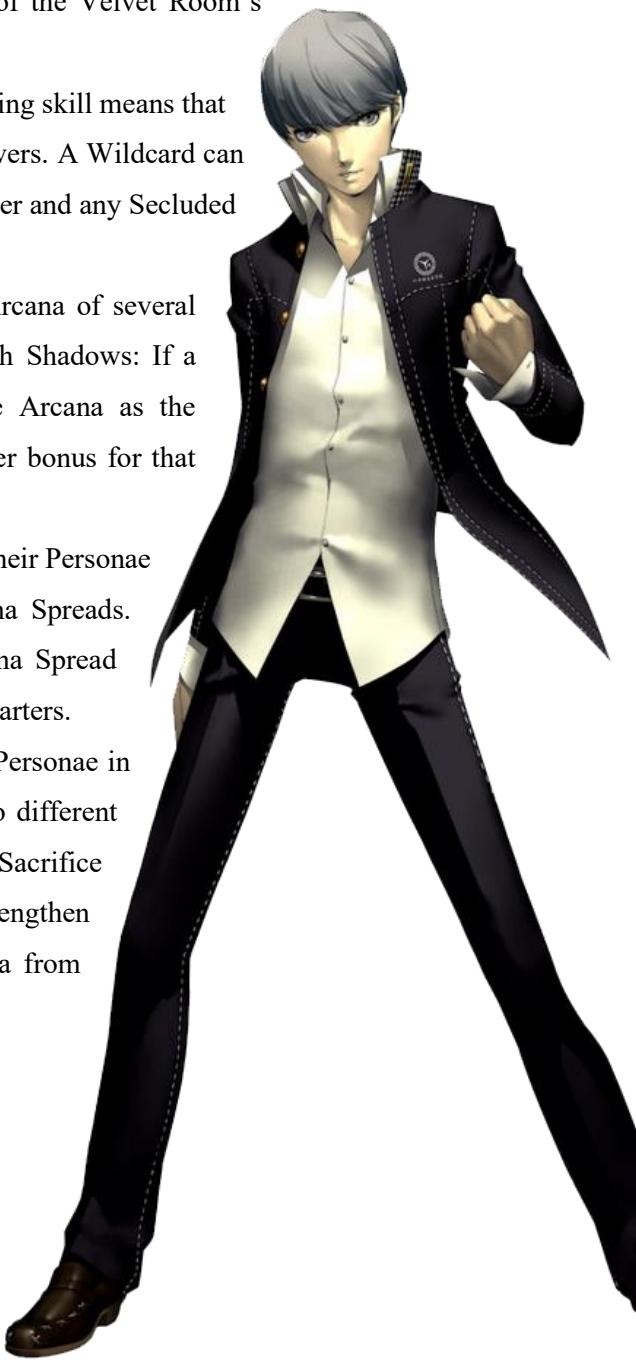
You, who wishes to protect your fleeting future...

You'll be given one year. Go without falter, with your heart as your guide.”

A peculiar Class, even amongst the rare subset of Persona Users, Wildcards carry particularly malleable psyches and a subtle difference in their Potential. For an example, one of the most notable modern Wildcards, Narukami Yuu, received his power directly from a divinity known as Izanami without his knowledge or consent. This difference in Potential is usually referred to as the “power of the wildcard.”

Wildcards possess the unique ability to carry several different Personae simultaneously, although they're still limited to manifesting one at a time. These Users can gain new Personae through negotiation with hostile Shadows, convincing them to return to their rightful place as drops in the ocean of human subconscious that must be accepted and incorporated so both Shadow and User can become whole. Finally, this ability allows Wildcards to take full use of the Velvet Room's facilities.

- ❖ **Unmatched Versatility:** The wildcard's Persona-acquiring skill means that they are under constant growth and uncovering new powers. A Wildcard can carry up to eight Personae at a time, including their Starter and any Secluded Personae.
- ❖ **Social Butterfly:** Being able to switch between the Arcana of several Personae makes it easier for Wildcards to interact with Shadows: If a Wildcard's currently equipped Persona has the same Arcana as the negotiation target, that User gains a +1 Social Skill Tier bonus for that negotiation.
- ❖ **All Is Revealed:** The Wildcards' special connection to their Personae allows them to tap into the immense power of Arcana Spreads. Unlike other classes, Wildcards can activate the Arcana Spread ([Page 35](#)) of any Active Persona, as if they were their Starters.
- ❖ **Special Guest:** Users of this Class can use their spare Personae in Velvet Room rituals. Fusion allows the User to pick two different Personae and merge them into a wholly new form; Sacrifice removes a Persona from the User's list permanently to strengthen others; and Seclusion temporarily removes the Persona from their list to be returned more resilient and versatile.



To learn more about
negotiation, check [Page 67](#)

The Velvet Room rituals
exclusive to Wildcards are
available at [Page 57](#)

Shadows

“The distance between us doesn’t matter, our bonds will stay strong. And while our purpose is set to something we believe in, we’ll always have someone to help make it come true. Me, you, and everyone else... Our hearts are one. Right, Sensei?”

One of the rarest User Classes, but usually invaluable in their parties, Shadow Users are generated through an anomaly in the Metaverse: A normal Shadow starts absorbing information on its surroundings and creating memories of its own. Memories and curiosity regarding humans quickly creates a fully-fledged, curious mind, ripe for a Persona’s awakening.

- ❖ **True Form:** Shadow Users can have two visually different forms: A humanoid form that manifests in the Universe and their true, idealized form that they can choose to manifest in the Metaverse. This change does not affect their stats in any way. When creating a Shadow User, grant it the *Explorer* Feat for no cost: *Consider your Discipline Tier as 2 higher to search, track or loot in the Metaverse; the Narrator will treat your character as constantly looking for secrets. You can re-roll any check related to searching for items or devices, once per check.* Additionally, the cognitive nature of Shadow Users grants them better control over their powers: Whenever a Shadow User casts a spell, they can choose to spend 1 Energy to grant that spell the Realized keyword: This spell is then able to realistically affect the environment in the Metaverse, such as Fire spells being able to set fire to structures or Ice spells freezing liquids solid.
- ❖ **Cognitive Essence:** Shadow Users have fields for Natural Skills and spells independent from their Personae. These fields start empty and can be used even if the User can’t currently manifest their Personae. Additionally, Shadow Users start the game with 3 Shadow Spell Points, explained below.
- ❖ **Malleable Minds:** When a Shadow User gains a new Character Level, they gain Shadow Spell Points equal to their new level’s Social Skill point gain (+1 on even levels, +2 on odd levels). Shadow Users can use Shadow Spell Points to copy spells from the decks of any other consenting User, and add it to their separate spell decks, ignoring Type restrictions. Shadow deck spells can be refunded under the same rules as normal spells, for Shadow SP. Finally, once per Character Level, a Shadow User can “forget” their separate Natural Skill, if any, and copy the Natural Skill of any Personae the party currently holds. Note that this does not change the Natural Skill of the Shadow User’s Persona, but rather their separate Natural Skill field, described in Cognitive Essence.



Suppressors

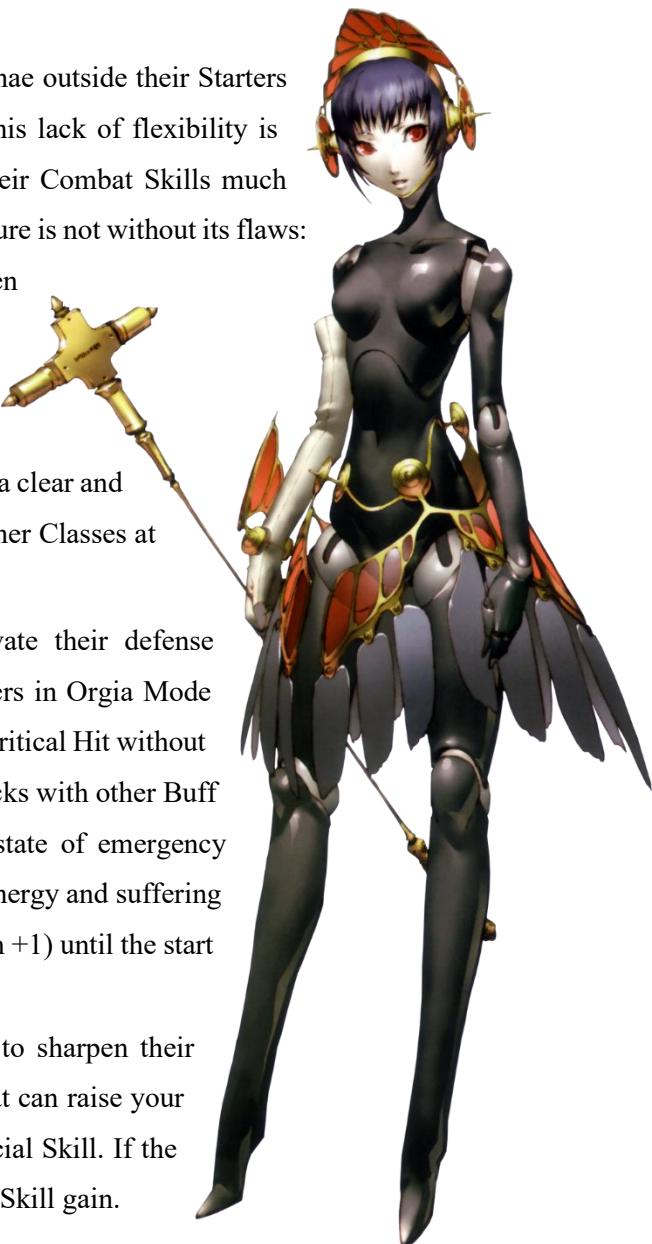
“You don’t need to save the world to find meaning in your life. Sometimes, all you need is something as simple as finding someone you like caring for.

I’ll live on, no matter what, so I can protect you.”

An elusive Class, considered by some little more than an urban legend, Suppressors, also known as ASW (Anti-Shadow Suppression Weapons), are humanoid war machines created to brave all incarnations of the Metaverse. Their appearance, threading the line between human and mechanical, can cause suspicion at first, but Suppressors possess complex personalities, generally gentle and selfless dispositions and egos almost indistinguishable from humans’. This is given, in part, due to a mysterious substance known as the *Plumes of Dusk*, installed in their cores (more in the *Researches on the Metaverse* section). Sophisticated intelligence and personalities, granted by state-of-the-art technology and infinitely complex engineering, are vital to maintain a body that can withstand the stress of summoning a Persona.

Suppressors are unable to naturally acquire new Personae outside their Starters and cannot gain extra SP as Emergent and Shadow Users. This lack of flexibility is balanced out by unmatched offense: Suppressors can raise their Combat Skills much faster than any other User Class. However, their mechanical nature is not without its flaws: Suppressors have a notably slower emotional growth when compared to similarly-minded humans.

- ❖ **War Machine:** Upon gaining a Character level, Suppressors 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.
- ❖ **Orgia Mode:** Once per day, Suppressors can deactivate their defense protocols and enter a state of frenzy, as a free action. Users in Orgia Mode 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 Suppressor 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.
- ❖ **Slow Learners:** Most Suppressor Users find it difficult to sharpen their social abilities past a certain point. During any Activity that can raise your Social Skills, roll 1d8, minus your current Tier on that Social Skill. If the result is 1 or less, pay 1 Aspect Point or forfeit your Social Skill gain.



Beacons

“Somehow, this golden plume around your neck anchors you to the world of the living, the physical representation of the impression you left upon them. A day, a week, maybe even a decade. As long as your destiny does not catch up to you, you will know life once more. Just keep running.”

Death is the ultimate destination of all the living, the spokes of the wheel to which all existence is bound to. But the human essence lingers within the memories of those touched by one’s actions: The fusion of thoughts about one who’s departed, attached to a strong desire to remain, if only for a day, amongst the living, can create a being fundamentally different from humans or Shadows. A Beacon’s **Conviction** and the memories that brought them back to life materialize into a **Plume of Coalescence**, a golden, faintly shining object of extreme rarity and incalculable value that anchors a Beacon to the Universe and takes the form of an accessory or object of significance to the User.

Beacons exist because of the memories created around them in life, and their forms can be subtly altered as they remain in the Universe. A Beacon’s Persona is similarly malleable, taking new forms as its User grows, but its motivation to do so can be twofold: Some Beacon Personae are born to support their User’s efforts, while others are patiently awaiting the conclusion of their journey to bring the Beacon back to the realm of the departed.

❖ **Malleable Existence:** Each even Character Level you gain, starting at level 2, the Beacon subtly changes form, changing features depending on the new memories it’s created. Choose a non-Tyrant, non-Ultimate Shadow from the bestiary whose Level is lower than or equal to your Character Level and add it to your roster of Personae as if you’d obtained it via negotiation and describe its form using your Starter Persona as a base. Beacons can switch between forms of its Persona under the same rulings as Wildcards, but cannot get Personae through negotiation. Beacons do not have the same Persona stock limits as Wildcards, being able to carry all their Personae simultaneously.

❖ **Radiant Coalescence:** A Beacon’s Plume grows together with its User. When creating a Beacon, write down your Plume as an Accessory that only you can equip. Choose one effect below and grant it to your Plume. You can add extra effects to your Plume 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 (Pg. 122)	+1 Aspect Point Max.
<Element> Boost (Pg. 76)	Evade <Element> (Pg. 77)	+2 Damage Reduction

To learn more about adding new Personae to your list, check [Page 46](#)

❖ **Two Worlds:** Even as your Shadow Self hungers for the conclusion of your journey to the afterlife, your allies can help secure your tenuous link to life. When a Beacon fails its Death’s Door save, other Users can use their Interrupt actions to allow you to re-roll the save, celebrating your memory to reaffirm your presence amongst them once more.

Identification



- ❖ Character: Your character's name.
- ❖ Lv.: Your Character Level, also sometimes shortened as CLv. All Users start at Level 1, unless specified otherwise by your Narrator.
- ❖ Arcana: The number and name of the Major Arcana that represents your character.
- ❖ Class: Your User's Class, explained above.
- ❖ Player: The name of the player who will control this User.
- ❖ Damage Reduction: How much incoming damage can be mitigated by armor and magical effects when you're hit by an attack. The default value is zero.
- ❖ Aspec. Pts.: Your **Aspect Points** (explained ahead). Each character starts each session with four Aspect Points by default, and there is no upper Aspect Point cap by default.
- ❖ Energy: the current and maximum amount of physical and psychological stress your body can withstand. More about Energy on [Part VII – Combat](#).

Combat Skills

These are the primary skills used for combat and other measures of physical competency. Each character receives 18 points to distribute among their six Combat Skills, being unable to set any value below 1 or above 5 while creating a Level 1 character.

In some parts of the Grimoire, you may find the shorthand SKL instead of STR or MAG. This means you can opt to use STR or MAG for that check whenever you roll.

Hit Points (HP) represent the amount of damage you may receive before being knocked unconscious or dying. HP is a derived value that cannot be directly invested into. Temporary changes to your VIT, such as Persona bonuses and equipment effects, increase your maximum Hit Points, but not your current value. If your maximum HP ever falls below your current HP, lower your current HP accordingly.

- ❖ **Strength (STR)** increases the damage dealt by most basic attacks and Physical Type spells.
- ❖ **Magic (MAG)** increases the damage of magical attacks and some weapons.
- ❖ **Technique (TEC)** increases your chance of hitting most attacks. It can also increase the reach of some spells.
- ❖ **Agility (AGI)** increases your initiative, movement and chance of avoiding attacks.
- ❖ **Vitality (VIT)** increases your Hit Points and Energy limits.
- ❖ **Luck (LCK)** increases your resistance to harmful Status effects, chance of dealing critical hits and grants an amount of Luck Charges equal to your LCK score at the start of each day. You can use Luck Charges to add a minor bonus to most rolls, among other effects (see [Page 44](#) for more details).

Social Skills

These Skills do not apply directly to combat but determine your social aptitude and influence. Social Skills affect the benefits of extracurricular activities, your performance in work and school and several other factors related to the growth of your character and their interactions with the world. Upon creating a character, you receive 7 points to be distributed amongst six Social Skills. Most humans' Social Skills fall between Tiers 0 and II. Someone with Tier III or IV Social Skills is particularly sociable and influential, while Tier V is considered almost legendary.

- ❖ **Knowledge**  is your accumulated knowledge. It helps in school as a whole, as well as some professions. The observational powers granted by a good Knowledge score are useful in several situations, in and out of the Metaverse. The title for Tier 0 Knowledge is **Slacker**.
 - With Tier I Knowledge, your generous knowledge of mythology makes you **Aware** and grants you the following ability:
 - Once per day, you can reveal one Weakness from a Shadow you can see.
 - With a Tier II Knowledge, you are **Learned**, and can easily read your enemies' attacks:
 - Once per combat, when an enemy Shadow declares an attack against you that grants a dodge check, you may choose to gain +1 DDC against that attack.
 - Tier III Knowledge makes you **Scholarly**, and your tactical studies of historical battles give you a permanent bonus of +1 STR, +1 MAG or +1 TEC, your choice.
 - With the **Encyclopedic** Tier IV of Knowledge, once per day, you can cast a Tier III or lower spell without spending Energy or Repressing.
 - Tier V Knowledge makes you truly **Erudite**, making it so you can clearly see through the defenses of your foes. You gain a new Aspect based on your intelligence and gain access to the following ability:
 - Once per day, as a Quick action, you may gain the effects of *Mind Charge* or *Power Charge*.
- ❖ **Discipline**  measures your focus and dedication, your ability to stay focused on your objectives. Helps with checks that depend on concentration, working hard and can inspire respect amongst your peers. Tier 0 Discipline characters are often referred to as **Bumbling**.
 - With Tier I Discipline, your willpower grants you greater longevity in combat, conceding +10 HP and +1 Energy and the **Decent** title.
 - Tier II Discipline, **Persistent**, makes you understand the advantages of keeping your gear in top shape. All armor you wear grant an extra +2 DR.
 - Discipline Tier III, **Thorough**, allows you to break through your limits, granting you a bonus Feat.
 - With Tier IV Discipline, you are considered **Masterful**, and the thrills of battle now work



to your advantage. Once per combat, you can add half your Discipline Tier, rounded down, to tests that are not related to declaring attacks, summoning spells, or dodging.

- Reminiscent of its title, a **Transcendent** Tier V Discipline makes you practically impossible to stop. Once per day, when you enter Death's Door, you automatically return to life with 50% of your maximum Hit Points. This action is considered an Interrupt action, but it does not spend your round's Interrupt. You also gain an Aspect related to your resilience or willpower.

❖ **Empathy** is the ability to comprehend another's emotional state. It assists in solving several social problems and is critical for objectives that require a well-coordinated team, or when you need to convince someone to share information in a friendlier manner. Tier 0 Empathy Users are often **Indifferent**.

- With Tier I Empathy, although you are **Inoffensive**, your desire to help others allows you to shrug off your own problems:
 - Once per day, you can choose to automatically succeed on a roll to resist being inflicted with a Mind Status.
- Tier II Empathy, **Kindly**, manifests your desire to do good.
 - Once per day, you can remove all Mind Status from any one ally who can hear you as a free action.
- At Tier III Empathy, you are **Generous**, and unafraid to share your party's good fortune. Once per day, as your movement action, you can trigger one of the following effects:
 - Select one Combat Skill from one ally who's under a Buff category spell. You gain the same Bonus granted to that ally's Skill to your same skill until the end of your next turn.
 - Select one of your Combat Skills currently under a Buff category effect and one ally you can see. Apply the same Buff effect to their Skill for their next 2 rounds.
- At Tier IV Empathy, your **Selfless** nature allows you to subtly manipulate the Metaverse to benefit your allies. Once per day, when you or an ally activates a non-Special consumable, you may roll a d4. If the result is a 3 or a 4, the item is not consumed, but the effects are applied normally.
- Tier V Empathy makes you truly **Saintly**. Up to three times a day, when you or an ally casts a Cure category spell or uses an item that restores HP, you can grant this HP gain to another target you can see. You also gain an Aspect related to your Empathy.

❖ **Charm**  represents your charisma, personal magnetism, and style: details that draw others to you. It helps in a number of social situations, especially when dealing with strangers, during negotiations, and asking for favors. Tier 0 Charm characters are considered **Plain**.

- At Tier I Charm, you're **Existential** and once per day you can cast **Pulinpa** (Page 131).
- Tier II Charm makes you **Confident and** once per day you can cast **Dekaja** (Page 124).
- You are considered **Suave** at Charm Tier III and once per day you can cast **Marin Karin** (Page 131). You can use twice your Charm Tier instead of TEC for this spell.
- You're definitely **Popular** at Tier IV Charm and once per day, you can change the target of any enemy attack to another target as an Interrupt action.
- Few can consider themselves truly **Debonair**, and at Tier V Charm, you gain an Aspect related to your personal magnetism and, once per Time block, you may use your Charm Tier +2 instead of your Expression or Empathy for one check.

❖ **Expression**  is your ability to eloquently express yourself in speech, writing or art. It helps in presentations and dissertations, being especially useful for musicians. In other situations, it can help you make a compelling argument and, along with Charm, is essential for those in places of leadership. Tier 0 Expression characters are often **Monotone**.

- Tier I Expression is still considered **Rough**, but once per day, as your movement action, you can choose one target. Until the end of the battle, allies who attack this target can attempt a Critical hit without spending Luck Charges, once per ally.
- **Eloquent** Tier II Expression **characters** can guide your allies and help keep their focus.
 - Once per day, as a Quick action, you can increase the Dodge Dice Category of all your allies by 1 until the end of your next turn.
- At Tier III, your **Inspiring** Expression allows you to dish out a hell of a catchphrase.
 - Once per day, as a Quick action, you can attempt to cause Enrage in all units within 12 meters. For enemies, this chance is $25+4*(\text{Expression Tier})\%$. Allies can opt to fail the dodge roll against this action.
- With the **Touching** Expression granted by achieving Tier IV, you're no stranger to coordinating your party members.
 - Once per day, as your attack action, you can choose one target. For the next two rounds, this target gains Critical Margin -2 for attacks it declares and attacks declared against this target cannot miss.
- Your **Enthralling** Tier V Expression grants a peerless, unmistakable twist to your tactics. Once per day, you can use your attack action to give one extra movement action to each of your allies. You gain an Aspect related to your leadership skills.

❖ **Courage** ✨  is your ability to ignore fear. In daily life, it may help you with presentations and performances, and can help you make the most out of your Expression to present your ideas. **Timid** Tier 0 Courage Users would likely benefit from improving their Courage.

- Tier I Courage is still somewhat **Ordinary**, but you can still benefit from rushing headfirst into danger, risks be damned. Once per day, when you declare an attack, you can choose to add your DR value to damage calculation, but reduce your DR to 0 until the end of your next turn.
- Your **Determined** Tier II Courage allows you to laugh in the face of certain doom. When you're targeted by a Status category spell, you can choose to fail the Status dodge check to apply the same Status effect on the caster.
- Tier III Courage makes you **Staunch**, helping you realize that true victory only comes to the hardiest, fastest... Or luckiest. You can choose to gain a permanent bonus of +1 VIT, +1 AGI or +2 LCK.
- Tier IV Courage is reserved to the **Dauntless**, those who can shrug off even the mightiest blows. When you take damage of the Physical, Fire, Ice, Thunder, Wind, PSY or Nuclear Type, you can trigger the following effect as your Interrupt action:
 - You gain *Fortify 1d10* against the Type of damage you received. This stacks with other Buff effects. This bonus lasts until the end of combat, or until you choose to trigger this effect again, which overrides any previous uses.
- Are you enough of a **Badass** to achieve Tier V Courage? If so, your drive must burn brighter than any fire. You gain one Aspect related to your bravery and, once per day, you can activate the following effect as a free action:
 - You take no penalties for exceeding your Energy threshold until the start of your next turn. At the start of your next turn, pay 1 Aspect Point to extend this effect for another round. If you cannot pay for this extension, the effect ends and you take Almighty damage equal to your Energy value below 0, multiplied by 10. If combat ends while you're under the effect of this perk, the effect ends and whatever damage you would take from this perk cannot lower your HP to below 1.

Aspects and Conviction

Aspects are descriptions that define parts of the game such as characters, places, objects and others. If something is important to the world or the plot, it'll likely have at least one Aspect, but let's focus on Character Aspects for now. Each character starts each session with four Aspect Points that can be used to call upon your Aspects to alter the narrative, helping or hindering the party. When creating

Aspects, and how to use them, are explained in further detail in [Page 43](#)

your character, think about Aspects that describe your character's personality, backstory, interests and quirks, as descriptions that can be used to affect the narrative in creative and engaging ways. This usually takes a while, so take your time and don't worry about making your Aspects overly useful or too situational.

Each player character is created with four Free Aspects chosen by the player, that can describe any characteristic, and a Conviction, a fifth Aspect that describes what caused their Persona to awaken.

Example: Yuma Kaoru, a Suppressor-Class User representing the Sun Arcana, who was created by the Kirijo Group, but was only recently reactivated from a deep slumber. His Aspects are as follows:

- ❖ Conviction: **“This is my duty, and I will not fail”**: Yuma has a strong sense of justice and a profound mistrust of any Shadows. He can call upon this Aspect to resist fear and encourage his allies, but his uneasiness around Shadows can cause some attrition with Shadow Class Users
- ❖ Free Aspect: **“A Heart of Gold (and several other precious metals)”**: As a representative of the Sun Arcana, Yuma is carefree and cheerful, always eager to help those in need. However, he can also come off as naïve and too quick to trust.
- ❖ Free Aspect: **“Human After All”**: Yuma was quick to integrate into human society, learning mannerisms and emotions with surprising ease. This Aspect can help him disguise his mechanical nature to anyone but the most discerning.
- ❖ Free Aspect: **“Honorary Scientist”**: Once awake, Yuma was “raised” and taught by scientists of all kinds, many curious to have first-hand experience with a Suppressor android. He picked up a lot of small, diverse tidbits of knowledge during his time in observation, but his surface-level knowledge will often fail him in more advanced problems.
- ❖ Free Aspect: **“Out of Time”**: Yuma was deactivated for almost two decades, being awakened in a world much different from the one he knew. Aspects of modern culture often escape him and he prefers turn-of-the-century technology over current devices.

Arcana

Arcana are the different cards of the traditional tarot deck that represent positive and negative facets of human personality and events past, present and future. Each player character and Confidant represent an Arcana, described below. Some Arcana have a **Reverse Arcana**, a corrupted version of the card's usual depiction, usually reserved for Tyrants and antagonists, while others have **Prismatic Arcana**, cards with a similar meaning to the original, but with a greater intensity. The traumatic event in the characters' backstories is usually referenced in their Arcana. For example, if a character represents the Empress Arcana, their event may be related to infertility, lack of beauty, overdependence or similar themes. Note that player characters cannot represent *The World* Arcana or any of the Prismatic and Reverse Arcana, as these are reserved for the Narrator to assign to major events in their stories.

Arcana Spread

At the start of each session, the Major Arcana available to the party are to be displayed and made available. For the cost of one Aspect Point, any of these Arcana can be activated by any player to grant the relevant effect to the party. Once the card is activated, it can no longer be invoked for the rest of the current session. Activating an Arcana is considered an Interrupt action that does not spend your Interrupt action for this round.

Each Major Arcana has a combat effect and an out-of-combat effect. The World Arcana is special: it is reserved for special events in the campaign and its effects are to be determined by the Narrator to fit their particular narrative.

Meaning and Effects

Arcana	Meaning	Combat Effect	Out of Combat Effect
 0 <i>The Fool</i>	Beginnings Spontaneity Empathy Innocence	Activate this Arcana during the initiative roll. You automatically become the first character in the queue and all your allies receive +10 initiative for this combat.	Add 1d4 to any Social Skill of any User until the end of the current Scene.
 0 <i>The Jester</i>			
 1 <i>The Magician</i>	Power Skill Concentration Action	You gain <i>Null Status</i> for the duration of the combat.	You can use your Discipline Tier value instead of any one other Social Skill's Tier for the duration of the Scene.



High Priestess

Intuition
Mystery
Subconscious
“Inner Voice”

For the duration of the combat, you and all your allies can switch Personae as a Quick action.

You can directly ask the Narrator for a hint regarding a mystery, puzzle or enigma.



The Empress

Fertility
Femininity
Beauty
Nature
Abundance
Reliability

One target suffers:
Charmed Chance:
80%

Any one item can receive a discount of up to 2 RP (this cannot reduce the item's price to less than 0.25 RP) until the end of the current Scene.



The Emperor

Authority
Structure
Fatherly Figure
Domination
Rigidity

You can determine the target of all attacks and spells of one target until the start of your next turn.

Consider your Charm Tier as 2 higher for any roll, once.



Hierophant

Religion
Conformity
Belief
Tradition

You and all your allies are immune to the effects of **Fear** and **Panic** until the end of combat.

Consider your Charm Tier as 2 higher for the purpose of convincing targets to conform and adapt to the current situation until the end of the current Scene.



The Lovers

Union
Relationship
Choices

One target you can see is forced to **choose** between one of the effects below as a Debuff until the end of the combat:

- ❖ -1 HDC
- ❖ -1 DDC

Consider your Expression Tier as 2 higher score to interact with strangers until the end of the current Scene.



The Chariot

Control
Willpower
Victory
Assertion
Determination

You and all your allies are healed from all your Status, heal VITd4 HP and can declare a Default action immediately as an Interrupt.

Treat your Discipline as 2 Tiers higher for any test, once.



Justice

Equality
Truth
Cause and
Effect
Law

When you take damage from any source, deal the same amount of damage to whoever dealt the damage. This damage is considered Intel Type for the purposes of resistances.

You can detect lies flawlessly until the end of the current Scene. The Narrator can give you 1 **Aspect Point** to not reveal the lie in any interaction.



The Hermit

Introspection
Solitude
Isolation

You cannot be chosen as the target of attacks until the end of combat or until you declare an attack.

You can add 1d4+1 to any roll for actions you perform with no assistance.



Wheel of Fortune

Luck
Karma
Cycles
Fate

You and all your allies gain 5 Luck Charges and Critical Margin +1 until the end of combat.

Until the end of the day, after Risking a dice, you may spend 1 Luck Charge to roll the same dice category you risked: add the result to your final roll.



Strength

Courage
Patience
Control
Compassion

You can engage in negotiation with any Shadow immediately.

Grants Courage Tier +2 for any one check.



Hunger



Hanged Man

Restriction
Sacrifices
Indecision

You can spend a use of any spell in your deck to cast any other spell of the same Type and the same or lower Tier, including spells that are not in your spell deck.

Force an NPC to follow a specific order for the next 1d6 minutes. The Narrator can choose to make the NPC resist the order, in any capacity, paying 1 Aspect Point to the user who triggered this effect.



Death

End
Beginning
Change
Transformation

Until the end of combat, if you enter Death's Door, you remain capable of acting normally, but you cannot summon your Persona until you leave Death's Door.

Add 1d4+1 to a roll of any activity you've never attempted before.



Temperance

Add the HP of any number of targets and redistribute it equally among all chosen targets, as long as the HP of each target does not exceed their maximum HP. If this happens, all targets' HP are set to the highest possible HP and extra points are discarded.

Gain a hint about the purpose, aspiration or objective of an NPC.



The Devil

Bondage
Addiction
Sexuality
Materialism

The target cannot willingly leave or be moved from its current position for $1d6+1$ rounds.

Consider your Charm Tier as 2 higher for attempts to seduce others until the end of the current Scene.



The Tower

Disaster
Sudden Change
Revelations

Choose, for any number of targets you can see (choose individually for each target):

- ❖ All Buff Category effects become the equivalent Debuff for the duration of the original effect.
- ❖ All Debuff Category effects become the equivalent Buff effect for the duration of the original effect.

An NPC you choose is forced to speak the truth. If he insists in the lie, the User who triggered this effect gains 1 **Aspect Point**.



Star

Hope
Spirituality
Renovation
Inspiration
Serenity

Any number of targets become unable to declare any action until the end of their next turns.

Consider your Charm or Empathy Tier as 2 higher to placate, calm or pacify until the end of the current Scene.



The Moon

Illusion
Fear
Anxiety
Insecurity
Subconscious

Any number of targets suffer: Chance of **Fear: 80%**. Recovery chance is 33% but it's rolled at the end of the caster's turn instead of the target's turn.

Immediately gain a hint towards an NPC's motivation, goals or sincerity.



The Sun

Fun
Success
Positivity
Vitality

Any numbers of targets are healed to 100% HP.

Consider your Charm or Expression Tier as 2 higher to entertain or amuse, until the end of the current Scene.



Judgement

Rebirth
Absolution
Meaning

A target you can see is revived with 100% HP.

Choose an NPC in the current Scene. The Narrator must inform the party if this character's motivation is closest to one of the following:

- ❖ “Truly Good”
- ❖ “Viciously Evil”
- ❖ “Perfectly Gray”



Aeon

Birth
Awakening
Awareness

This Arcana is treated the same as Judgement unless specified otherwise.
Copy the effects of any other Arcana Spread available to the party, even spent ones.

When you spend a Time block in an activity that raises any of your Social Skills, roll 1d4. You gain that many extra Social Skill points.



The World

Conclusion
Integration
Journeys

The power of The World is volatile and mysterious, changing origin and effects depending on the nature of the journeys of each group of Users. Igor, or another important character, will reveal the power of this Arcana once it becomes necessary.



*The
Universe*



Persona

Your Persona is a representation of your psyche, your “true self” or, in some cases, the façade you expose to the world. The Persona series has hundreds of unique and fascinating designs for Personae, but it’s always preferred that the Narrator and the player work together to develop a unique design to the Starter Persona of each player character.

Creating a Persona

Personae are, in general, based on mythological figures (Zeus, Anubis, Amaterasu, for example), historical figures such as Julius Caesar, and even modern myths such as Mothman, Cthulhu and the Hell Biker. Choose a figure whose stories are reminiscent of the unique backstory of your User, research depictions of this figure throughout history and develop an appearance using the themes presented by the character and the User, implementing the character Types in a way that’s natural and interesting. A campaign set in the modern world or near future will be much more aesthetically appealing if the Personae are inspired by the art and architecture the players are immersed into, so keep the setting in mind. You don’t need to draw the

Persona, necessarily, but try to create a comprehensive text description that can be shown and explained to other players during the campaign.

After creating your Persona’s form, focus on its function. Start with your Conviction: a sentence or expression that showcases the determination of the User, what drew them to the particular form of this Persona. After this, think of the Types of your Persona, which determines the spells it can learn, and create a Natural Ability to compliment your play style: A simple but unique power that your Persona can call upon if you have it as your active Persona, such as *“All Physical attacks can be Realized”*, for example, is a great, simple Natural Ability. If you have doubts or questions about designing your Persona, Conviction or Natural Ability, consult your Narrator. Personas don’t have Combat or Social Skills, always using their caster’s values.

Spells

Spells are powers, both active and passive, that your Persona may activate at your command. When you acquire a spell, you can use it once per day for no cost. You can buy more uses of the same spells to gain more free uses of it. If you run out of uses for any spell, you can cast it normally by reducing your **Energy** by an amount equal to the desired spell’s Tier. Passive spells are always active as long as the Persona is currently equipped, can only be acquired once and have no Energy cost unless specified otherwise.

Upon gaining a new level, a Persona gains points that can be spent buying new spells. Each Starter Persona starts off with six Spell Points (SP). A Persona can acquire spells from any of its Types, but also from the *Almighty*, *Defense* and *Miscellaneous* Types.

A Persona is able to know up to sixteen spells, including passive effects; if a seventeenth spell



If you need help coming up with a killer Persona design, consider checking [Page 148](#)

is learned, an older power must be forgotten. When a spell is forgotten, half the SP cost is refunded to the Persona (Half- and quarter-points are accounted for, not rounded). Forgetting a spell or spending SP to acquire new ones can be done whenever a Persona gains a level, or during any Time block dedicated to sleep. Your spell limit does not take into consideration multiple uses of any given spell: Your limit is any number of uses of any sixteen different spells. For instance, having two uses of Agi counts as one “spell” for your limit, while having one use of Dia and one use of Media counts as two “spells” against your limit. Passive spells also count against your limit.

Types and Affinity

Every Persona and Shadow has a set of interactions with all Types, known as **Affinities**:

- ❖ **Weak:** The ability deals double damage and has double the chance to trigger secondary effects;
- ❖ **Neutral:** Damage and effect chances are calculated normally;
- ❖ **Resist:** The ability deals half damage and secondary effects have half the chance to trigger;
- ❖ **Null:** The ability deals no damage and secondary effects will not trigger;
- ❖ **Reflect:** Damage and ability effects are dealt to the caster instead. If several attacks are reflected at once, the effects can be applied or rolled for several times. An ability can only be reflected once (if the caster also has Reflect against that Type, the spell fades, dealing no damage);
- ❖ **Drain:** The target recovers HP equal to the original damage of the ability. Abilities that don't deal damage are simply Nulled;

Resistances higher than Resist also grant immunity to secondary effects of affected spells. The Starter Persona of each User gains Resist to one of its Types and a Weakness, both to be chosen by the player from the following list: Physical, Fire, Ice, Wind, Thunder, Nuclear, Psychokinesis, Light, Dark, Status or Intel. Personae cannot have interactions against Almighty, Buff, Debuff or Heal.

A subtype of the Physical Type is **Gun**. This subtype is used only to determine elemental interactions for Shadows and other NPC enemies and must be ignored if a Shadow is turned into a Persona. Firearms, bows, thrown daggers and some Physical Type spells deal Gun damage, considering the target's Gun interaction when valid, but are considered normal Physical attacks otherwise.

Intel Type is unique in some interactions: Resist Intel halves damage taken from Intel spells and the triggering chance of effects, when possible. Analysis Category spells cast at targets with Resist Intel cost double the normal number of Cognitive Counters. Weakness against Intel has the reverse effect, doubling the chance of negative effects, making the User deal half damage against illusory objects and decreasing the number of necessary Counters by 1 (minimum 1) to activate any Intel effects. Null and Reflect Intel work exactly like other Types. Treat Drain Intel as Null Intel.

PART IV



HOW TO PLAY

Dice, rolls and notation

Die used in RPG games are similar to regular dices, but with a different number of faces. The standard cubic die used in most games is known as a d6. A pyramid-shaped, 4-faces dice is called a d4, and so on. *Rolling 1d6*, for example, means rolling a six-sided die once. The number before the dice notation determines how many times the dice must be rolled. You can choose to roll the same dice several times, writing down each result, or rolling the correct amount of die all at once. Some dice roll results, known as *checks*, are influenced by information on your character sheet.

Example: Natalie decides her character will attack a creature using the *Fatal End* spell. The Narrator asks her to “*roll to hit*”. Hitting a target is decided by rolling TECd6 and Natalie’s character has 3 points invested into TEC. Natalie rolls three six-sided die, getting 2, 4 and 3. Natalie tells the Narrator her result was 9. The Narrator concludes that the character succeeded and asks her to “*roll for damage*”. Natalie’s attack deals *STRd10+2* damage. Her character has 4 points of Strength, so Natalie rolls four 10-sided die, getting the following numbers: 3, 5, 1 and 7, adding 2 to the result, dealing a total of 19 damage, and the battle continues on.

Using Skills and Risking

Combat and Social Skills are used in challenges given by the Narrator to overcome certain situations. These situations can include passing a test in school, helping a friend in a tough spot, solving a puzzle and running headfirst into certain danger, among many other possibilities.

A challenge has a target number chosen by the Narrator that represents the ability level required to overcome the objective at its most basic level. The more your Social Skill Tier, or Combat Skill value (ignoring Buff effects) exceeds that number, the better your performance is for that challenge, and the reverse is true for failure. Of course, sometimes you can’t rely solely on your ability to overcome tough challenges. Sometimes you may need to solve problems in a hurry, or a simple success isn’t enough. In that case, you can opt for **Risking**, taking the chances for great success or spectacular failure. You can risk a d4 or a d6, your choice. Roll the dice once, adding the result to your roll, then once more, subtracting the second roll from your total check.

If you risk little or nothing against a mundane goal, you’ll generally gain a safe result – moderate success or discrete failure. Against a challenge that’s clearly above your skill level, you’ll have to incur a great risk just to barely succeed. On the other hand, if you feel like a challenge is below you, you may want to risk comfortably for overwhelming success at best or a simple victory at worst. If you’re nervous or in a hurry, it’s difficult to act consistently; in this event, you must always risk at least a d4. Particularly difficult circumstances can increase the minimum risk the player may choose.

Example 1: Elizabeth is in the student directory working on a fundraiser. With Charm Tier III and a convincing argument, she chooses to forego risking any die. As the Narrator had secretly set the difficulty to 2, Elizabeth manages to scrounge up a few extra bucks.

Example 2: Liz is feeling emboldened by her previous success and decides to visit a friendly

store to find a generous sponsor. The Narrator covertly changes the difficulty of this check to 3. Liz feels like she could easily convince the manager to spare some change, but she decides to aim high, and risks a d6. She rolls +5/-3 (+2), and spends one Luck Charge (+1), adding that to her Tier III Charm and bringing her result to 6, hitting double the target difficulty, giving a particularly inspired speech.

Example 3: Yasu is scheduled to be the first to present her History dissertation. She'd been fighting Shadows last night and had no time to finish her presentation, being forced to improvise against a difficulty score of 4. Unfortunately, Yasu is a terrible public speaker and is feeling pretty nervous. The Narrator decides Yasu needs to risk a d4, at least, with her Expression Tier II. She rolls a 1 and a 4, bringing her total result to -1. Yasu fumbles so completely that her rambling can't even be considered a presentation, and earns herself a visit to the counselor's office.

Difficulty

The table below is a rough guideline on the difficulty threshold of each check. The “Social” column denotes the difficulty of Social Skill checks, while the “Combat” Column describes the difficulty of Combat Skill checks. Check Difficulty can be written using the notation *Skill (Difficulty)*, such as: *Knowledge (4) / Technique (7)*. A check might allow Users to choose from more than one Skill, at different difficulties. Users must choose one of those Skills and perform a single check.

Social	Combat	Description
0	0-1	A mundane task that could be accomplished by anyone in normal circumstances.
1	2-3	A simple, everyday task that most people would not struggle with
2	4-5	An uncommon task that can require focus and planning
3	6-7	A troublesome, higher-stakes challenge
4	8-9	A large obstacle that demands your full attention, and possible help from equally skilled peers
5	10-11	A major test of one's skills, completely out of reach to common folk
6+	12+	A fantastic undertaking that can only be accomplished by those with peerless skill and dedication.

Providing Support

Not all checks must be done by only one User. When a player wishes to do a Skill check, one character the original player can hear can contribute to the test. The assisting ally adds half of their relevant Social Skill Tier or Combat Skill, rounded down (Minimum 1) Keep in mind not all checks can be helped with, and some circumstances can make support provide lower bonuses.

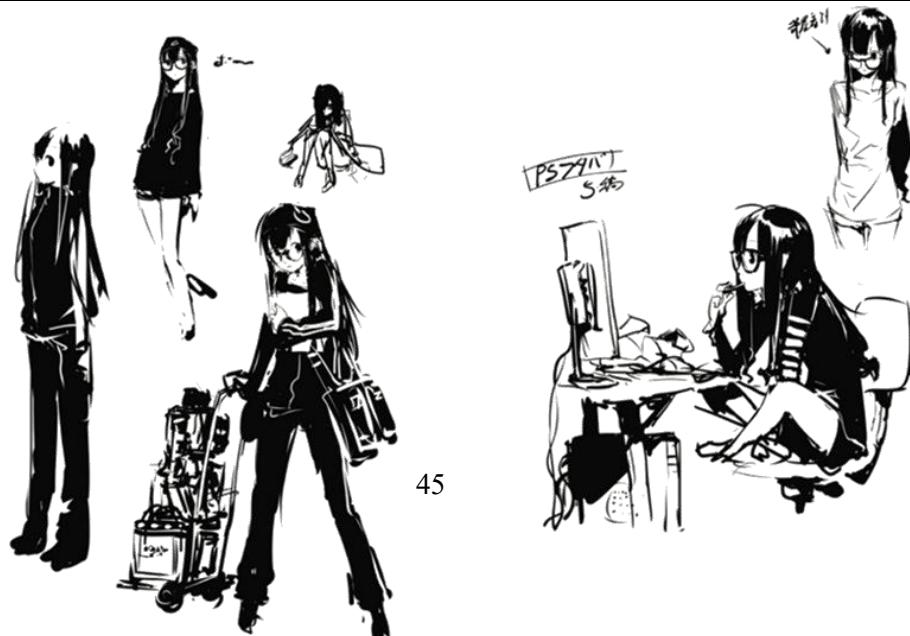
Luck and Luck Charges

Sometimes, pure skill is simply not enough to achieve an ideal result, and that's where luck comes in. At the start of each day, each User gets an amount of Luck Charges equal to their Luck scores. When a Skill check is performed, Users may opt to spend any number of their Luck Charges to add +1 to the final result per Charge spent. In combat, Luck Charges can be used to grant +1d6 to hit or dodge checks. At the start of combat, Users gain a number of temporary Charges sufficient to bring your Charge total to your current LCK score. Charges gained during combat disappear when combat ends.

Which Skills to Use

It is ultimately up to the Narrator and the Player to decide which Skills will be used in a check. The Narrator may suggest a Skill check, but if the Player feels that another Skill would be more appropriate or useful, they should come to an agreement that makes more sense for the situation. The table below is a rough outline of which activities each Skill largely governs over and a few examples.

Skill	Usage
Strength	Tests of physical prowess: Lifting weights, grappling, moving and breaking objects.
Magic	Mental tasks that Knowledge might not cover: Appraising the function and value of strange objects, predicting the effects of one's actions, the acuity of one's "sixth sense", etc.
Technique	Tasks related to dexterity and touch: Aiming, predicting a target's trajectory, feeling subtle changes in texture and weight.
Agility	Physical prowess, but related to speed rather than raw strength: Dashing, dodging, climbing, hanging off ledges, swimming.
Vitality	For checks that pertain to resilience and toughness: Resisting physical pain, maintaining pace, ignoring one's own fatigue, etc.
Luck	Gambling, random guessing, checks that cannot be purely influenced by one's natural abilities.
Knowledge	A combination of "book smarts" and general understanding about the world: Remembering obscure details, knowing one's way around town, etc.
Discipline	For checks that depend on one's focus, attention and concentration: Tracking a target, resisting distractions, hearing distant or subtle noises.
Empathy	Understanding others' emotions and predicting their actions based off that: Negotiating, blackmail, etc.
Charm	Influencing strangers, maintaining your posture and elegance, gaining favors, and other checks that depend on personal magnetism and style.
Expression	Influences both eloquence and artistic pursuits: Finding the proper words in difficult situations, encouraging others, influencing a crowd, producing art, falsifying documents, etc.
Courage	Governs "guts", your ability to hide or overcome fear, resist intimidation, perform feats others might not be able to and helping others, even if it means harm coming to you.



Aspects

As previously mentioned, Aspects are keywords or short descriptions that describe important parts of a character, setting or item. Mechanically, they're characteristics that can be used by players and the Narrator to change the direction of the story. Personal Aspects have been discussed previously. Additionally, other things can have Aspects as well.

Scene Aspects

As the name describes, they describe any given scene. Different from personal Aspects, there is no minimum or maximum number of scene Aspects. The only Aspect every Scene must have is the Time Aspect.

A Scene is defined by the Time block it takes up. Each day can be divided into six parts and 4 Time blocks: Morning, *Lunch*, Afternoon, *After School*, Evening and Night. Besides the time designator, there are four wide Aspect categories for scenes and sceneries:

More information on Time blocks, and how to best spend them, can be found at
Part VI - Activities

- ❖ **Ambiance:** Light, climate, weather, etc. These Aspects represent the ability of those in the scene to perceive certain things. “Dark and Stormy” is an example of Ambiance Aspect.
- ❖ **Mood:** Aspects that describe the attitude of people in the scene. “High Energy Rally” is one example.
- ❖ **Danger:** Exactly what it says on the tin, conditions that can harm those in the scene. “On Fire” is a good example, and so is “Deadly Neurotoxin” and “Automatic Smashing Plate”.
- ❖ **Scenery:** Generic descriptor for other scene elements, such as “Pile of Boxes” and “History Classroom”.

Other Aspects

- ❖ **Objects:** Relevant objects to the plot, such as a Locus, can have Aspects. The sword that slayed the Jabberwock would have the “Vorpal Blade” Aspect. Don’t give Aspects to every other object to avoid unnecessary complications.
- ❖ **People:** NPCs generally have Aspects (planned or improvise). Using Aspects is a way to make NPCs useful and distinct. Certain NPCs have Arcana Aspects and are known as **Confidants**.



How Aspects Work

First, pick an Aspect relevant to the situation. Then, ask yourself how it's relevant, as this will determine if it's **Invoked**, to help the party, or **Compelled**, which would make matters more difficult.

Invoking

When you invoke an Aspect, you're attempting to directly affect the narrative in a manner that's both to your benefit and consistent with the Aspect chosen. Explain what you wish to affect with your Aspect and spend one Aspect Point to make it happen. If the Narrator thinks the desired effect is not reasonable, he may cancel it (meaning no Aspect Points are spent). In general, you may also use one Aspect Point to add +4 to an appropriate Skill check by Invoking a relevant Aspect.

Example: The party arrives to a dark cave. They're trying to be careful and not fall into traps, but nobody has a light source in their inventories. Alice says: “*Since I have the “Nerdy Packrat” Aspect, it makes sense that I would have a flashlight*”. The narrator agrees to this logic and allows the player to spend one Aspect Point to invoke her Aspect. The party proceeds into the cave, flashlight in hand.

Example: The current Scene has the “A Dark, Stormy Night” Aspect. The party needs to escape the campus through the gym and avoid detection by the guards. Bob’s player says “It’s a dark, stormy night. I want to take advantage of that and say it’s much harder for the guards to see us.” The Narrator agrees and takes the Aspect Point. The party escapes, soaked to the bone.

Compelling

When an Aspect is compelled, you're forced to obey one of your Aspects in a way that would cause problems to you or your party. For it to be a valid compelling, things must be worse off for you and your party than it was before. The players and the Narrator can compel Aspects. When a compel happens, the Narrator, offers one Aspect Point to the compelled player. As there is no upper limit to a player's Aspect Points, this can be done even if the player already has four or more Aspect Points. The player may follow their compulsion and take the Aspect Point, or pay one of their own Aspect Points to refuse the compulsion. Other players can also suggest compulsions to other players and themselves. Compulsions can escalate: If a player refuses a compulsion, the Narrator may offer 2 Aspect Points thus costing two Aspect Points to be refused. If the player does refuse, the Narrator can escalate a second time, but not further.

Example: Carol is really stressed trying to balance her studies and saving the world. Her advisor is an NPC with the *Perfectionist* Aspect. Carol’s player mentions this Aspect and how it would clash with her character’s grades failing. The Narrator agrees to it, gives Carol an Aspect Point and her character gets a long scolding from her advisor.

Example: The party is nearing the deadline to locate their target. Dan is trying to get some info with a cute waitress at the local coffee shop. Dan has the *Can’t Resist a Pretty Face* Aspect. The Narrator decides to complicate matters for the party, mentioning how pretty the waitress is and offering one Aspect Point for the compulsion. Dan’s player agrees and takes the Aspect Point, losing his focus due to the waitress and missing an essential opportunity to gain new info.

Gaining Levels

Your character and each of their Personae gain levels separately.

Character Levels (CLv.)

When a character gains a level, add up its new HP and do all of the following changes you qualify for:

- ❖ For all levels, add one point to a Social Skill and grant 1 level to any of your Personae.
- ❖ If your new level is *odd*, add another point to a Social Skill.
- ❖ If your new level is *even*, choose a Feat.

The bestiary starts on [Page 164](#), but keep in mind you may not choose any Ultimate or Tyrant Shadows

- If your character is a **Beacon**, choose a Shadow from the bestiary whose level is equal to or lower than your current level and copy its Types, Natural Ability, Type interactions and Bonuses to a new Persona sheet. Acquire Spells for this Persona considering its total SP as its Level +1. Note that the new Persona does not keep its original Arcana

- ❖ If your new level is *a multiple of 3*, add a point to one of your Combat Skills. Don't forget to calculate your HP if you add Vitality!

For example, on Level 2 you gain one Social Skill point and one Feat. On Level 5, you gain two Social Skill Levels. On Level 6, you gain one Social Skill point, one Combat Skill point and a Feat.

The experience numbers listed below are accumulative, which means that once you've reached Level 2, you need 600 Experience Points to reach level 3, since you've already attained 300.

Level	Necessary Exp.	Social Skill	Combat Skill	Feat?
2	300	+1	+0	Yes
3	900	+2	+1	No
4	1800	+1	+0	Yes
5	3000	+2	+0	No
6	4500	+1	+1	Yes
7	6300	+2	+0	No
8	8400	+1	+0	Yes
9	10800	+2	+1	No
10	13500	+1	+0	Yes
11	16500	+2	+0	No
12	19800	+1	+1	Yes
13	23400	+2	+0	No
14	27300	+1	+0	Yes
15	31500	+2	+1	No
16	36000	+1	+0	Yes
17	40800	+2	+0	No
18	45900	+1	+1	Yes
19	51300	+2	+0	No
20	57000	+1	+0	Yes

Feats

Feats are special abilities that affect how characters interact with the world and their Personae. Some Feats have special requirements and limitations.

Name	Effect	Req.	Additional
Open Mind	Gain an extra use of a spell of your choice, up to Tier III, from the spell deck of any of your Personae.		
Long Way to Go	Raise your Energy limit by 2.		
Skilled	Increase one Combat Skill by one point or increase one Social Skill by three points.		
Reflection	You can rewrite one of your character's Aspects.		
Emergency Funds	Once a week, you can pay one Aspect Point to gain 1 extra Resource Point that disappears if it's not used until the end of the session. Each time you acquire this Feat after the first time, increase RP gained by this Feat by 0.5	Character must have at least Tier I of the Social Skill that governs their profession.	
Furious	You can, as a Quick action, receive the effects of <i>Enraged</i> . You cannot naturally recover from or be healed of <i>Enraged</i> until the end of your next turn.	Can only be chosen once.	
Selfless Support	As a Default action, you can sacrifice up to 50% of your maximum HP to restore an ally's HP by the sacrificed amount, as long as the target has 0 or more HP.	Each extra rank of this Feat increases the amount of HP you can sacrifice by 10%	
One in Spirit	Once per round, if you hit a target's Weakness or succeed in rolling a Critical Hit, you can switch Personae as a free action.	Can only be chosen once.	
Powerful Aspect	Each rank increases the amount of Aspect Points you receive in the start of every session by 1.	Can only be chosen once every three levels.	
Explorer	Consider your Discipline Tier as 2 higher to search, track or loot in the Metaverse; the Narrator will treat your character as constantly looking for secrets. You can re-roll any check related to searching for items or devices, once per check.	Can only be chosen once.	
Sharp Mind	You're always aware of your location in relation to places you know; you always have a somewhat accurate estimation of time and you can remember any event you've witnessed in the last seven days.	Can only be chosen once.	
Merciless	Once per combat, you can choose to re-roll to hit one attack you declared this turn.	Can only be chosen once.	
Sentinel	When an enemy within range of your equipped weapon declares an attack against one target other than you, you can spend your Interrupt action to declare a basic attack against that target: This attack deals no damage, but if you hit, the enemy's attack targets you instead.	Can only be chosen once.	
Sword Mastery	With a Sword weapon equipped, you gain +1 DDC against Physical Type attacks declared against you.	Can only be chosen once.	
Glove Mastery	With a Glove weapon equipped, increase your Damage Reduction by your TEC/2 score.	Can only be chosen once.	



Polearm Mastery	When an enemy enters the range of your equipped Polearm, you can use an Interrupt action to declare a basic attack against that unit.	Can only be chosen once.
Whip Mastery	Every basic attack you declare with a Whip that hits the target has a 25% chance to cause <i>Panicked</i> on the target, but this Status is removed at the end of the target's turn.	Can only be chosen once.
Bow Mastery	Treat the upper range of any bow you have equipped as double its normal range. When declaring a basic attack with a bow, you can roll 1d6. If the result is equal to the distance between you and the target, deal MAG extra damage. This damage, and extra effects, are applied even if the attack misses.	Can only be chosen once.
Firearm Mastery	If you deal damage with a basic attack with a Firearm using its maximum listed Reach, you gain +1 DDC against that target until the start of your next turn.	Can only be chosen once.
Shield Mastery	With a Shield or Plate equipped, you can use your whole turn to adopt a defensive posture and gain <i>Resist All</i> until the start of your next turn.	Can only be chosen once.
Dagger Mastery	Attacks you roll with daggers have +1 upper Reach and deal +AGI damage of the same Type as the original damage.	Can only be chosen once.
Gladiator's Physicality	Whenever you declare a Physical spell that can apply a Status effect, you can choose to decrease the Status chance to 0% to gain a +2 STR bonus to damage calculation for this attack.	Can only be chosen once. Can only be activated if your active Persona possesses the Physical Type.
Fire Monk's Trance	Whenever you deal damage with a Fire Type spell, ignite the space occupied by the target(s) during damage calculation for the next 2 rounds. Ignited spaces deal MAG Fire damage against any Shadow that ends its turn on that space, or walks through it. Each Shadow can only take damage from an ignited space once per round, but can take damage from multiple individual ignited spaces per round. An ignited space cannot be re-ignited until its ignition effect wears off.	Can only be chosen once. Can only be activated if your active Persona possesses the Fire Type.
Ice Queen's Touch	Whenever you defeat an enemy using an Ice Type spell, choose 1 Buff effect currently active on you and extend its duration by 2 rounds.	Can only be chosen once. Can only be activated if your active Persona possesses the Ice Type.
Wind Knight's Charge	When you hit a target with a Wind Type spell, you can choose to subtract your the target's dodge roll from your hit roll, note down this value and spend 1 Energy: As your Interrupt action you can choose to use the noted value as your hit roll to cast one Wind spell in your deck.	Can only be chosen once. Can only be activated if your active Persona possesses the Wind Type.
Thunder Lord's Grasp	You may spend 1 Energy whenever you cast a Thunder spell that has a Shocked chance. Roll to Shock the target before rolling to hit.	Can only be chosen once. Can only be activated if your active Persona possesses the Thunder Type.
Nuclear Assassin's Shade	Increase your Buildup Counter limit by 2. You can choose to spend Buildup Counters equal to your VIT score to activate the same effect that would trigger if you were to exceed your Counter limit, but you don't reset your Counters if that feature is activated this way.	Can only be chosen once. Can only be activated if your active Persona possesses the Nuclear Type.

Psychokinetic Seer's Chaos	Whenever you Augment a Status effect, you can choose to roll 1d10 (re-roll if you roll a 10), and compare your result to the Augmented Status effects table (Page 105), apply the rolled Augmented Status instead. For this, consider the first Status on that list, Smitten, as a 1 result, Desperate as 2, etc.	Can only be chosen once. Can only be activated if your active Persona possesses the PSY Type.
Light Cleric's Vow	When you deal damage with a Light Type spell, you can spend 1 Energy to gain MAG or TEC (whichever is higher) Temporary Hit Points. This HP is added to your current HP pool, cannot be restored and is spent before natural HP. As long as you have Temporary HP granted by this Feat, you cannot activate this Feat again.	Can only be chosen once. Can only be activated if your active Persona possesses the Light Type.
Dark Heretic's Ritual	Whenever you defeat a Shadow using a Dark Type spell, or damage dealt by this Feat defeats a Shadow, deal TEC or MAG (whichever is highest) Dark damage to 1d4 targets you can see, no dodge check.	Can only be chosen once. Can only be activated if your active Persona possesses the Dark Type.
Almighty Vanguard	When you trigger a Critical hit using an Almighty Type spell, ignore all targets' dodge checks.	Can only be chosen once
Linguist	You know a reasonable number of languages in varied capacities, decided by the player. In the Metaverse, you can understand any spoken language. The Narrator may rule that you don't understand a specific language by awarding you one Aspect Point per language.	Knowledge Tier I Can only be chosen once.
Prodigy	Once per day, during an Activity, you can roll 1d6. If you roll a 6, you gain 2 points for the chosen Skill instead of 1. Gain 3 Empathy pts. If you can see the face of a person who speaks a language you understand, you can fully understand what they're saying without needing to hear them. Consider your Empathy Tier as +2 to determine the feelings of another person.	Discipline Tier I
Observer	Line Category spells you cast gain +2 range. Additionally, you can split the line of Line Category spells into two different lines, using the end point of the first line as the starting point of the second line, and the remaining range from the first line as the maximum range of the second Line.	Empathy Tier I Can only be chosen once.
Demolition Dash	This cannot cause Line spells to hit the same target more than once. If you cast a damage-dealing Mono spell that has a range stated in meters, and does not have the Line Category, you can grant it the Line Category, and replace its Range by the following effect: <i>“Deals damage to all targets in a line between you and a point equal to this spell’s range, halved, rounded down.”</i> This spell can then benefit from <i>Demolition Dash</i> .	Courage Tier I Can only be chosen once.
Inspiring Leader	At the start of combat, you and all allies who can hear you gain (Your Charm Tier)d4 Temporary HP. These points can exceed the characters' maximum HP but cannot be recovered by any means after being spent and disappear at the end of combat if they're not used.	Charm Tier I Can only be chosen once. You can only receive one Temporary HP effect at a time from all sources.
Actor	Charm Tier +1 for mimicking or disguising. You can mimic masterfully, voices and animal sounds you've heard for at least a minute.	Expression Tier I Can only be chosen once.



Athlete	Calculate your movement allowance with STR instead of AGI. You have automatic success in rolls for climbing or scrambling up surfaces up to 1 meter taller than you.	STR 3	Can only be chosen once.
Durable	Once per day, you can choose one Type your active Persona is not Weak against. You gain +5 Damage Reduction against that Type for 3 rounds. This is not considered a Buff effect, and stacks with Buff effects.	VIT 2	Can only be chosen once.
Defensive Duelist	When you take damage from an attack, you can double your Damage Reduction for this attack, but reduce your Damage Reduction to 0 after damage calculation, until the end of your next turn	VIT 3	Can only be chosen once.
Eagle Eyes	All weapons you wield have the "Snipe 1" Keyword as long as you have them equipped. If a weapon already has a Snipe keyword, add +1 to that effect.	TEC 3	Can only be chosen once.
Gigantic Breath	All your spells with limited range gain +1 meters of reach. Skills that also hit adjacent enemies can now hit targets up to +1 meter away from the initial target. (This value increases by 1 meter per extra rank)	TEC 4	Can only be chosen once every three levels.
Live to Serve	You can pay 1 Aspect Point upon casting a Heal spell to automatically use the maximum possible dice roll.	MAG 3	Can only be chosen once.
Elemental Adept	Upon casting a spell of the Fire, Ice, Thunder, Wind, Nuke or PSY Type, you can switch the damage Type for any of the types listed above that your Persona knows. Example: If your Persona possesses both Fire and Wind Types, you can cast Maragion as a Wind spell.	MAG 4	Can only be chosen once. Can only be activated if your active Persona possesses at least two of the Types listed in its effect.
Volatile	Spells you cast that specify more than one target can now hit one more target per rank.	MAG 4	Can only be chosen once every four levels after being chosen for the first time.
Miracle	Once per combat, if your HP is above 1 and you would take damage that would reduce your HP to zero or less, roll LCKd8. If any of your results are 5 or higher, reduce the damage taken so you stay alive with 1 HP.	LCK 3	Can only be chosen once.
Dead Aim	You gain 1 extra Luck Charge at the start of each combat, per rank. This Luck Charge can exceed your pool of maximum Luck Charges.	LCK 4	Can only be chosen once every three levels.
Thine Own Self	You can change the Conviction of your Starter Persona	CLv. 4	Can only be chosen once every four levels.
Persevere	Each time you choose this Feat, pick one of your Personae and one of its Weaknesses. The selected Persona loses the selected Weakness.	CLv. 10	Can only be chosen once every 5 levels.
Stealed Resolve	Each time you choose this Feat, pick one of your Personae and a Type it has no interactions with. Your persona gains <i>Resist</i> against the chosen Type.	CLv. 10	Can only be chosen up to 2 times.
Iron Will	Each time you choose this Feat, pick one of your Personae and a Type it Resists. Your Persona gains <i>Null</i> against the chosen Type.	CLv. 10	Can only be chosen up to 2 times.
Unbreakable Spirit	Each time you choose this feat, pick one of your Personae and a Type it Nulls or Reflects. Sacrifice one use of any of spell in its deck to increase the chosen interaction: Null becomes Reflect and Reflect becomes Drain.	CLv. 10	Can only be chosen once.
Intrinsic	Add a new Aspect to your character.	CLv. 10	Can only be chosen twice: Starting at CLv 10, then at CLv. 20

Persona Levels (PLv.)

Whenever a Persona gains a level, it gains 1 SP, or Spell Point. SP is used to acquire new spells or more uses of already acquired spells. A spell's SP cost is equal to its Tier.

If you own one or more uses of a certain Spell, you can pay the SP difference between this spell and one of a higher Tier to “upgrade” to a new spell. The original and intended spells must have the exact same Categories, including the “Activation” category (Active, Passive or Held).

Example: Alice holds two uses of Agi and two spare Spell Points. When her Persona gains a level, she may choose one of the following:

- ❖ Remove 1 use of Agi (Tier I) from her deck and spend 1 Spell Point to gain 1 use of Agilao (Tier II);
- ❖ Remove 1 use of Agi (Tier I) from her deck and spend 2 Spell Points to gain 1 use of Agydine (Tier III);
- ❖ Remove 2 uses of Agi (Tier I) from her deck and spend 2 Spell Points to gain 2 uses of Agilao (Tier II);

However, she *cannot* turn her Agi uses into Maragion uses under any circumstances as their categories (“Fire (A)” and “Fire, **Total (A)**”) do not match.

Additionally, whenever a Persona reaches a level that is a multiple of three (PLv. 3, 6, 9, etc.), you may choose one of the following bonuses:

- ❖ Add 1 use to any spell in your deck;
- ❖ +1 to any Combat Skill, as long as you keep this Persona as your Active Persona. Your highest Combat Skill bonus granted by this effect cannot be higher than the total amount of Skillls raised by this effect:
 - +1 STR is OK, while +2 STR is **not** OK on its own.
 - +1 STR and +1 VIT is OK, and so is +2 STR and +2 VIT. +3 STR and +2 VIT, however, is not.
- ❖ +4 points to any Social Skill for your character. You can choose this several times, but similar rules to Combat Skills apply:
 - In this case, +4 Knowledge and +4 Courage is OK, +8 Knowledge and +4 Courage is also OK, but +12 Knowledge and +4 Courage is **not**
- ❖ Copy any spell you know, Tier III or below, into a Spell Card.
 - **Spell Cards** allow you to teach a spell to another Persona or Shadow Class User, including others’ Personae, ignoring their Type restrictions. Spell Cards can only be used once each and grant one use of its spell to its target.

Remember: Each Persona can only know up to sixteen spells. Upon learning a skill that would exceed that limit, the Persona must “forget” all uses of one of its previous spells and gain SP equivalent to half their cost (fractioned values are kept, never rounded).

PART V



VELVET ROOM

“Welcome... To the *Velvet Room*. ”

A sprawling hotel that, according to its creator, “exists between dream and reality, mind and matter” and can only be accessed by those with the Potential to summon Personae. Time within the Velvet Room does not flow as in the outside world. It does not matter how long Users remain within its domains, nothing but a few moments will have passed in the real world. The immaterial nature of the room makes it impossible to summon Personae or activate skills without the permission of its inhabitants. That having been said, combat can be initiated within the room, but its inhabitants may reveal a lethal tendency in such an event.

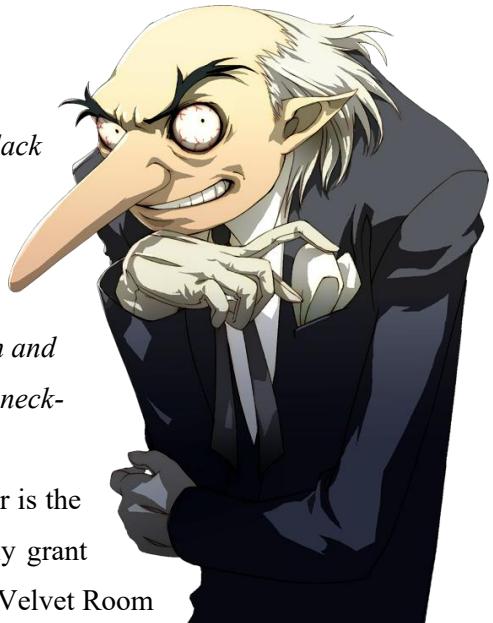
The Velvet Room can be freely accessed by those who own a special key, given by Igor or his assistants, by crossing a door in the real world after turning the key into the door’s keyhole. Note that the key will naturally fit any lock, but will not unlock locked doors. A person who wields the key can take others who also have the Potential, but not other people. Normal humans can still see those dwelling within the Velvet Room as pacific, inert bodies. It’s worth noting that the physical bodies of Users are still vulnerable as their minds wander the Room’s halls, so care is required to choose an adequate entry point.

The Velvet Room’s visuals change on each of its iterations.
The Grimoire uses a hotel, but feel free to use a different version, or come up with your own.

Igor

A bizarre figure, hunched over and draped by an elegant black tuxedo and decorated with an impossibly long nose and bloodshot eyes, a tranquil and booming voice that betrays his unusual façade. His dark, messy eyebrows point decidedly diagonally, giving the man an irate mien. The top of the man’s head is smooth and hairless and the sides are decorated by a pair of pointy ears and neck-length silver hair.

A man of impacting appearance and incredible powers, Igor is the creator and “manager” of the Velvet Room. Igor does not directly grant powers to Users, but is responsible for keeping the functions of the Velvet Room working smoothly and grants power to its other inhabitants. Igor possesses a wide array of knowledge about the outside worlds and can be relied upon about the Users’ powers, Confidants and possible perils in their journeys.



Agatha

A tall woman of angled features and a slightly rounded nose. Her amber-colored eyes emanate a certain melancholy. Her voice is calm, measured, and somewhat cruel. Agatha wears a blue dress decorated with golden buttons. A messenger cap adorns her curly, silver hair.

Igor’s assistant and the woman responsible for cataloguing the Personae acquired by the party

into a book known as *Le Grimoire du Coeur*, also known as the Persona Compendium, the enigmatic Agatha assists players with advice in exchange for small favors that can vary between the delivery of simple curios to investigations regarding Agatha's "siblings". Agatha is polite and almost unnaturally calm: A mix of naiveté about the dangers of the real world and pride upon her finely honed powers make Agatha a fearless assistant, which can prove itself a handful for those who accompany her in her forages into the outside world.

Nameless and Belladonna

Music within the Velvet Room is simply divine: a piano aria followed by a soothing, powerful vocal piece. The lack of spoken words gives the song a pleasant, universal appeal, giving you a feeling of belonging and safety to all its visitors. The pianist, a slender man wearing a suit without a tie and a blue blindfold firmly caresses the keys as his partner, an elegant lady with purple makeup and blue, silver-streaked hair, weave the melody they've named "Poem to Everyone's Souls".

The man raises his face towards the Users: "It's been 8140 nights since our music first echoed through these halls, and each day we make it more beautiful". Belladonna smiles, using a break from the song to add: "My beloved warriors, I congratulate thee in fighting the monster known as one's self".

The mysterious Velvet Room musicians, created to give form and purpose to the tempestuous human subconscious. Nameless is fascinated with numbers, rhythm and measures, referencing them constantly. Belladonna speaks rhythmically and calculatedly, weaving speech and song. Both artists opt not to hear or see their own performances, sharpening their intuitions to a truly superhuman level. Nameless and Belladonna are friendly with all visitors and treat the assistants as their children, but are especially fascinated with musically inclined Users, often requesting duets and new songs to add to their repertoire.



Demon Painter

An uncommon inhabitant of the Velvet Room, the Painter was once a normal human with peerless artistic ability, often exalted as an artist above mere angels and demons. Upon discovering the Velvet Room, the Painter became fascinated with the origins of mythological figures, theorizing that if they truly are born of human perception, there must be something that inspires their depictions, using the experiences told by the Users for his research. The Demon Painter, despite his reputation, is an extremely humble and laid-back man, seeming almost aloof to the events unfolding around him.





Fusion, Sacrifice and Seclusion

The Velvet Room has three rituals that can be used by Users who carry more than one Persona. As long as the User has the prerequisite number of Personae, they can access these rituals, unless stated otherwise.

Fusion

- ❖ Choose two of your Personae to perform Fusion. The resulting Personae will be of the specific Arcana (see the Fusion Results table, [pg. 319](#)) whose level is equal or lower than the average between the two source Personae, rounded down;
 - Your Starter Persona cannot be used for Fusion, due to the powerful Conviction and the bond shared with its User;
 - The resulting Persona cannot be of a higher level than the player performing Fusion;
- ❖ Choose a Persona of the proper Level and Arcana from the Fusion tables;
- ❖ The resulting Persona can inherit spells from the source Personae, ignoring the Type limitations of the inherited spells. To determine which spells can be inherited, consider half the level of the resulting Persona as SP that can only be used to acquire spells from the source Personae's decks. In this case, half-points are considered, not rounded or ignored. These points cannot be used to buy skills outside of the parent Personas' decks and disappear after the fusion is complete if not used.
- ❖ You have $5 + \text{PLv.}$ SP to choose spells from the resulting Personae's Type(s).
- ❖ Write down the Personae's info, including the Natural Ability, Type interactions and whatever spells you choose from its Type(s);
- ❖ If your party has a connection with the Confidant of the same Arcana as the resulting Persona, each 10 Ranks of that Confidant grants +1 SP for it;

Example: Elizabeth decides to fuse two of her spare Personae: **Chariot Ares** (PLv. 10) and **Emperor Pabilsag** (PLv. 12).

- ❖ Using the Fusion Reference Table (Page 317), this combination of Personae would result in a **Strength** Persona, of level 11 or lower. She chooses **Rakshasa**, a PLv. 9 Persona.
- ❖ Rakshasa has 4.5 Spell Points, half its level rounded down, to purchase spells from Ares and Pabilsag's Spell Decks, ignoring Type restrictions.
- ❖ Rakshasa also has 14 Spell Points to purchase spells from its Types, Physical and Thunder, and Defense, Miscellaneous or Almighty spells.
 - Fused Personae start with 5 SP, plus one SP per Persona Level, or *PLv.*
 - Rakshasa could have gained extra SP if Elizabeth had a high-ranking Confidant with the Strength Arcana.
- ❖ Elizabeth writes down Rakshasa's Natural Skill, Type Interactions, Skill Bonus and chosen spells, and can now use it in combat.

Fusion Failure

Rarely, a Fusion event can fail. Every time Fusion is initiated, the Narrator must secretly roll 1d100. If the result is equal to the Level of the desired Persona, the player must roll 2d10, and the result of this roll will be the Arcana of the new resulting Persona. The chosen Persona will be picked randomly within the level allowance of the Fusion. Inherited spells will carry over to the new Persona, but Confidant bonuses are ignored. The player must choose spells and bonuses in accord of the new Persona's Type.

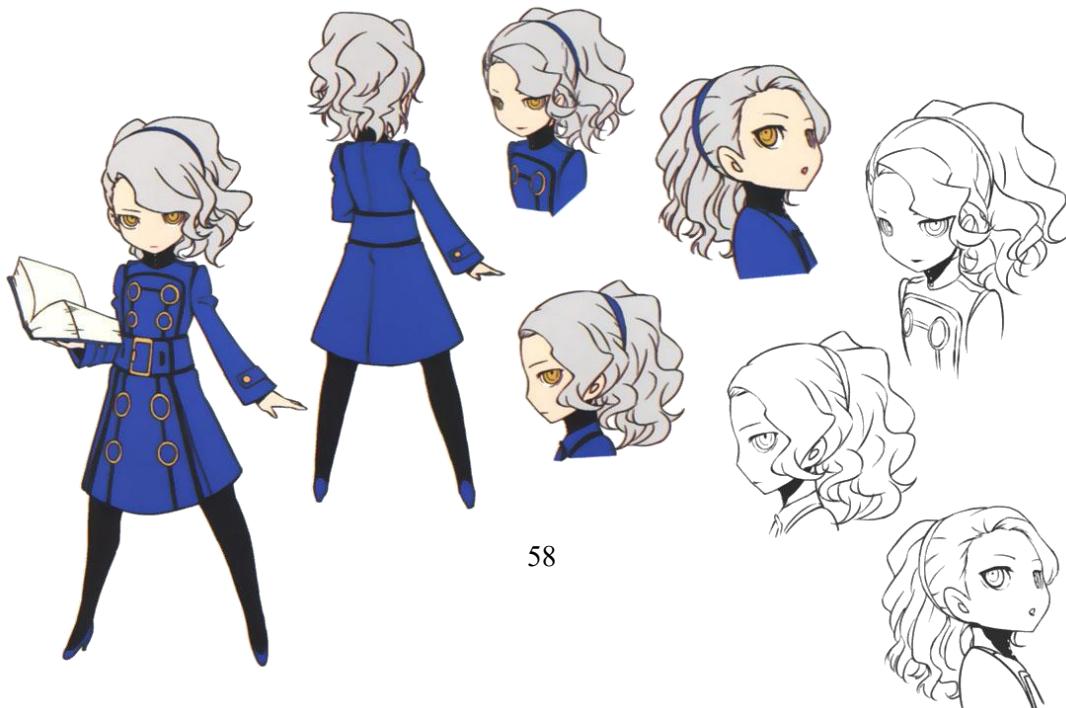
Sacrifice

Agatha and other Velvet Room attendants can Sacrifice Personae, gathering the remains of their power and infusing them into other Personae. In its hotel iteration, Sacrifice is performed in the Velvet Room's kitchen.

- ❖ Choose a Persona from your list, except your Starter Persona. This Persona will be permanently removed from your list;
- ❖ The player gains SP equal to half the sacrificed Persona's level to be distributed amongst the other Personae of the User in any configuration;
- ❖ If the party possesses the Confidant of the sacrificed Persona's Arcana, the character acquires a Spell Card at random from the sacrificed Persona's deck;
- ❖ Some Personae can also give special pieces of equipment or items when sacrificed, but the details of this process are left to the Narrator's discretion;

Seclusion

The final feature offered by the Velvet Room is Persona Seclusion. You may deliver a Persona, other than your Starter, into the care of the Velvet Room while specifying a Type the specified Persona is not Weak to. The Persona will be unavailable for 48 hours, or 8 Time blocks, but, after that, the Persona gains the specified Type, and *Resist <Type>* in case of no interactions to the Type. If there is already a resistance, they are upgraded as follows: *Resist – Null – Reflect – Drain*. This ritual can only be done once per Persona.



PART VI



ACTIVITIES

Time Blocks, Activities and Social Skills

A User's life cannot be dedicated exclusively to fighting Shadows and exploring the Metaverse. During their downtime, Users are free to enjoy several activities to sharpen their social skills or meet new Confidants. A normal day is divided into 4 blocks: **Night**, **Morning**, **Afternoon** and **Evening**, with each taking up roughly 6 hours, and Night starting at midnight sharp. These are the most common activities Users spend full Time blocks on:

- ❖ **Work/Studying:** The activity performed the most often by Users and essential for maintaining a sense of normalcy, work and school can also grant some income, described further in Part VIII – Equipment. Note that Time blocks spent this way do *not* raise Social Skills;
- ❖ **Exploring the Metaverse:** Entering the Metaverse and exploring its depths is an exhausting endeavor that takes considerable time to set up and recover from, which usually means it takes a full Time block to accomplish;
- ❖ **Activities:** Users can visit several facilities on their free time to **raise their Social Skills**. To do so, the character must invest an entire Time block to the activity. Every time a User spends time on an Activity, they gain 1 point towards that Skill. Once the User has enough points to qualify for a new Tier, they gain a new feature related to their growth. Effects that raise a character's Social Skill Tier temporarily also raise their score to qualify for that Tier, but do not grant the Tier's skill.
- ❖ **Confidants:** Users can spend time with acquaintances, friends and figures of interest to strengthen their bonds. This is described at length further in this Part, starting at Page 63;
- ❖ **Sleep:** The Night block is usually reserved for sleep. Spending a full block sleeping restores a character's HP to its maximum value, restores all spell uses (including Repressed spells) and restores Energy equal to their maximum Energy. If a character goes 24 hours without sleeping for a full Time block, they immediately are reduced to zero Energy, if their energy is positive, and will continue to lose 1d4 Energy per block spent without sleep. A character whose VIT is reduced to zero due to sleep deprivation falls unconscious until the end of the block, recovering enough Energy to restore their VIT to 1.

The sub-blocks *Lunchtime* and *After School* are too short for the activities described above, lasting for roughly one hour each, but can fulfill different purposes, such as:

- ❖ **Short Rests:** A quick nap between activities might be just what you need to get back on your feet. You can spend one sub-block to restore 1d6 Energy and VITd6 HP to yourself. This is considered a “short rest” and is not enough to remove the sleep deprivation penalties described above;
- ❖ **Shopping Trips:** Visiting equipment and consumable stores to top up for your next excursion can be done quickly if you know where to look;
- ❖ **Velvet Room:** A popular choice for Wildcards, a quick visit to the Velvet Room can help Users find guidance and polish their Personae stock for the battles ahead;

Tier	Points	Knowledge	Discipline	Empathy	Charm	Expression	Courage
0	0-4	Slacker	Bumbling	Indifferent	Plain	Monotone	Timid
I	5-14	Aware	Decent	Inoffensive	Existent	Rough	Ordinary
II	15-29	Learned	Persistent	Kindly	Confident	Eloquent	Determined
III	30-54	Scholarly	Thorough	Generous	Suave	Inspiring	Staunch
IV	55-79	Encyclopedic	Masterful	Selfless	Popular	Touching	Dauntless
V	80+	Erudite	Transcendent	Saintly	Debonair	Enthralling	Badass

Knowledge

- ❖ **Studying:** You can study a specific subject or general knowledge. Best done with friends or during relaxing weather. Can be done anywhere comfortable, at any time.
- ❖ **Academic Project:** The character can focus on a particular field of studies. Presenting and defending your project are intimidating challenges, but offer a vast reward in knowledge and self-reliance.
- ❖ **Library:** The character explores the mysterious Boukyaku (忘却) Library that only opens once the sun has set and closes as soon as it rises. There's no telling what you'll learn lost amidst the dusty shelves and twisting corridors.

Narrators and players are both encouraged to alter these activities and come up with new ones to better fit their stories.

Discipline

- ❖ **Part-time Jobs/Overtime:** Students can choose to work part-time temp jobs while adult characters can choose to stay in their offices after hours.
- ❖ **Martial Arts, Paintball and Extreme Sports:** Discover your inner strength at the dojo, challenge your limits in high speed or dizzying heights, or experience the excitement of the battlefield. These will leave your body exhausted, but your focus sharper than ever.

Empathy

- ❖ **Community Service:** Tokyo's many homeless depend on the goodwill of more fortunate strangers to survive. Working in soup kitchen and homeless lodgings is a great way to become more understanding of others' needs.
- ❖ **Crossroads Bar:** This mysterious bar in the seediest area of the town is the perfect spot to interact with the most peculiar members of the underworld, but you'll need to have a certain magnetism to draw out the good stories from the clientele.

Charm

- ❖ **Pheromone Café:** The mysterious "Queen Bee Coffee" is surrounded by all sorts of rumors. Some say that spending an evening appreciating the sophisticated architecture and the exotic flavor of the brew can make anyone more attractive, but you'd need a certain level of book smarts to get the most out of the experience.
- ❖ **Debates and Cultural Events:** Show off your formal knowledge and sharpen your discourse skills intellectually fencing with those who share interests with you. Learning with dissertations and exhibitions can be as valuable as being the center of attention.
- ❖ **Tutoring:** Put your knowledge to the test teaching schoolchildren, working with them to answer questions and develop a bond with your student.

If you're looking for more structured, level-based side activities, check out the Bounty Board in our official supplement [Sea of Souls Volume III](#)



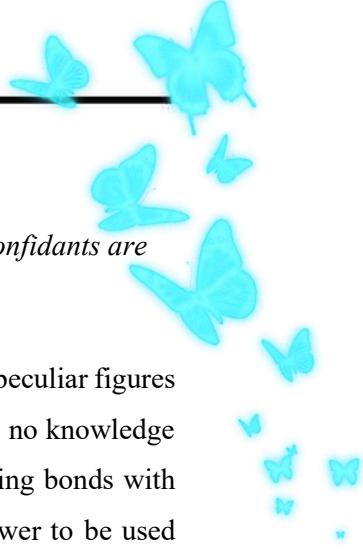
- ❖ **Acting Classes:** The local college's Drama Club is always accepting new members, but be warned: You need a fair deal of dedication to grasp and execute the eccentric orders of the club's leading professor in front of strangers.
- ❖ **ScreenShot Theater:** Enjoy the best the seventh art has to offer, both new and old. If you can apply what you've learned, you'll realize you can learn much from the dramatic scenes in the silver screen. In some special occasions, you may even increase other Skills.

Expression ✨

- ❖ **Translation:** Accept small translation jobs to test your writing prowess. You need a high degree of knowledge to recognize and properly adapt the intent of each text. If your work is good enough, you may even be rewarded.
- ❖ **Literature, Cinema, Theater, Music:** Spend a few hours appreciating a new media experience. Reading a new book, watching a theater play or finding a new favorite band are great ways to expand your artistic reach.
- ❖ **Poetry:** Set aside a part of your day to express your inner truth through prose. Meet new people and learn new techniques at the weekly poetry jams.
- ❖ **Theater and Karaoke:** Gather your friends and sing the night away at Tokyo's best Karaoke cabinets or show off your dramatic potential in amateur theater plays.

Courage ✨

- ❖ **Haunted House:** “*Do YOU have what it takes to survive the night at the Mansion of a Million Maladies?*” Visit Tokyo’s most horrifying attraction, employing state-of-the-art technology for an unbeatable horror experience. Go through the manor without losing your cool and you might find that past challenges seemed easier in retrospect.
- ❖ **Meditation:** The true enemy lies within. Isolate yourself from the world, focus and meditate on the nature and intensity of your fears, learn how to defeat them and tame the inner beast.
- ❖ **Beef Bowl Challenge:** The family restaurant Aiya officially opened a franchise in Tokyo, and they’re ready to face off with the big restaurant chains: With the *Mega Beef Bowl Challenge*. Any spirit brave or foolish enough to accept the Challenge will be remembered as an icon of gluttony and, maybe, eat the most daring meal of their lives for free: The hero who can single-handedly eat this monster of a meal within 40 minutes doesn’t have to pay for it. Best of luck, you’ll need it.



Confidants

“A circle of those who, by faith or morals, lend you their strength. In other words, Confidants are your bonds with those who are also chained to their pasts.”

Unlikely friends, romantic interests, those cursed by misfortune and many truly peculiar figures are drawn to the Potential and can carry the power of several Arcana, even if they have no knowledge or ability pertaining to the Metaverse and its secrets. Developing legitimate, long-lasting bonds with these allies and other Users can grant unique abilities, valuable contacts and more power to be used against the encroaching Shadows. Knowing how to manage your time between exploring Palaces, spending time with Confidants and sharpening your skills is an essential part of the Users' lives.

Mechanically, a Confidant (also known as Social Links) are a point-based representation of the bonds between characters. This relationship can be between a Player Character and an NPC or between two Player Characters. The progress on a Player-NPC Confidant and its bonuses are shared amongst the party, even to those who don't participate in the interactions.

Confidants start at Rank 0, with a maximum Rank of 100 for each Confidant. **To earn Confidant Ranks**, you must spend a full Time block with them. The location, the User's approach to the interaction, and any gifts they might exchange during these interactions all influence the total Ranks earned during this Time block. This is explained in more detail on Part X – Becoming the Narrator.

With NPCs

Each NPC you can form a Confidant bond with represents one of the Arcana the party does not possess. The Narrator can opt not to reveal the Arcana before the bond is formed. NPCs have preferences, personalities and unique styles that will affect how each Social Link is to be treated and

nurtured. Most Confidant NPCs have a short personal backstory that will be resolved and expanded upon as the party spends time with them. The particular mechanics on progressing with Confidants, and a helpful mini-sheet for Confidant features, can be found in [Part X - Becoming the Narrator](#). The most common way to develop a Confidant bond is spending a full Time block interacting with the Confidant.

Reaching Rank 50 with an NPC Confidant unlocks the ability to activate their Arcana Spread. The User who reaches Rank 100 with a Confidant gains an Aspect, Feat or unique ability that represents the time they spent with the Confidant, at the Narrator's discretion. On top of that, the party gains an object of significance to the Confidant that allows them to fuse or fight the extremely powerful Ultimate Persona of that Arcana.

With Players

Bonds between party members are a bit more complicated than those with NPCs. Social Links among players are asynchronous, with each Arcana developing individually. Player-Player Confidants have different perks from Player-NPC ones:

- **Rank 50:** Both Users may generate a Spell Card from one of their skills and trade them with each other at no cost.
- **Rank 75:** One of the Users can intercept an attack that would put the other in Death's Door, as an Interrupt action, once per day.
- **Rank 100:** The party gains the ability to face or fuse the Ultimate Persona, and the character who reached this Rank gains an Aspect that's similar or related to the Confidant's Aspects.

Gaining points for a player's Confidant can be done in several ways:

- ❖ **Combat Support:** Casting a spell from the Buff or Defense Categories targeting an ally who's not already under that effect grants +2 Ranks to both caster and target.
- ❖ **Activities:** Two or more players can perform the same Activity in the same block, gaining +3 Ranks for each players' progression and the standard Social Skill point.
- ❖ **Vital Support:** Healing a negative Status off another User or using a Revive effect grants +4 Ranks to the Confidant of the target player, once per combat.
- ❖ **Defeating a Tyrant:** Triumph against the odds and solving a Palace that once seemed insurmountable steels the bonds of trust amongst the party members, increasing the Ranks of all participants in +10.
- ❖ **Gifts:** Carefully picked presents concede Ranks equivalent to its value in RP. The receiver can choose to gain less or more Ranks if the present is to their liking or not, depending on the Narrator's approval.

Ultimate Personae

Users who reach Rank 100 with a Confidant receive an object of personal significance representing the bond between those involved. This object can be taken to the Velvet Room as the catalyst to a special ritual: Igor will use it to create a special arena where the party must defeat the Ultimate Persona of that Arcana, Shadows whose power rivals even the strongest Tyrants. If the Users can defeat this Shadow, it becomes a Persona that can be acquired by any one User, even those without the power of the Wildcard. Additionally, all Wildcard Users in the party unlock the permanent ability to create the Ultimate Persona through Fusion. However, the party can only have one copy of each Ultimate Persona at a time.

Ultimate Personas are immensely powerful and carry several features that separate them from normal Shadows. For more information, check out [Creating Shadows and Tyrants](#).



PART VII



COMBAT

Combat

Combat is performed on a map divided in square segments: each User, Persona, object, and most Shadows occupy one square each. Some Shadows and objects can occupy more spaces, and each square segment is approximately 1m², or 1x1 yards.

Start of Combat

To determine the acting order of the characters engaged in combat, each participant rolls 1d12+AGI, plus any values granted by other means to obtain their **Initiative**. The order of actions is determined by the highest to lowest Initiative rolls. Draws are solved by whoever has the highest AGI. If all tied AGI scores are equal, each participant rolls 1d6 and the highest value wins (repeat as needed until the draw is resolved).

Turn Actions

Your turn is composed of four actions: Movement, Free, Quick, and Default, in any order.

- ❖ **Movement:** The character may move a number of spaces equal to **AGI + 3**, plus any relevant bonuses. Diagonal movement is considered as various linear movements: Moving diagonally forward and left, for example, is considered as moving left, then up.
- ❖ **Quick:** A small action, if any are available. Spells with the Quick Category also fall under this definition. You can only perform one Quick action per turn.
- ❖ **Free:** Any number of small actions or reactions described as *Free* actions.
- ❖ **Default:** A normal action, if available, like attacking or casting a spell. You can only perform one Default action during each turn, unless you have an effect stating otherwise.

Finally, there is one type of action that may be used out of your turn:

- ❖ **Interrupt Actions:** Some spells and special abilities can be activated at any time, including out of your own turn. If you use an Interrupt action, you cannot use another until the end of your next turn. Interrupt actions take place *during* another unit's turn. If an Interrupt action moves you outside of an attack's range, you automatically dodge that attack.

If an event is triggered by a turn's passage, like damage dealt by Poison or resisting a Status effect, it's resolved after all actions on the turn, in any order.

You can freely speak with your allies for no action cost, but your Narrator may limit the duration of interactions to keep combat flowing and tense.

Movement and Targeting

A character may move a number of spaces equal to their AGI+3, also referred to as **Movement Allowance**. Spaces with allies can be passed through freely, but you cannot finish your movement in a space that's occupied. Spaces with enemies cannot be traversed unless a spell or ability allows you to.

Each attack has a number of targets it can hit and a maximum distance that these targets can be from the caster. Abilities that hit more than one target still require only one hit roll, applied to all targets. The targeting types are as follows:



- ❖ **A target within x meters:** An ally or enemy within x meters of the caster.
- ❖ **Adjacent target(s):** A unit that's in a space that “touches” your current space. This generally means spaces in cardinal directions.
- ❖ **One target and all adjacent targets:** All targets within the adjacent spaces of the target also receive the skill’s effects.
- ❖ **Up to x targets:** Any number of targets between 1 and x, chosen by the player, within the spell’s range.
- ❖ **Any number of targets:** Any number of eligible units within range, once each.
- ❖ **An x-meter long line:** Trace a straight line across the battle map, x meters long, and roll for hitting each target within this line once.
- ❖ **Up to x random targets:** Determine how many targets this spell will hit and roll to decide which targets it’ll hit.
- ❖ **Caster:** The effect is applied only to whoever casts the spell.
- ❖ **All combatants within X meters from the target:** The spell hits the original target and all valid targets within X meters from it, **including allies**.
- ❖ **All combatants:** All characters who have rolled for Initiative in this combat, even those outside the main combat zone.

Actions

These are the Default actions you can perform during your turn:

- ❖ **A short- or long-range attack with your weapon:** If the target is within the reach specified by your weapon, you can attack with it, which is known as a *basic attack*. Before rolling for damage, the target must roll for dodging your attack. If you hit, roll for the specified damage and any additional effects.
- ❖ **Use a spell or skill:** Follow the activation rules of the skill or spell, allowing each target to roll for dodging, if possible. Natural Skills are also considered Default Actions, unless stated otherwise.
- ❖ **Changing Personae:** Select another Persona you control and apply its bonuses to your character, if any.
- ❖ **Item/Equipment:** You can use a consumable item, in accordance to its rules. Alternatively, you can switch any number of equipment pieces by another piece that’s not being used by other Users.

Finally, you may also choose to **Negotiate** as a Default action.

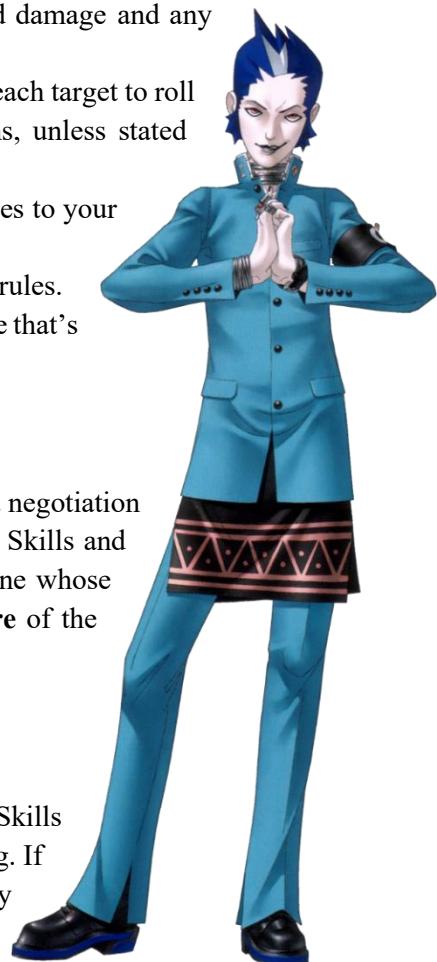
Negotiating with Shadows

You can strike up conversation with most Shadows. To do this, declare a negotiation attempt and choose a *valid* target you can see. Then, choose one of your Social Skills and Risk a dice of your preference. A Shadow considered *valid* for negotiation is one whose Level is equal to or lower than your Character Level, and is under **one or more** of the following conditions:

- ❖ Its HP is under 10% of its maximum value;
- ❖ Suffering a Status effect;
- ❖ Took damage it’s *Weak* against this combat.

The *Loquacity* spell bypasses the three limitations above, as do Natural Skills related to negotiation. Note that the Level limitation *always* applies for negotiating. If negotiation is attempted against an invalid target, the negotiation automatically fails, and no actions are spent. **If negotiation is rolled against a valid target, regardless of result, the User cannot attempt negotiation again this combat,**

A User is generally considered a valid target for their own spells, even if targeting doesn’t specify the caster. In other words, the caster is always considered a unit or ally within range.



including through the use of a spell or ability that forces negotiation to start.

Rewards gained from a successful negotiation include money, items and Spell Cards. Any Class can negotiate with Shadows, but only Wildcards can acquire new Personae through negotiation. Negotiation rewards and difficulty are described in more detail in [Part XI](#).

- Upon acquiring a new Persona, copy its name, level, Types, Skill Bonuses, Type interactions and Natural Skill into a new Persona sheet and pick spells considering its SP as its Level+1.

Attacking and Dodging

Most basic attacks and spells allow for a dodge attempt through the following rolls:

Hit: TECd6 (roll one six-sided die for each TEC point)

Dodge: AGId6 (roll one six-sided die for each AGI point)

If the defender's result is greater than or equal to the attacker's, the attack misses or is blocked, and nothing happens. If the attack hits, roll for the indicated damage and apply the necessary damage reductions. “Hama” line Light spells and “Mudo” line Dark spells do not roll for Hit or Dodge. The attacker may choose to spend *Luck Charges* ([Page 44](#)) when attacking to add +1d6 to the attack roll per Charge spent, and the target may choose to spend *Luck Charges* to add +1d6 per charge to the dodge roll, for no action costs.

Example: Carol chooses to cast Agi against a Jotun. Carol has 4 TEC and Jotun has 2 AGI. Carol rolls 4d6 and gets a 9. Jotun rolls 2d6 and gets a 5. The attack is a success, Carol calculates damage and combat continues.

Non-Lethal Attacks

You can declare a normal basic attack that is guaranteed to leave the target with 1 HP if it were to kill the target otherwise. To do so, declare your intention and roll to hit with a -1 TEC penalty.

Critical Hits

When you deal damage with a spell that rolls for damage (such as basic attacks, but **not** percentile-based spells such as Hama), you can opt to spend a Luck Charge and roll 1d10. If your result is 1 or 2, your attack is considered a Critical hit. Critical Hits deal double the original damage and some spells and weapons trigger secondary effects upon a Critical hit.

Spell Deck

Each player has a Spell Deck. This Deck contains the skills known by the Active Persona; plus, any other valid skills the User may use (such as skills earned by Confidant bonuses or Shadow Class spells). Each copy of a spell allows it to be cast once for no cost each day. When you switch to a different Persona, your Spell Deck changes accordingly. Your spell uses are recharged at the end of the *Night* block, at 6am.

The order in which to calculate damage is as follows:

1. Rolled damage, and effects that include “extra” damage, such as the Inferno Bracelet Accessory and the *Hailstorm* spell;
2. Damage-boosting effects, such as Fire Amp, Geas, etc.;
3. Charge Category effects;
4. Critical Hit multiplier;
5. Critical Category effects;
6. Type-related damage reduction (Resistance, Weakness, etc.);
7. Specific reduction effects, such as Hariti’s Ogre Bones and Users’ gear.



Energy

Fatigue is the enemy of all Persona Users: Battle after battle in the Metaverse simply burns through your resistances and puts you at a massive disadvantage. You can use Energy to prepare spells that no longer have free uses, but this will eventually exhaust your body. Your maximum Energy is determined by VIT plus half your level, and any bonuses granted through Feats, equipment or special abilities. Spending Energy equal to the Tier of a given spell allows you to cast it normally, as long as you have uses of the spell that are not Repressed.

For each two Energy points below zero, you receive a -1 VIT, -1 AGI penalty. You can spend Energy that would reduce your VIT to zero or below. If this happens, you **pass out** until the end of combat. Being passed out is a Condition that cannot be healed by any means during combat, meaning that effects that Revive, restore HP or restore Energy will not remove the passed-out Condition from the User. If a User happens to reach 0 VIT outside of combat, they pass out until the end of the current Scene. When combat, or the current Scene, ends, recover Energy to the minimum required amount to leave you with 1 VIT. Note that increasing your maximum Energy during combat does not increase your current Energy.

Example: Dan is a physically-focused fighter. His VIT is 5 at Level 8, so his maximum Energy is 9. He cast Fatal End (Tier II) during the previous round and wants to do so again. He spends two Energy points to reutilize Fatal End, dropping his Energy to 7, incurring no penalties.

Example: Alice is an Ice-based fighter. Her VIT is 2, as is her Level, so her maximum Energy is 3. She had to reuse a few spells today so her current Energy is -2, which by itself causes her VIT and AGI to be decreased by 1 each. She recycles Bufula (Tier II) and casts it. After casting, she writes down her new penalty, reducing her VIT to zero. Alice is incapacitated until the end of combat.

Energy can be restored through rest. One block of time spent sleeping is enough to restore Energy equal to your maximum Energy. If your Energy is in the negatives, more rest will be required.

Example: Dan had a long weekend fighting a powerful Tyrant and had to reuse the same spells several times, bringing his Energy to -8. Once he returns from the Metaverse, he goes right to bed and passes out for six hours, bringing his Energy up to 1. The following morning, he still feels a bit crummy but can still fight normally. An extended nap or spending the day in rest can help restore him fully.

Hit and Dodge Categories

Some skills may increase the number of faces in your Dodge or Hit die. Certain spells denote an increase in your HDC (Hit Dice Category) while some passive effects may increase or decrease your DDC (Dodge Dice Category). If more than one effect affects your Dice Categories at once, effects are considered stacked and applied simultaneously. For example, if you're suffering a -1 HDC penalty and cast a spell with +2 HDC, consider your HDC as +1.

Dice Categories scale as follows:
d1 – d2 – d4 – d6 – d8 – d10 – d12
 For d1, use the base value of the skill.
 For d2, use a coin.

Damage Reduction (DR)

Armor, elemental interactions, Feats and other effects may reduce the damage dealt by attacks. Armors, in general, decrease damage from all Damage Types, except Almighty, by a fixed value, while having a resistance to a particular Type reduces the damage dealt by half. If a damage reduction effect does not specify a Type, consider its reduction to all Types, except Almighty. If an attack hits, it deals at least 1 point of damage, even if damage reduction effects are higher than the dealt damage, as long as the target does not Null, Reflect or Drain the specified Type. Almighty Type spells ignore all damage reductions and resistances, always dealing the rolled damage if they hit.

Perception and Intel

Gathering info on your enemies, allies and the arena around you is a critical piece of Persona combat. A Persona with the Intel Type and a Perception category spell adds a number of *Cognitive Counters* to the party's counter pool at the start of each of their turns. These counters can be used by most Intel Type spells to acquire data to the caster or change the state of combat.

The most common use of your counters is for acquiring critical info about your enemies, such as HP, elemental interactions and other data that can be discovered with a relatively low number of counters and for no cost of actions. More dedicated Users can alter the perception of all combatants, altering combat capabilities, building cognitive objects to assist or hinder targets, and even change the action order of the round. **Analysis** spells do not cost any actions, meaning a User can spend several counters to acquire large amounts of data before deciding on an action in a single turn.

Using an Analysis category spell grants the **Analyzed** condition to the target(s). Some spells can only target Analyzed targets.

Status Effects and Conditions

Every time a spell or attack can deal a harmful Status, roll LCKd12. **This test replaces a traditional dodge roll for Status Type spells, but doesn't replace the dodge roll for Status Category abilities.** If you rolled at least one 12, you automatically avoid the Status. If you don't, roll 1d100: Roll two d10, choosing which will be your decimal house die and which will be your unit die before rolling. If both die show 0, consider the result 100. Compare this value to the activation chance for the spell. If your roll is greater than the trigger chance, you avoid suffering the Status effect, but still

take damage and other effects from the attack. A character can suffer more than one Status effect at once, and must roll individually to recover from each one.

Example: A Succubus casts Marin Karin against Alice. Alice has 3 LCK, rolling 3d12: 9, 4 and 3. As none of these values were 12, the Narrator warns Alice that Marin Karin's Charmed chance is 35+5TEC% which, considering Succubus's TEC score of 4, means the activation chance is 55%. Alice rolls a d10 twice, getting a 3 and a 7 in that order, rolling a 37. Since her roll is below 55, Alice falls under the effects of *Charmed*.





Status effects can be grouped into three categories based on the nature of the affliction it causes: **Mind**, affecting the psyche; **Nervous**, afflicting the body; and **Mixed**. *Null Mind* and *Null Nervous* make a creature immune to the particular category, while *Null Status* makes the user immune to all Status listed above and other Shadow-specific Status effects.

Mind Effects

The chance to recover from all Mind Effects is 33%, rolled at the end of each of the afflicted unit's turns. For brevity, you may choose to roll 1d6, succeeding the check if a 1 or a 2 is rolled.

- ❖ **Charmed** puts the character under the Narrator's control or makes an enemy attack other enemies or cast supporting spells targetting the party.
- ❖ **Panicked** prevents Persona usage on Users and prevents spell use on Shadows.
- ❖ **Fearful** inflicts a -1 DDC penalty while active. If a User does not recover at the end of their turn, they lose one use of a random spell or an Energy point (their choice).
- ❖ **Enraged** increases Physical and Gun Type damage taken and dealt by 50% and lowers your HDC by 1. Enraged targets can choose to automatically fail the recovery roll.

Nervous Effects

- ❖ **Stunned** reduces the target's DDC by 1 and blocks the target from using Quick, Free and Interrupt actions. Recovery chance is 33%.
- ❖ **Shocked** targets cannot roll for dodging. Additionally, all attacks declared against Shocked targets gain +1 Critical Margin. Targets recovers from Shocked automatically at the end of their turn.
- ❖ **Slowed** reduces your Movement Allowance to half its normal value and inflicts -1 HDC. At the end of each turn, recovery chance is 33%.

Miscellaneous Effects

- ❖ **Poisoned** deals 20% of target's maximum HP as damage that ignores all resistances. At the end of each turn, recovery chance is 33%.
- ❖ **Knocked Down** is dealt by Knockdown Category skills and inflicts -3 DDC, knocking the target prone and stopping them from performing any actions. Target recovers automatically at the end of their turn. An adjacent ally can use their movement action to recover a Knocked Down character instantly.



Conditions

Conditions are keywords and modifiers that are applied to characters during combat. Unlike Status effects, Conditions are guaranteed to apply to the unit unless stated otherwise and cannot be avoided. Similarly, Conditions are not removed naturally and cannot be “healed” through spells or items, although they are generally removed when the unit is slain, enters Death’s Door or combat ends.

Some Conditions, such as *Analyzed*, don’t innately grant any positive or negative effects to the unit, but other spells can require or exploit these Conditions for their own effects. Meanwhile, Conditions such as the one granted by the spell *Strikes Twice* grant the unit a temporary feature or new power as long as the Condition is active.

Death

A User whose HP drops below one point is considered unconscious, losing up to 5 Energy, if possible, and entering a state called **Death's Door**. In this state, the character is incapable of performing any actions, has all their Status, Buffs, Debuffs, and Conditions removed, cannot be inflicted with any Status effects, but isn't removed from the initiative queue. **Effects that “instantly kill” targets put Users to Death’s Door automatically, at -1 HP. Entering Death’s Door during your turn immediately ends your turn.**

A character who enters Death's Door immediately receives 3 unique counters. During their turn, the player must roll 1d12: If the result is higher than their VIT score, the User loses a counter. If any attack is declared that includes a User in Death's Door as a target, that User cannot roll for dodging and immediately loses a counter.

Characters in Death's Door can be brought back to consciousness by “Revive” effects, such as the Recarm spell or the *Revivadrin* consumable. Every time a User is revived, their Death's Door counters are restored, meaning that Users always enter Death's Door with 3 counters, unless an effect specifies otherwise.

If combat ends while a User is in Death's Door, that User is considered stabilized and no longer has to perform VIT checks, but are not in fighting form. Users in this state cannot declare attacks or cast spells until they are targeted with a Revive effect or leave the Metaverse and spend at least one full Time block restoring their HP, be that asleep or in medical treatment (see [Time Blocks on page 60](#)).

**A character who loses all their Death’s Door counters is considered immediately and irrevocably dead.
No effects can restore their life.**

Escape

Conflicts seldom must continue until one side is completely slain. Each character can a Default action to attempt escaping combat. The escaping player must roll AGId6. The enemy combatant with the highest TEC that is not under a Status effect, rolls TECd6. If the Agility check is higher than the opposed TEC check, the character escapes from combat. Each character who's already escaped can assist other's attempts by drawing the attention of one Shadow in combat: that Shadow is not able to roll against the escape attempt as long as its attention is split.

End of Combat

When all enemies are defeated or otherwise neutralized, Experience Points (Exp.) are distributed to all characters equally, according to the levels of the enemies. Characters in Death's Door are automatically revived with 1 HP, and all combat conditions, such as Buff and Status effects, are automatically removed from all units. Extra Experience Points may be distributed by the Narrator according to each character's achievements.

PART VIII



EQUIPMENT

Money

At the start of each week, usually at the start of the Morning block of each Sunday, each character receives an amount of **Resource Points** (RP) calculated from how many time blocks were dedicated to work and their associated Social Skill, with values based on the table below. *Part-time Work* assumes the character dedicated one block to work per day, while *Fulltime* assumes the use of two blocks per day, Monday-to-Friday.

Social Skill	Pay	Part-Time	Fulltime	Description
Tier 0 and I	0.5 RP per block	2.5 RP/week	5.0 RP/week	Newbie, Trainee
Tier II	1 RP per block	5 RP/week	10 RP/week	Veteran
Tier III	2 RP per block	10 RP/week	20 RP/week	Manager
Tier IV	3 RP per block	15 RP/week	30 RP/week	Owner, Visionary
Tier V	5 RP per block	25 RP/week	50 RP/week	Legendary

If the character studies, but does not work, their income depends on school performance. At the start of each week, the student earns RP in the form of student welfare, as long as he was present to at least three full days of school for the previous week.

A character's academic Yield is measured adding Discipline and Knowledge Tiers, and Yield rewards are described on the attached table. Users may not Risk to supplement their Yield nor add Luck Charges to the check. If the character is enrolled in school and currently holds a job, student welfare is ignored and the character earns only their work's pay.

Users can opt to hold a job and attend school simultaneously, as long the Time blocks required for each don't overlap. In this case, only the income from work applies, and student welfare is ignored.

Your weekly RP earnings don't represent, however, your accumulated wealth. In some situations, you may bargain with your Narrator to fall back on a few extra Resource Points through your Aspects. Similarly, it's understood Users might have everyday expenses, but these do not affect their RP reserves. The list below only shows a rough estimate and examples of living with the specified amounts after basic expenses.

- ❖ Earning up to 2.5 RP per week, you probably live with your parents and have a modest amount of cash to spend with the occasional outing or leisure activity. Living by yourself with this amount is barely possible, as you'll require the help of friends or welfare to live.

- ❖ With up to 5 weekly RP, you can live by yourself in a small apartment at a low-income district, modestly. The standard of living for the average Japanese worker.

<i>Yield</i>	<i>Reward</i>
0-1	1.25 RP/week
2-3	2.5 RP/week
4-5	5.0 RP/week
6-7	7.5 RP/week
<i>8 and higher</i>	12.5 RP/week

Fun Fact: 1 RP is worth approximately 4750 Yen, or 35 American Dollars.

- ❖ With up to 10 weekly RP, you can live comfortably in a modern apartment with enough money to finance activities and hobbies or provide living conditions to a small family.
- ❖ With up to 20 RP per week, you probably own a large house in a privileged zone, more than one personal vehicle, private staff, and money is rarely, if ever, a concern. Starting from this point, your earnings make you stand out in your field of employment.
- ❖ With 25 weekly RP you can lead an extravagant lifestyle without looking at its price tag. People who know your work respect and admire you and it's likely you've been on TV at least once due to your feats.
- ❖ At 30 RP or above, you can live without ever looking at your bank account balance and you've successfully dug yourself a spot in the bourgeoisie elite of Tokyo, earning several exclusive benefits at the highest-class businesses around the world. You're likely very well known, even outside your sphere of influence.

Each item has a particular RP cost, generally non-negotiable. All purchases are to be paid in full upon purchase and players can freely swap RP between themselves. RP can be divided in two and four parts (.50 and .25 RP). Resource Points that are not used up until the end of the week are considered used up with bills, leisure, set aside or generally made unavailable, and do not carry over to the next week. RP is not a measure of accumulated wealth and extra RP can be negotiated with the Narrator for emergencies. Items with the “Special” price cannot be found in stores, existing generally in dangerous places in the Metaverse or in mysterious stores fetching exorbitant prices.

The party’s consumable and equipment reserves are public: any User can use any other User’s items, unless the item’s owner specifies otherwise.

Not all items are available at all times: the first time in the week when certain items are requested by the players, the Narrator must make a Rarity roll for each item to discover how many copies of each item, if any, will be made available for the week. This roll cannot be affected by Luck Charges and items unavailable in stores may still be made available through other means.

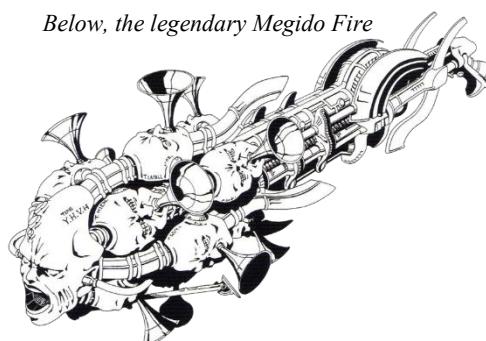


*President Tanaka, retired infomercial host.
Rumors say he still peddles his “Suspiciously
Amazing Commodities” somewhere on the
internet...*



Above, in order: Zweihander, Gungnir, Mt. Jiang

Below, the legendary Megido Fire



Equipment

Pieces of equipment can have a series of complimentary effects, or *Properties*. Each User can only equip one weapon, armor and accessory at a time. Changing out of and into equipment is considered a default action.

Understanding Weapons and Armor

- ❖ A weapon's reach has no implicit information. If a weapon has a Reach of 5, it can only target enemies exactly 5 meters away. A 1-5 Reach weapon can hit a space within that range.
- ❖ A weapon's damage is usually calculated through STR, MAG or either, denoted by SKL. Damage dealt is Physical unless specified otherwise. For example, a weapon that deals 2d6+2STR damage equipped by a character with 3 STR deals 2d6+6 damage.
- ❖ Damage reduction on armor can scale off your VIT score. For example, an armor that gives 5+VIT damage reduction equipped by a character with 3 VIT would reduce incoming damage by 8.

Weapon Properties

- ❖ **Critical X:** A weapon with this property deals X extra damage in case of a critical hit, on top of the multiplied damage of the attack. This extra damage is of the same Type as the weapon's main damage Type and is added immediately **after** the critical multiplier.
- ❖ **Snipe X:** A weapon with this property can be used out of its normal range with the added cost of -1 TEC on the hit roll for each two spaces used beyond its range, up to X.
- ❖ **<Type> Boost:** Grants the benefits of the equivalent Passive spell, increasing the damage dealt by attacks of this Type declared by the user by 25%.
- ❖ **Piercing X:** A weapon with this property deals extra damage against targets that resist the attack's Type. Piercing 1 deals 10% extra damage against targets that Resist the attack's Type. Piercing 2 deals 25% more damage, and Piercing 3 ignores Resist effects and treats Null as Resist.
- ❖ **Transfer (Property):** A weapon with the Transfer keyword passes the benefits of the specified property to Physical Type spells cast while you have this piece of equipment equipped. For example, a weapon with Transfer (Critical) and Critical 1d6 deals bonus damage on a critical hit, passing this benefit along to all Physical Type spells cast by the wielder. If no properties are specified, all valid keywords are transferred.
- ❖ **Magic Transfer (Property):** A spell with the incredible keyword Magic Transfer gives the benefits of the specified property to all spells cast by the wielder. For example, a weapon with Magic Transfer (Snipe) and Snipe 2 allows the user to cast Agi, and any other spells, at a greater range, incurring a TEC penalty. These properties are not applied when it would make no sense to do so: Rakunda cannot score a Critical and Evil Smile cannot Pierce. If



no properties are specified, all properties are transferred.

- ❖ **Cast X:** A weapon with this property activates the specified spell when the attack connects. This spell does not have to be in your deck, but costs Energy equal to the spell's Tier to be activated. The wielder can choose whether or not to activate after damage calculation.

Armor Properties

- ❖ **Evade <Type> X:** Augments your ability to avoid attacks of the specified Type by increasing your DDC against the particular Type. For example, Evade Fire 1 increases your dodge roll to spells like Agi to AGId8 instead of AGId6.
- ❖ **Fortify <Type> X:** Grants X damage reduction against the specified Type, added after normal damage reduction. If no Types are specified, grants the effect to all damage types except Light, Dark, Intel and Almighty.
- ❖ **<Type> Boost:** Similar to the equivalent passive spell and weapon category, boosts damage done by the wielder by 25% while casting spells and declaring attacks of that Type.
- ❖ **Move X:** Increases your movement allowance by X
- ❖ **Transfer:** Armor with this property grant its other categories to Defense Type spells cast by the wearer for the same duration of the cast effect.
- ❖ **Magic Transfer:** In addition to the Transfer property effect, also gives the affected targets the armor's Damage Reduction for the duration of the spell. This value is added to the targets' normal Damage Reduction.

Selling Equipment

If you happen upon gear you don't wish to use, or if your current equipment has been outpaced by something new, you can always scrounge up a few extra RP by selling it off. Weapons, Armor, Accessories and Consumables can be sold for half of their listed purchase price, with some room for bartering if you want to try. Negotiating for a better price is usually done through a Magic/Knowledge Check. Keep in mind that *Special* items usually cannot be sold.

Weapons

Swords

Name	Damage	Reach	Extra	Description	Cost
Baseball Bat, Iron Pipe, etc.	STRd4	1		Improvised weapons and objects found lying around	1 RP
Short Sword	STRd6 + 2	1		A simple European sword	2 RP
Silver Saber	STRd6	1	+1 MAG	A sword decorated with a gleaming guard	2 RP
Skull Saber	STRd4 + 2	1	Cast Evil Touch (Tier I, Pg. 129)	A sinister rapier decorated with glowing red eyes.	2 RP
Gunto Type 98	STRd6 + TEC	1		A katana made with modern forging techniques	4 RP
Storm Katana	STRd6 + 4	1-2	Snipe 2	The gaps in this sword howl as they cleave through the skies.	4 RP
Starving Blade	STRd8 + AGI	1	Piercing 2	The serrated edge of the blade creates particularly gruesome wounds.	6 RP
Aroundight	STRd6 + 2LCK	1	Transfer Critical, Critical STRd6	A simple and noble sword with a tip wider than the body of the blade.	6 RP
Zweihander	STRd10 + 6	2	Auto-Tarukajamon (Passive, Page 119)	A broad sword that can decapitate targets with a single strike.	8 RP
Balmung	STRd12 + 5	1	+3 VIT	The dragon carved into the hilt of this sword seems to roar every time the sword meets a target's body.	8 RP
Lucifer's Call	STRd12 + STR	1	+2 STR, +2 MAG, +2 TEC, +2 AGI, +2 VIT, +2 LCK	The dangerous purple glow of this sword fills its wielder with perverse thoughts.	Special

Polearms

Name	Damage	Reach	Extra	Description	Cost
Decorative Naginata	STRd4	1-2	+1 AGI	A lance more fit for a museum.	2 RP
Lacrosse Bat	STRd4	1-2	Cast Bufo (Tier I, Pg. 96)	Light, stainless steel, easy to handle.	2 RP
Sexy Lance	STRd6	1-2	Cast Marin Karin (Tier II, Pg. 129)	The suggestive curves on this lance's design catch the eyes of all in the battlefield.	4 RP
Bus Stop Sign	STRd6 + 2	1-2	Critical MAG, Transfer Critical	A bus sign whose stop label reads "Gekkoukan High".	4 RP
Yanyue	STRd8 + 4	1-3	Snipe 2	An elegant weapon decorated with a red ribbon.	5 RP
Ote-Gine	STRd8	1-2	+2 VIT	Replica of a legendary relic.	5 RP
Gungnir	STRd10 + MAG	1-3	+2 AGI, Thunder Boost	A trident used by Odin to slay the witch known as Gullveig.	8 RP
Khakkhara	STRd12 + TEC	1-5	+3 TEC, +10 HP	A ringed staff wielded by elite monks.	Special

Gloves

Name	Damage	Reach	Extra	Description	Cost
Unarmed Combat	STRd2	1		You <i>can</i> punch Shadows with your bare hands, but <i>should</i> you?	N/A
Brass Knuckles	STRd4	1	Critical STR	A plate of bumpy metal with holes for the fingers.	2 RP
Blade Fists	STRd6	1	+1 TEC	Two blades mounted on a gauntlet. Stay away from balloons.	2 RP
Fists of Fury	STRd4	1	Declare two attacks per turn	White tape that seems to augment your agility.	4 RP
Accursed Cestus	STRd8 + 2	1	+1 STR, -1 TEC	Metal gloves in the shape of enraged lions.	4 RP
Beast Claws	STRd8 + STR	1-2	+ 2 Energy	You don't need to know what animal these claws came from. Honestly, you don't <i>want</i> to know.	6 RP
Sonic Fist	STRd8 + 5	2	Cast Confunda (Tier I, Pg. 129), Snipe I	The energy waves emitted by these sci-fi gauntlets hurt enemies from within.	6 RP
Wings of Vanth	STRd12 + STR	1	+ 1 AGI	Metallic gauntlets decorated with silver wings along the forearms, once used by a deadly and versatile young fighter.	8 RP
Sabazios	STRd10 + TEC	3	Null Ice, Ice Boost, +2 TEC	A copper fist that molds itself to the hands of those truly worthy of its awesome power.	Special

Whips

Name	Damage	Reach	Extra	Description	Cost
Leather Whip	STRd6	1-3		A strip of painful, treated leather.	2 RP
Electrical Current	STRd4 + MAG	1-3	Resist Thunder, Snipe 1	Interwoven electrical wires delivering cruel blows.	2 RP
Shredder	STRd6 + TEC	1-3	Cast Abatma (Tier 1, Pg. 129)	A multi-tailed whip tipped with metallic hooks, designed to rend flesh from bone.	4 RP
Fury Road	STRd4 + 7	1-4	+1 VIT	Metal shards connected to interlocked rings. Hard to handle, but devastating in the right hands.	4 RP
Three-Tailed Fox	STRd8 + TEC	1-2	+2 Expression pts. +2 Charm pts.	Three chains tipped by shackles, used gleefully by an extravagant American User.	6 RP
Ice Queen	STRd8 + MAG	1-3	Auto-Sukukaja (Passive, Pg. 119)	A double-tailed whip that would go well with a cape and a crown.	6 RP
Scorpio's Hook	STRd10 + 9	1-5	Move the target up to TEC meters towards the user. Critical STR	A harpoon mounted to the end of a chain that emanates a mysterious warmth.	8 RP
Mirror Chain	STRd6 + 3	1-4	+3 STR, -2 HDC. Attacks four times per turn.	A series of mirrors masterfully attached to chain links and gleaming needles. Handle carefully, if you can stand even looking at it.	Special

Bows

SKL signifies you can use MAG or STR to calculate damage for these weapons. Bows and firearms deal Gun damage. In the Metaverse, neither requires ammo, materializing projectiles at will.

Name	Damage	Reach	Extra	Description	Cost
Practice Bow	SKLd4	2-4		Simple and almost harmless.	1 RP
Shigeto-Yumi	SKLd6	2-4	+1 TEC	A large, rigid bow.	2 RP
Siren's Song	SKLd4 + 2	2-4	Cast Pulinpa (Tier 1, Pg. 129)	A light bow decorated with the bust of a mermaid.	2 RP
Pleiades	SKLd6 + STR	2-5	Piercing 2	A black and blue crossbow decorated with shining stars.	4 RP
Kamatha	SKLd8	1-6	Snipe 1	Made out of red wood with a curvy, striking design.	4 RP
Grand Bow	SKLd8 + TEC	2-5	Critical TEC, Magic Transfer	Too big to be considered a bow. Too big, too thick, too heavy and too clumsy.	6 RP
Thunder Bow	SKLd8 + MAG	2-5	Deals Thunder Type damage	Conducting coils mounted on a white recurve bow inspired by retro spaceship designs.	6 RP
Maki's Resolve	SKLd10 + SKL + 5	2-4	+20 HP	The delicate carvings on this petite bow betray its lethal purpose.	8 RP
Victor's Tomb	TECd10 + 10	2-4	+3 TEC	An automatic crossbow that inspires fear and awe.	Special

Firearms

Name	Damage	Reach	Extra	Description	Cost
Nambu 2	MAGd4 + 4	1-4		Standard-issue revolver for the Tokyo Police.	2 RP
Granelli M3	MAGd4 + STR	1-3	+1 AGI	This sawn-off shotgun's power is matched only by its mighty recoil.	2 RP
Mt. Jiang	MAGd6 + TEC	1-4	Snipe 2	The shotgun of choice for an elegant Japanese businesswoman, decorated with a smiling moon.	4 RP
Comet III	MAGd6 + MAG + 2	1-4	Fire Boost	A red and blue rifle adorned by a high-grade telescopic sight.	4 RP
MP2 Prototype	MAGd8 + TEC	1-5	+1 STR +2 Energy	A Russian prototype pistol abandoned during its research phase.	6 RP
Athena Kiss R	MAGd4 + 2AGI	1-4	Can attack twice per turn. If you do, deal half damage per attack.	A chrome-plated machinegun used by a young widowed man to dish out justice.	6 RP
Scorcher	MAGd10 + 2MAG	Special	Deals Fire Type damage	A massive Chinese dragon made out of brass, ready to incinerate all in its path. Range: A 3m line starting from a point adjacent to the User and extending in any direction.	8 RP
Megido Fire	MAGd12 + TEC	1-7	Piercing 3, Magic Transfer	A rifle decorated with futuristic curves and irate faces, emblazoned by the letters "TIPE Y.H.V.H"	Special

Shields and Plates

Name	Damage	Reach	Extra	Description	Cost
Folding Chair	STRd4 + 2	1	Fortify All 2	Put all your time watching wrestling shows to good use with this sturdy, versatile chair.	2 RP
Half-size Tatami	STRd4 + 2	1	Fortify Physical 4	Sensei would probably tell you to fight <i>on</i> the tatami, not <i>with</i> it.	2 RP
Fused Plate	STRd6 + 4	1	+15 HP	Dark, heavy metal, perfect for crushing.	4 RP
Longboard	STRd4 + 5	1	Move AGI, +3 Energy	The perfect marriage of mobility and aggression.	4 RP
Barbarian Shield	STRd6 + TEC	1	Fortify Physical +8, Fortify Elements -4	A tribal shield for those who lead a simpler life.	6 RP
Aegis Shield	STRd4 + VIT	1	+4 Knowledge pts., +25 HP	A round shield decorated with the face of a Greek goddess.	6 RP
Dullahan	STRd8 + 5	1	Resist Physical, +2 Energy	A shield encrusted with spikes and gleaming gemstones.	7 RP
Phalanx	STRd10 + VIT	2	Fortify Fire, Ice, Wind, Thunder, Nuclear, PSY 10, Weakness (Light)	A massive shield decorated with a tower being struck by lightning.	Special

Daggers

Daggers deal Physical damage against adjacent targets and *Gun* damage to distant targets. Like Firearms and Bows, you don't need to fetch thrown daggers.

Name	Damage	Reach	Extra	Description	Cost
Wind Kunai	STRd4	1-4	Snipe 2	A concealable weapon carried by ninjas.	2 RP
Silver Moon	STRd4 + 4	1-5	+10 HP	A short, discrete blade.	2 RP
Sword Breaker	STRd6 + 4	1-4	Target suffers -2 STR for its next action.	A thin, extremely sharp knife, built to tear tendons and muscle.	4 RP
Crow's Claw	STRd6 + TEC	1-4	Next Status rolled against target has +20% triggering chance	A three-pronged kunai. Its dark blades are cold and menacing.	4 RP
Athame	STRd4 + 10	1-2	Move the target up to 1 meter back	A thick, heavy blade that's still surprisingly aerodynamic.	5 RP
Shadow Slicer	STRd4 + 2TEC	1-4	Piercing 2	The marble hilt of this dagger is shaped after an irate serpent.	6 RP
Grand Cutter	STRd10 + MAG	1-4	+3 MAG, Cast Aeon Rain (Tier II, Page 90)	A massive metal throwing star made from cold, shiny steel, used in plays and special occasions.	8 RP
Vajra	STRd12 + 8	1-6	+1 Death's Door Counter	A holy ceremonial blade made from the bones of gods.	Special

Armor

The damage reduction listed below applies to all Types, except Almighty, unless specified. Each character can only wear one piece of armor at a time.

Armors that require *X STR to be worn* require the user to maintain the specified value as long as he has the armor on himself. If the user's STR score is ever below the required value, its damage reduction is ignored and the user's movement allowance is limited to 1 space per turn until the requirements are met again. Equipping, removing or switching armor is considered a default action, replacing your attack.

Name	Damage Reduction	Bonus	Notes	Cost
Emblem Jacket	1	+2 Charm pts. +2 Courage pts.	The discreetly elegant Gekkoukan Academy uniform.	1 RP
Yasogami School Uniform	1	+2 Knowledge pts. +2 Discipline pts.	The Roman numeral on the collar indicates your year.	1 RP
Kosei Academy Shirt	1	+2 Expression pts. +2 Empathy pts.	Makes you feel like an up-and-coming artist	1 RP
Camouflage Shirt	2	+2 for all dodge rolls	100% synthetic material, perfect for climbs and camping.	2 RP
Cavalry Shirt	5		Light and comfortable	2 RP
Reinforced Jacket	VIT + 2	Requires 3 STR to be worn	Decorated with a Black Widow on the back.	2 RP
Comfortable Parka	2	Evade Wind 1	Thick wool, made to beat the chilling mountain breeze.	3 RP
Handyman Overalls	2	Fortify Fire 3	Original Color: Orange Current Color: Grease	3 RP
Featherman Crybaby Cosplay	4	+1 AGI, Move + 2	Draws the attention of nearby otaku. Available in four models.	4 RP
Salvation Robes	VIT + 3	Requires 4 STR to be worn	Salvation, or oblivion, for a price	4 RP
Kevlar Vest	4	+4 for all dodge rolls	A reliable classic	4 RP
Betting Suit	4	+3 LCK	Smells like casinos, tobacco and whiskey	4 RP
Decorative Armor	VIT + 5	Requires 5 STR to be worn	Heavy, extravagant and noisy	5 RP
Ice Queen's Cloak	6	Auto-Tarukaja	Light, comfortable silk, part of a three-piece set.	6 RP
Butler Suit	5	+1 TEC	Made to last a lifetime of servitude.	6 RP
Maid Costume	5	+1 MAG	Surprisingly comfortable.	6 RP
Silk Dress	3	Evade Magic 2	Soft and light, like a summer breeze's caress	6 RP

Paladin Armor	2VIT	Requires 6 STR to be worn	Draws <i>a lot</i> of attention	6 RP
Rubber Shirt	8	Evade Thunder 1	French <i>High Couture</i> adapted to the Metaverse	6 RP
Deluxe Bathing Suit	8	+8 to dodge rolls, +2 Charm Pts.	Fearless and scandalous	8 RP
Riot Response Armor	3VIT	Requires 8 STR to be worn	Someone's bound to ask where you got this from.	8 RP
Hazmat Equipment	12	<i>Null Poison</i>	Protects you, sure, but it also reeks of bleach.	8 RP
DEMONICA Suit	15	+1d6 to all negotiation rolls	Elite Marine armor made to interpret the language of demons.	10 RP
Clergy Robes	18	Null Light, Null Dark	Just wearing it fills you with desire to sing in a choir and smite the sinners.	Special
Amaterasu Hitoe	14	Evade 2	A mirrored chest plate adorned with the rising sun.	Special
Armor of Light	3VIT	Reflect Wind, Reflect Thunder	Become the shield that holds back the night.	Special



Accessories

Each character can only wear one accessory at a time.

Name	Effect	Cost	Rarity
Bracelet of Power	+1 STR	1.5 RP	1d4-2
Suspicious Amulet	+1 MAG	1.5 RP	1d4-2
Amber Glasses	+1 TEC	1.5 RP	1d4-1
Agile Soles	+1 AGI	1.5 RP	1d4-1
Bandana of Resilience	+1 VIT	1.5 RP	1d4-1
Rabbit's Foot	+2 LCK	1.5 RP	1d4-1
Dreadking's Scale	Fortify Fire 3	1 RP	1d6-1
Artic Blanket	Fortify Ice 3	1 RP	1d6-1
Isolating Soles	Fortify Thunder 3	1 RP	1d6-1
Eye of the Storm	Fortify Wind 3	1 RP	1d6-1
Geiger Counter	Fortify Nuclear 3	1 RP	1d6-1
Holy Stone	Fortify PSY 3	1 RP	1d6-1
Homunculus	<i>Null Light and Dark</i> Disappears after successfully Nulling a Light or Dark spell.	1 RP	1d4-1
Inferno Bracelet	+1d6 damage for Fire Type spells	1.5 RP	1d4-1
Glacial Gloves	+1d6 damage for Ice Type spells	1.5 RP	1d4-1
Shocking Ring	+1d6 damage for Thunder Type spells	1.5 RP	1d4-1
Gust Visor	+1d6 damage for Wind Type spells	1.5 RP	1d4-1
Star Bracelet	+1d6 damage for Nuclear Type spells	1.5 RP	1d4-1
Circular Band	+1d6 damage for PSY Type spells	1.5 RP	1d4-1
Holy Book	<i>Resist Light</i> Consider your TEC as +1 to determine the effect of Light Type spells.	1.5 RP	1d4
Plush Scapegoat	<i>Resist Dark</i> +1 TEC for Death Category effects.	1.5 RP	1d4
Ice Queen's Crown	Auto-Rakukaja	2 RP	1d4-2
Cybernetic Soles	Move 4	1.5 RP	1d4
Mask of Vitality	+10 HP	1 RP	1d4
Energetic Cap	+4 Energy	1 RP	1d4
Kotodama Cape	Null Poison	1 RP	1d4
Focus Glasses	Resist Mind	1 RP	1d4
Firmament Sandals	Resist Nerve	1 RP	1d4
S-COMP	You can switch Personae as an Interrupt action		Special

Consumable Items

Hit Points

Name	Effect	Cost	Rarity
 Sticky Bandage	Heals 10 HP, 1 ally	0.25 RP	1d10
 Liquid Medicine	Heals 30 HP, 1 ally	1 RP	1d8-1
 Takemedic	Heals 70 HP, 1 ally	2 RP	1d6
 Orb of Life	Heals 30% HP, 1 ally	1 RP	1d4-1
 Prayer Bead	Heals 100% HP, 1 ally	Special	Special
 Takemedic-All	Heals 30 HP, all allies	2.5 RP	1d4-1
 Takemedic-All V	Heals 50 HP, all allies	3 RP	1d4-2
 Bead Chain	Heals 100% HP, all allies	Special	
 Healing IV	Heals 50% HP, all allies. Can only be used outside of combat.	1.5 RP	1d4-1

Revival

Name	Effect	Cost	Rarity
 Revivadrin	Revives an ally on Death's Door with 50% HP.	1.25 RP	1d4-2
 Life Balm	Revives an ally on Death's Door with 100% HP	2.75 RP	1d4-3
 Brink Tea	Revives any number of allies on Death's Door with 100% HP, but decreases the user's HP to 0.	2.5 RP	1d4-1
 Angel Pastry	Revives two allies on Death's Door with 100% HP	Special	

Energy

Name	Effect	Cost	Rarity
 Soul Drop	Recovers 1 use of one spell of your choice	0.50 RP	1d6
 Chakra Crepe	Recovers up to 3 uses of spells on your deck OR recovers 1 Repressed spell on your deck.	1 RP	1d4-2
 Yawn-B-gone	Recover up to 3 Energy	1 RP	1d4-1
 Soul Food	Fully restores Energy	Special	
 Soma	Heals 100% HP, all spell uses and fully restores Energy, all allies	Special	

Miscellaneous

Name	Effect	Cost	Rarity
Polaroid Camera	Allows the user to take pictures inside the Metaverse. Includes a roll of film.	1 RP	1d4
Music Box	Activated by a golden crank. Attracts the attention of Shadows.	1 RP	1d4

Battle Effects

Name	Effect	Cost	Rarity
Rasetsu Ofuda	+2 STR +2 MAG, all allies, 3 turns	1 RP	1d4-2
Disposable Vest	Grants 15 temporary HP to a conscious ally. This HP is added to the current HP of the user, cannot be restored and is spent before natural HP.	1 RP	1d4-1
Mad Bull	Heals 30 HP to 1 ally. Ally suffers the effects of Enraged. Can only be used in combat.	1 RP	1d6-1
Kajaclear-R	Removes all Buff Type bonuses on target	0.25 RP	1d4
Kundaclear-R	Remove all Debuff Type penalties on target	0.25 RP	1d4
Molotov Cocktail	On hit: 30 Fire Damage, 1 target	0.25 RP	1d6+1
Freezing Spray	On hit: 30 Ice Damage, 1 target	0.25 RP	1d6+1
Air Blaster	On hit: 30 Wind Damage, 1 target	0.25 RP	1d6+1
Stun Gun	On hit: 30 Thunder Damage, 1 target	0.25 RP	1d6+1
Megido Bomb	On hit: 50 Almighty Damage, any number of targets	1.50 RP	1d4-1

Tools

Name	Effect	Cost	Rarity
Goho-M	Returns the party to the entrance of the Palace or to the point where the User accessed the Metaverse.	0.50 RP	1d4-1
Smokescreen	Avoids detection by hostile units until the end of the Scene	0.25 RP	1d4-1
Lockpick	Unlocks a locked door or container	1.50 RP	1d4
Sphere of Disappearance	Can only be used during combat. Until the end of combat, consider all Escape rolls as their maximum possible roll.	1 RP	1d4-1
Warding Pendant	The first non-Almighty damage received after using this item is decreased by 50%. This is a Buff effect.	0.5 RP	1d4-1
Challenger's Flare	Focuses enemy attacks on user for 3 rounds	0.25 RP	1d6

PART IX



SPELLS

Categories

- ❖ **(A)** – Active Ability. Must be declared and is spent immediately after use.
- ❖ **(P)** – Passive Ability. Is always active as long as it's on your spell deck.
- ❖ **(H)** – Held Ability. Must be activated but can stay active for several turns, usually for a cost.
- ❖ **(B)** – Burst Ability. Spells that are fully cast in two consecutive turns: The *Cast* effect happens immediately, and the *Burst* effect happens during the caster's next turn, both as default actions. This is considered a singular cast for the effects of Energy and usage expenditure, as well as other effects activated while casting. If a User casts a Burst Category spell, they *must* spend their next turn's default action triggering the Burst action, unless an effect prevents them from doing so, in which case the spell dissipates.
 - If a spell has Hit clauses for both Cast and Burst effects, you may choose to roll to hit during Cast then, during Burst, hit all targets that failed to dodge the Cast's roll. Alternatively, you may choose to roll both times. If units hit by the Cast action are defeated by the time you trigger Burst, you may choose new targets up to the spell's stated target allowance, rolling to hit the new targets.
- ❖ **Auto** – Auto spells are triggered immediately, for no action cost, and cannot be manually cast.
- ❖ **Mono** – Hits only one target, usually within a set range.
- ❖ **Combo** – Can hit more targets than originally stated under certain circumstances.
- ❖ **Multi** – Hits a specific number of targets chosen by the caster.
- ❖ **Line** – Hits all possible targets between two points.
- ❖ **Total** – Can hit all targets within a certain area. The caster may choose to not hit some targets.
- ❖ **Dance** – Dance spells behave similarly to Multi spells. However, Dance spells can target the same unit several times. To activate this effect, you must select all valid units within range as targets first, excluding Users, then you can spend 1 Energy for each remaining target "slot" to target a unit more than once. Subsequent hits ignore Weaknesses and do not deal Critical damage.
- ❖ **HDC** – *Hit Dice Category*. Alter the size of your Hit dice by the specified number of categories.
- ❖ **DDC** – *Dodge Dice Category*. Alter the size of your Dodge dice by the specified categories.
- ❖ **<Type> Affinity** – This effect increases or decreases the target's Interaction to the noted Type by a number of "steps".
 - Interaction progression is: Weak – Neutral – Resist – Null – Reflect – Drain.
 - Example: An effect that grants Fire Affinity +1 that targets a User whose default Interaction with Fire is Neutral would change their Interaction to Resist Fire, while Fire Affinity -1 would change it to Weakness to Fire.
- ❖ **Counter** – When you are targeted by a basic attack of any Type, or a spell that deals Physical damage, Counter Category spells grant you a percent chance, indicated in parenthesis, to declare a basic attack against that unit as your Interrupt action.
 - The targeting attack does not need to pass the hitting check to trigger this effect, but you still take damage from that attack if it hits.
- ❖ **Critical** – Describes an extra effect that happens when the spell scores a Critical hit.
- ❖ **Critical Margin** – Improves or worsens your chance to score a Critical hit. Critical Margin +1, for example, makes it so you can score a Critical while rolling a 3, on top of 2 and 1.
- ❖ **Death** – Spells with this Category effectively reduce the target's HP to -1, putting Users in Death's Door and killing Shadows immediately.
- ❖ **Interrupt** – An Interrupt spell can be cast outside the caster's turn. On your own turn, an Interrupt skill is considered a Free action, but it still spends your Interrupt for this round.
- ❖ **Knockdown** – A Knockdown spell throws the target(s) to the floor if the spell successfully deals damage. A separate condition can be provided to activate or avoid the Knockdown effect. A particular subtype is Knockdown Weakness, activated only if the target is weak to the damage Type of the spell or Weak against Status in general.
- ❖ **Realized** – A Realized spell can deal damage to more than creatures with minds. While most spells deal damage only to targets who are able to comprehend the nature of the spell, a Realized Fire spell, for example, can easily set fire to an entire room.
- ❖ **Repress** – A Repressed spell's use is removed from your deck after use. No effect can recover it unless it specifically denotes so. Repressed spells are restored normally during the daily spell reset. You can note Repressed spell uses using the "*Repr*" field on your Character Sheet. If all uses of a spell are Repressed, you can no longer spend Energy to cast them.
- ❖ **Unique** – Only one copy of a Unique spell can be present in a Persona's deck at a time. Extra uses cannot be gained through any means, unless the spell is removed from the deck first.




Tier I

Name	Categories	Reach	Effect	Description
Skull Cracker	Mono, Stunned, Status, Physical (A)	1 target within 5 meters	Hit: STRd6 Physical damage and Stunned chance: 20%. Add 5% for each Hit point rolled over target's Dodge.	A vertical strike aiming at the target's skull.
	Time: Default	Duration: Instant		
Assault Dive	Mono, Physical (A)	1 target within 2 meters	Hit: STRd8 Physical Damage	The Persona leaps and attacks on its way down, trying to pierce the enemy diagonally.
	Time: Default	Duration: Instant		
Holy Arrow	Mono, Charmed, Status, Gun, Physical (A)	1 target within 5 meters	Hit: STRd6 Gun damage and Charmed chance: 10%+2TEC%	A projectile of white energy strikes the target.
	Time: Default	Duration: Instant		
Double Claw	Combo, Physical (A)	Up to 2 targets within 3 meters.	Hit: STRd6+5 Physical damage. If you choose to hit 2 targets, deal half the rolled damage to each.	Your Persona strikes twice, savagely.
	Time: Default	Duration: Instant		
Force Wave	Knockdown, Status, Multi, Physical (A)	Up to 3 targets within 4 meters	Hit: STRd6 Physical damage and Knockdown (Weakness) chance: 100%	A wave of red energy bursts from within the Persona.
	Time: Default	Duration: Instant		
Cleave	Line, Physical (A)	All targets between you and a point within 3 meters.	Hit: STRd4+8 Physical damage. Move to the chosen point at the end of your action.	A wide horizontal cut and a charge forward.
	Time: Default	Duration: Instant		
Gale Slash	Total, Physical (A)	Any number of targets within 2 meters	Hit: STRd4 Physical damage	The Persona dances in place, slashing everything around it
	Time: Default	Duration: Instant		
Arrow Rain	Total, Gun, Physical (A)	Any number of targets the caster can see	Spend 1 Energy to cast. Hit: STRd4+6 Gun damage.	A series of projectiles fired from the Persona seek out nearby targets.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Fatal End	Mono, Physical (A) Time: Default	1 target within 2 meters Duration: Instant	Hit: STRd10+2 Physical damage	A cruel, concentrated beatdown using all of the Persona's equipment
Mind Slice	Mono, Panic, Status, Physical (A) Time: Default	1 adjacent target Duration: Instant	Hit: STRd8+7 Physical damage, Panicked chance: 10+2TEC%.	The Persona draws closer to the target and unleashes a terrifying strike aimed at the target's face.
Cruel Impulse	Mono, Physical (A) Time: Default	1 target within 6 meters Duration: Instant	Hit: STRd8+7 Physical damage	A running tackle that attempts to stampede or impale the target.
Poisonous Stab	Mono, Poison, Status, Physical (A) Time: Default	1 target within 6 meters Duration: Instant	Hit: STRd6+8 Physical Damage, Poisoned chance: 15%. Add 5% for each Hit point rolled over target's Dodge.	Your Persona uses a blade or sharp appendage to pierce the target, injecting them with a lethal toxin.
Aeon Rain	Multi, Gun, Physical (A) Time: Default	Up to 3 targets within 4 meters Duration: Instant	Hit: STRd6+8 Gun damage	A series of sharp projectiles rains from the sky from an indeterminate source.
Path of Blades	Multi, Physical (A) Time: Default	Any number of targets you can become adjacent to during your movement. Duration: Instant	Hit: STRd8+2 Physical damage. As part of the casting process, perform your full movement action.	Persona and User move through the battlefield, slicing down all in their path.
Chains of Madness	Multi, Enraged, Status, Physical (A) Time: Default	Any number of targets within 6 meters Duration: Instant	Hit: STRd4+6 Physical damage, Enraged chance: 10%	A wave of purple energy sweeps through the area, emanating from the Persona's weapon.
Seal Bomb	Multi, Panicked, Status, Physical (A) Time: Default	1 target within 5 meters and units adjacent to that target Duration: Instant	Hit: STRd8 Physical damage and Panicked chance: 15+2TEC%.	A dot of white energy explodes suddenly, briefly covering the arena in gray smoke.
Herculean Strike	Total, Physical (A) Time: Default	Any number of targets the caster can see Duration: Instant	Spend 1 Energy to cast. Hit: STRd6+4 Physical damage.	The Persona strikes the ground, causing a shockwave to radiate from the point of impact.

Tier III

Name	Categories	Reach	Effect	Description
Tempest Slash	Mono, Combo, Physical (A) Time: Default	1 target within 3 meters Duration: Instant	Hit: STRd8+5 Physical damage and roll a second attack that deals STRd4+5 Physical damage.	A powerful charge followed by a merciless blow.
Gigantic Fist	Mono, Knockdown, Physical (A) Time: Default	1 target within 2 meters Duration: Instant	Hit: STRd10+5 Physical Damage and Knockdown chance: 100%.	Personae with two arms fire off a powerful <i>haymaker</i> . Personae without the means to do so conjure a fist of pure energy from the sky.
Vile Assault	Mono, Physical (A) Time: Default	1 target within 4 meters Duration: Instant	Hit: STRd12 Physical damage. Extra: STR+8 extra Physical damage if the enemy is Knocked Down	A cruel pummeling in which the Persona tries to pierce the target vertically, nailing them to the floor.
Navas Nebula	Multi, Taru, Debuff, Physical (A) Time: Default	1 target within 5 meters and units adjacent to that target Duration: Instant	Hit: STRd12+10 Physical damage. Extra: You can spend 2 Energy to apply the effects of Tarundamon to the target. ❖ Tarundamon: -2 STR, -2 MAG, 3 turns	A globe of darkness surrounds the target. Within this globe, one can see lights similar to distant galaxies.
Death Chain	Multi, Physical (A) Time: Default	1 target within 3 meters and units adjacent to that target Duration: Instant	Hit: STRd10+5 Physical damage	A series of spectral chains spring forth around the Persona, savagely shredding its targets.
Desperate Punch	Mono, Repress, Physical (A) Time: Default	1 target within 3 meters Duration: Instant	Hit: STRd12+10 Physical damage. Spend 1 Energy: Extra: Deals +2STR extra damage for each spell you currently have Repressed.	A simple jab with deadly intent.
Vorpal Blade	Total, Physical (A) Time: Default	Any number of targets Duration: Instant	Hit: STRd6+4 Physical damage.	Your Persona runs or flies towards each enemy and strikes them without stopping.
Akasha Arts	Combo, Physical (A) Time: Default	1 target within 4 meters Duration: Instant	Hit: STRd12+8 Physical damage. Extra: Spend 1 Energy to hit up to 1d3 additional targets.	The Persona leaps and tears into the target. If the Energy is spent, the Persona uses the momentum from this attack to pounce forward.
Agneyastra	Multi, Knockdown, Realized, Status, Physical (A) Time: Default	Any number of targets within 8 meters. Duration: Instant	Hit: STRd6 Physical damage; Spend one use of each one of your other spells. In case you don't have any uses, spend the appropriate Energy cost. Deals X*10 extra Physical damage, where X is the sum of the Tiers of all spent spells. Knockdown (Weakness) chance: 100%. Realized: Wrecks objects adjacent to each hit target.	A rain of meteorites that explode upon striking the targets.

Tier V

Name	Categories	Reach	Effect	Description
Heavenly Blade	Mono, Physical (A)	1 target within 3 meters	Hit: STRd12+2STR Physical damage. Critical: STRd6+2 extra Physical damage.	Your Persona fires off a mighty uppercut that throws the target skyward, chasing them and hitting them once more, bringing the target back to its original position.
	Time: Default	Duration: Instant		
God's Hand	Mono, Physical (A)	1 adjacent target	Hit: STRd12+3STR Physical damage. HDC +1	The Persona glows, wrapped in a cloud of smoke, and strikes with enough power to pulverize weaker targets.
	Time: Default	Duration: Instant		
Primal Force	Line, Knockdown, Physical (A)	All targets between you and a space within 8 meters	Hit: STRd8+2 Physical damage and Knocked Down chance: 100%	The Persona strikes the ground countless times, throwing waves of energy and debris in a line towards the target.
	Time: Default	Duration: Instant		
Pralaya	Total, Fear, Physical (A)	Any number of targets within 5 meters.	Hit: STRd8+4 Physical damage and Fearful chance: 15+2TEC%.	Time seems to stop for the targets as the caster's Persona fires off thousands of painful blows.
	Time: Default	Duration: Instant		
Brave Blade	Mono, Physical (A)	1 adjacent target	Hit: STRd12+4STR+5 Physical damage. HDC+1.	The caster lets out a brutal scream as the Persona overwhelms the target with crushing strikes.
	Time: Default	Duration: Instant	Spend 1 Aspect Point to cast.	





Tier I

Name	Categories	Reach	Effect	Description
Agi	Mono, Fire (A)	1 target within 8 meters	Hit: MAGd6 Fire damage	A small fireball is cast towards the enemy.
	Time: Default	Duration: Instant		
Ha Agi	Multi, Fire (A)	Up to 3 targets within 7 meters	Hit: MAGd4+6 Fire damage.	Small flames shoot out in a focused area
	Time: Default	Duration: Instant		
Maragi	Total, Fire (A)	Any number of targets you can see	Hit: MAGd4 Fire damage.	Fireballs fly out in every direction
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Agilao	Mono, Fire (A)	1 target within 8 meters	Hit: MAGd8 Fire damage.	A fire arrow pierces the enemy.
	Time: Default	Duration: Instant		
Ha Agilao	Multi, Fire (A)	Up to 3 targets within 7 meters.	Hit: MAGd6+6 Fire damage.	A chain of flames, like a dragon's tongue, sweeps the arena.
	Time: Default	Duration: Instant		
Maragion	Total, Fire (A)	Any number of targets the caster can see.	Hit: MAGd4+6 Fire damage.	A chain of flames swirls around the Persona.
	Time: Default	Duration: Instant		
Flame Dance	Combo, Fire (A)	Dance: Up to 1d6 targets within 7 meters	Hit: MAGd6+6 Fire damage.	The Persona performs rhythmic and aggressive steps, creating flickering fireballs around itself.
	Time: Default	Duration: Instant		
Eyes of Fire	Unique, Repress, Fire (P)	Caster	You can cast Fire spells, up to Tier II, without spending uses or Energy, but Repress any spells cast with this effect. Special: Your eyes gain a fierce glow, noticeable even outside the Metaverse.	The caster's hands and part of the Persona are enveloped in flames when they cast a spell through <i>Eyes of Fire</i> . This effect is purely cosmetic.
	Time: Automatic	Duration: Passive		

Fire Boost	Unique, Boost, Fire (P)	Caster	Fire spells you cast deal 25% more damage. This does not stack with other Boost Category spells.	Your Fire spells now burn brighter, hotter and more fiercely.
	Time: Automatic	Duration: Passive		
Ignition	Mono, Realized, Fire (A)	1 adjacent target.	Hit: MAG Fire damage at the end of each turn. Realized: Target creature or object catches on fire. This fire spreads to adjacent objects and targets during target's turn, including during movement.	With a simple spark shot from the Persona, the target is consumed by hungry flames.
	Time: Default	Duration: Until dissipated	Target creature can spend its full turn to put the flames out.	

Tier III

Name	Categories	Reach	Effect	Description
Agidyne	Mono, Fire (A)	1 target within 8 meters	Hit: MAGd10+2 Fire damage	A pillar of flames consumes the target.
	Time: Default	Duration: Instant		
Ha Agidyne	Multi, Fire (A)	Up to 3 targets within 7 meters	Hit: MAGd8+7 Fire damage.	Towers of fire emerge from the ground, incinerating all targets.
	Time: Default	Duration: Instant		
Maragidyne	Total, Fire (A)	Any number of targets the caster can see	Hit: MAGd6+4 Fire damage.	Fire pillars burst forth around the targets, surrounding them in an inescapable hell.
	Time: Default	Duration: Instant		
Inferno	Mono, Critical, Fire (A)	1 target within 8 meters	Hit: MAGd8+8 Fire damage. Critical: $(MAG/2)d10+10$ extra Fire damage.	A circle of fire rises above the target. From its center, a rain of magma is spewed out.
	Time: Default	Duration: Instant		
Purifying Flames	Total, Death, Fire (A)	Any number of targets the caster can see.	Hit: MAGd6 Fire damage. Enemies hit by this spell whose HP is dropped below 20% die instantly.	Blue flames chase and pierce the targets, burning them from within.
	Time: Default	Duration: Instant		
Fire Amp	Unique, Boost, Fire (P)	Caster	Fire spells you cast deal 50% more damage. This does not stack with other Boost Category spells.	The flames from your spells become molten magma and flaming rocks.
	Time: Automatic	Duration: Passive		

Tier V

Name	Categories	Reach	Effect	Description
Pyriphlegton	Mono, Fire (A)	1 target within 10 meters	Hit: MAGd12+MAG Fire damage.	A cascade of flame and lava rains upon an enemy.
	Time: Default	Duration: Instant		
Rage of Cerberus	Multi, Fire (A)	Up to 3 targets within 7 meters.	Hit: MAGd12+2MAG Fire damage Spend 1 Energy to cast.	A massive flaming sphere forms for each chosen target, surrounding them and quickly collapsing, crushing them under burning debris.
	Time: Default	Duration: Instant		
Ragnarök	Total, Repress, Fire (A)	Any number of targets the caster can see	Hit: MAGd10+7 Fire damage Pay 1 Aspect Point : You can sacrifice uses of other Fire spells to add +3MAG Fire damage for each spell and Repress this spell.	Rocks and magma shaped like spears fly out in every direction.
	Time: Default	Duration: Instant		
Titanomachia	Total, Fear, Unique, Status, Fire (A)	Any number of targets the caster can see.	Hit: MAGd12+MAG+5 Fire damage and Fearful chance: 35+5TEC% Pay 1 Aspect Point to cast.	A circle of rocks and fire surrounds the arena. Stone creatures emerge from the walls, exploding when they run into the targets.
	Time: Default	Duration: Instant		





Tier I

Name	Categories	Reach	Effect	Description
Bufo	Mono, Ice (A)	1 target within 8 meters	Hit: MAGd8 Ice damage	An ice crystal is lobbed at the target.
	Time: Default	Duration: Instant		
Ha Bufo	Multi, Ice (A)	Up to 3 targets within 7 meters	Hit: MAGd4 Ice damage	A hail of small ice crystal carried by a chilly breeze.
	Time: Default	Duration: Instant		
Mabufo	Total, Ice (A)	Any number of targets the caster can see	Hit: MAGd4-5 Ice damage.	A rain of icy rocks surrounds the arena.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Bufula	Mono, Ice (A)	1 target within 8 meters	Hit: MAGd10+2 Ice damage	An ice lance, or an equivalent projectile, is shot towards the target.
	Time: Default	Duration: Instant		
Ha Bufula	Multi, Ice (A)	Up to 3 targets within 7 meters	Hit: MAGd4+8 Ice damage	A blade made entirely of ice sweeps the area, shredding all targets.
	Time: Default	Duration: Instant		
Mabufula	Total, Ice (A)	Any number of targets the caster can see	Hit: MAGd4 Ice damage.	An ice globe surrounds the Persona and explodes, scattering ice shards in all directions.
	Time: Default	Duration: Instant		
Ice Waltz	Combo, Ice (A)	Dance: Up to 1d6 targets within 7 meters	MAGd4+8 Ice damage.	The Persona dances elegantly around the enemies, forming ice circles that close around the enemies, freezing and dismembering the targets.
	Time: Default	Duration: Instant		
Heatsink	Mono, Realized, Slowed, Status, Ice (A)	1 adjacent target	Hit: Slowed chance: 50%+5MAG%. Realized: Heat is drained from the target, freezing it internally. It's enough to cause mechanical failure or make most materials particularly brittle.	A wave of frost scatters from the Persona and falls upon the target, covering it in a thin layer of ice.
	Time: Default	Duration: Instant		
Ice Boost	Unique, Boost, Ice (P)	Caster	Ice spells you cast deal 25% more damage. This does not stack with other Boost Category spells.	Ice created by your spells is chilling enough to emanate clear vapor.
	Time: Automatic	Duration: Passive		
Glacial Gaze	Unique, Repress, Ice (P)	Caster	You can cast Ice spells, up to Tier II, without spending its uses or Energy. Repress any spells cast this way.	A whirlwind of snowflakes accompanies your Persona. Special: Your eyes gain a peculiar gleam, visible outside of the Metaverse.
	Time: Automatic	Duration: Passive		

Tier III

Name	Categories	Reach	Effect	Description
Bufudyne	Mono, Ice (A)	1 target within 8 meters	Hit: MAGd12+8 Ice damage.	The enemy is crushed by a gigantic block of ice.
	Time: Default	Duration: Instant		
Ha Bufudyne	Multi, Ice (A)	Up to 3 targets within 7 meters	Hit: MAGd6+6 Ice damage.	Thousands of frozen bolts fly in a cone towards the targets.
	Time: Default	Duration: Instant		
Mabufudyne	Total, Ice (A)	Any number of targets the caster can see	Hit: MAGd4+6 Ice damage	All enemies are struck by massive ice blocks falling from the sky.
	Time: Default	Duration: Instant		
Absolute Zero	Multi, Move, Ice (A)	Up to 4 targets within 7 meters	Hit: MAGd6 Ice damage. Extra: You can decrease the number of targets to deal MAG extra Ice damage to each enemy. If you choose to hit 1 enemy, its movement allowance is decreased to half for three turns.	The temperature around the caster drops drastically, creating a layer of frost around them and the struck targets.
	Time: Default	Duration: Instant		
Diamond Dust	Mono, Realized, Unique, Ice (A)	1 target you can see	Hit: MAGd12+1 Ice damage Realized: The space occupied by the enemy slowly freezes. If the enemy does not leave that space until the end of its next turn, it'll be immobilized in a pillar of ice that restricts movement and reduces all damage reduction by half.	The target's is partially engulfed by a pillar of ice that rises from the ground. If the enemy does not leave the space, the pillar surrounds it almost entirely.
	Time: Default	Duration: Instant		
Ice Amp	Unique, Boost, Ice (P)	Caster	Ice spells you cast deal 50% more damage. This does not stack with other Boost Category spells.	Ice created by your spells is bigger and colder. Faces and other features are carved into the icy surface of your spells.
	Time: Automatic	Duration: Passive		

Tier V

Name	Categories	Reach	Effect	Description
Niflheim	Mono, Ice (A)	1 target within 10 meters	Hit: MAGd12+3MAG+5 Ice damage	An ice lance pierces the target, who's then struck by a falling ice block and crushed by two spiked ice wheels.
	Time: Default	Duration: Instant		
Ymir's Breath	Multi, Stun, Status, Ice (A)	Up to 3 targets within 5 meters	Hit: MAGd8+8 Ice damage; Stunned chance: 100%; Causes <i>Weakness (Physical)</i> until the end of the target's turn.	A tempest of razor-sharp hail and frozen rocks devastates the arena.
	Time: Default	Duration: Instant		



Tier I

Name	Categories	Reach	Effect	Description
Garu	Mono, Wind (A)	1 target within 8 meters	Hit: MAGd6 Wind damage HDC +1	Slicing winds strike the target
	Time: Default	Duration: Instant		
Ha Garu	Multi, Wind (A)	Up to 3 targets within 7 meters	Hit: MAGd4 Wind damage HDC +1	A gust of concentrated wind whips towards a specific direction.
	Time: Default	Duration: Instant		
Magaru	Total, Wind (A)	Any number of targets the caster can see.	Hit: MAGd4-5 Wind damage HDC +1	Piercing winds flow in all directions around your Persona.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Garula	Mono, Wind (A)	1 target within 8 meters	Hit: MAGd8 Wind damage HDC +1	Concentrated winds cast the target to the floor
	Time: Default	Duration: Instant		
Ha Garula	Multi, Wind (A)	Up to 3 targets within 7 meters	Hit: MAGd4+8 Wind damage HDC +1	Wind and flying debris strike the targets
	Time: Default	Duration: Instant		
Magarula	Total, Wind (A)	Any number of targets the Caster can see	Hit: MAGd4 Wind damage HDC +1	A freezing <i>minuano</i> strikes the targets, dragging and throwing objects.
	Time: Default	Duration: Instant		
Wind Ballet	Combo, Wind (A)	Dance: Up to 1d6 targets within 7 meters	Hit: MAGd4+8 Wind damage HDC+1	The Persona dances with delicate pirouettes, launching blasts of wind towards the targets.
	Time: Default	Duration: Instant		
Vacuum Wave	Line, Wind (A)	Any number of targets between you and a point within MAG meters.	Hit: MAGd4+8 Wind damage HDC +1 Extra: Spend X Energy to increase the HDC by X.	The Persona fires off a powerful blow that creates a vacuum field towards the enemies, shredding them.
	Time: Default	Duration: Instant		
Whirlwind	Realized, Wind (A)	1 target within 6 meters and units adjacent to that target	Hit: Objects and targets are dragged up to MAG+1d4 meters in a direction determined by the caster.	A strong, ceaseless wind strikes the targets, dragging them away.
	Time: Default	Duration: Instant		
Wind Boost	Unique, Boost, Wind (P)	Caster	Wind spells you cast deal 25% more damage. This does not stack with other Boost Category spells.	Wind generated by your spells howls and whistles ferociously.
	Time: Automatic	Duration: Passive		



Wind's Gift	Unique, Repress, Wind (P)	Caster	You can cast Wind spells, up to Tier II, without spending uses or Energy. Repress any spells cast this way.	Your hair and clothes are gently disturbed by a breeze nobody else can perceive.
	Time: Automatic	Duration: Passive		

Tier III

Name	Categories	Reach	Effect	Description
Garudyne	Mono, Wind (A)	1 target within 8 meters	Hit: MAGd10+2 Wind damage Choose before casting: ❖ HDC +2 ❖ Critical Margin +2	A small tornado forms around the target, raising it off the floor.
	Time: Default	Duration: Instant		
Ha Garudyne	Multi, Wind (A)	Up to 3 targets within 7 meters	Hit: MAGd6+6 Wind damage Choose before casting: ❖ HDC +2 ❖ Critical Margin +2	Violent winds blow in all direction, throwing targets off-balance.
	Time: Default	Duration: Instant		
Magarudyne	Total, Wind (A)	Any number of targets the caster can see	Hit: MAGd4+6 Wind damage Choose before casting: ❖ HDC +2 ❖ Critical Margin +2	A hurricane whips up around the Persona, striking targets from all sides.
	Time: Default	Duration: Instant		
Tempest	Mono, Knockdown, Status, Wind (A)	1 target within 8 meters	Hit: MAGd4+5 Wind damage Knockdown chance: 100%. Pay 1 Aspect Point : Cast as an Interrupt .	A small tornado strikes the target from above, bringing them down.
	Time: Default	Duration: Instant		
Wind Amp	Unique, Boost, Wind (P)	Caster	Wind spells you cast deal 50% more damage. This does not stack with other Boost Category spells.	Your Persona comes forth in a large whirlwind that sweeps away the dust around you.
	Time: Automatic	Duration: Passive		

Tier V

Name	Categories	Reach	Effect	Description
Panta Rhei	Mono, Wind (A)	1 target within 10 meters	Hit: MAGd12+8 Wind damage Critical Margin +3	An explosion of violent winds throws the target skyward and strikes repeatedly before slamming them into the floor with an explosive tornado.
	Time: Default	Duration: Instant		
Vortex	Wind (A)	A point within 10 meters	Spend 1 Energy . All enemies within an 8 meters radius are dragged up to 5 meters towards the specified point (doesn't roll for Dodge). After, all enemies within a 3-meter radius starting from that same point take MAGd10+4 Wind damage on hit. HDC +3	A hurricane of gray smoke that collapses and shrinks, dragging the targets to its center.
	Time: Default	Duration: Instant		

Thunder

Tier I

Name	Categories	Reach	Effect	Description
Zio	Mono, Shocked, Status, Thunder (A) Time: Default	1 target within 8 meters Duration: Instant	Hit: MAGd6 Thunder damage Shocked chance: 3MAG%	A flash of electricity bursts from the Persona, striking the target.
Ha Zio	Multi, Shocked, Status, Thunder (A) Time: Default	Up to 3 targets within 7 meters Duration: Instant	Hit: MAGd4 Thunder damage Shocked chance: 2MAG%	An electrical current bursts through the floor, emerging to hit airborne targets.
Mazio	Total, Shocked, Status, Thunder (A) Time: Default	Any number of targets the caster can see Duration: Instant	Hit: MAGd4-5 Thunder damage Shocked chance: MAG%	A spiraling burst of energy striking all targets in its wake.
Sparking Touch	Mono, Realized, Thunder (A)	1 adjacent target	Hit: MAGd4+5 Thunder damage Realized: The caster's touch delivers a burst of electricity strong enough to destroy exposed electronics or create an arc of lightning in metal surfaces.	A thunderous chain runs through the Persona and the User, flowing towards the target.

Tier II

Name	Categories	Reach	Effect	Description
Zionga	Mono, Shocked, Status, Thunder (A) Time: Default	1 target within 8 meters Duration: Instant	Hit: MAGd8 Thunder damage Shocked chance: 6MAG%	A sphere of electricity strikes the target.
Ha Zionga	Multi, Shocked, Status, Thunder (A) Time: Default	Up to 3 targets within 7 meters Duration: Instant	Hit: MAGd4+8 Thunder damage Shocked chance: 5MAG%	A series of flying thunder balls scatter then converge towards the targets
Mazionga	Total, Shocked, Status, Thunder (A) Time: Default	Any number of targets the caster can see. Duration: Instant	Hit: MAGd4 Thunder damage Shocked chance: 4MAG%	Electrical spheres are scattered in all directions, clustering towards nearby enemies.
Thunder Tango	Combo, Shocked, Status, Thunder (A)	Dance: Up to 1d6 targets within 9 meters Duration: Instant	Hit: MAGd4+8 Thunder damage Shocked chance: 3MAG%	Your Persona performs firm and precise steps, firing lighting in all directions with each movement.
Thunder Boost	Unique, Boost, Thunder (P) Time: Automatic	Caster Duration: Passive	Thunder spells you cast deal 25% more damage. This does not stack with other Boost Category spells.	Thunder spells you cast leave behind shining sparks on impact and smoke rises from struck targets.
Lightning Rod	Unique, Repress, Thunder (P) Time: Automatic	Caster Duration: Passive	You can cast Thunder spells, up to Tier II, without spending uses or Energy. Repress any spell cast this way.	You have problems with static electricity. Battery-operated devices you handle tend to last a few minutes more.

Tier III

Name	Categories	Reach	Effect	Description
Ziodyne	Mono, Shocked, Status, Thunder (A)	1 target within 8 meters	Hit: MAGd10+2 Thunder damage Shocked chance: 8MAG%	A powerful thunderbolt strikes the target, born from a dark cloud looming over the arena.
	Time: Default	Duration: Instant		
Ha Ziodyne	Multi, Shocked, Status, Thunder (A)	Up to 3 targets within 7 meters	Hit: MAGd6+6 Thunder damage Shocked chance: 7MAG%	A series of lightning strikes hits the specified area, electrifying all in its path.
	Time: Default	Duration: Instant		
Maziodyne	Total, Shocked, Status, Thunder (A)	Any number of targets the caster can see	Hit: MAGd4+6 Thunder damage Shocked chance: 6MAG%	A massive cloud glides over the combatants, calling down lightning with pinpoint precision.
	Time: Default	Duration: Instant		
Discharge	Shocked, Status (A)	Any number of targets within 5 meters of a point within 8 meters	Shocked chance: 10MAG%	An electric globe that touches the floor and turns into an electrified zone. Electric currents blast through affected targets.
	Time: Default	Duration: Instant		
Thunder Amp	Unique, Boost, Thunder (P)	Caster	Thunder spells you cast deal 50% more damage. This does not stack with other Boost Category spells.	The electricity from your spells gains a blueish hue and your Persona is constantly surrounded by an electrifying aura.
	Time: Automatic	Duration: Passive		
Electric Chains	Mono, Combo, Repress, Thunder (A)	1 target within 8 meters	Hit: MAGd4+5 Thunder damage. Spend any number of spell uses from your deck. For each spent spell, roll another attack of this spell. Spend 1 Aspect Point or Repress this spell.	A tempestuous cloud rises above the Persona. For each attack rolled by this spell, the electricity around the arena grows fiercer.
	Time: Default	Duration: Instant		

Tier V

Name	Categories	Reach	Effect	Description
Thunder Reign	Mono, Shocked, Status, Thunder (A)	1 target within 10 meters	Hit: MAGd12 Thunder damage Shocked chance: 100%	A massive energy hammer, enveloped in lightning, falls from the skies, striking down any target.
	Time: Default	Duration: Instant		
Strikes Twice	Repress, Thunder (H)	Caster	Spend 3 Energy and Repress this spell to cast. You gain the following Condition: <i>Once per round, you can cast a Thunder spell from your deck as a Quick action.</i>	A powerful bolt of lightning strikes your Persona, surrounding it in blinding white light
	Time: Default	Duration: Instant	At the start of each of your turns under this effect, spend 3 Energy or remove this Condition.	

Nuclear

Most Nuclear spells interact with the caster's Nuclear **Buildup** count. Each unit starts combat with zero Buildup counters, and all Buildup counters disappear once combat ends. Each spell only adds their stated number of counters, even if they hit more than one target.

Each User can hold a number of Buildup counters equal to $(\text{MAG} + \text{VIT})/2$, rounded down. If a User would receive a counter that puts them over this limit, they take Almighty damage equal to half their maximum HP, no check, and their Buildup counters are reset to zero. Additionally, all adjacent units to the User must roll dodge against the User's TECd6. On failing, they take Nuclear damage equal to the damage dealt to the User by this effect.

Tier I

Name	Categories	Reach	Effect	Description
Frei	Mono, Nuclear, Buildup (A)	One target within 8 meters.	Hit: MAGd6+2 Nuclear damage Gain 1 Buildup counter.	A sphere of blue energy strikes the target.
	Time: Default	Duration: Instant		
Hafrei	Multi, Nuclear, Buildup (A)	Up to 3 targets within 8 meters	Hit: MAGd4+4 Nuclear damage Gain 1 Buildup counter.	Spheres of energy crash against the targets.
	Time: Default	Duration: Instant		
Mafrei	Total, Nuclear, Buildup (A)	Any number of targets within 8 meters	Hit: MAGd4-5 Nuclear damage Gain 1 Buildup counter.	A shower of burning blue wisps surround the targets.
	Time: Default	Duration: Instant		
Anomalous Alpha	Nuclear, Quick, Buildup (A)	X spaces you can see	Spend X Buildup counters. For each counter spent this way, select one space you can see. If any unit starts its turn, moves through, or ends its turn in any of these spaces, you may choose to deal MAG Nuclear damage against that unit, for no action cost, once per unit, and you gain 1 Buildup counter.	The spaces selected are surrounded with a flickering, transparent gas that ignites whenever targets pass by it.
Ionizing Blight	Time: Quick	Duration: Until the end of your next turn		
Freila	Mono, Nuclear, Buildup, Status, Poison (A)	One target within 6 meters	Spend 1 Buildup counter to cast. Poisoned chance: $30 + 5\text{TEC}\%$. You may spend X Buildup counters to increase this chance by $10 * X\%$.	A bolt of blue energy, glowing with a malicious green aura, engulfs the target.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Freila	Mono, Nuclear, Buildup (A)	One target within 8 meters.	Hit: MAGd8 Nuclear damage Gain 1 Buildup counter.	A comet of energy spirals from the sky towards the target.
	Time: Default	Duration: Instant		



Hafreila	Multi, Nuclear, Buildup (A)	Up to 3 targets within 8 meters	Hit: MAGd4 + MAG Nuclear damage Gain 1 Buildup counter.	A large sphere of energy shatters into smaller spheres that chase the targets.
	Time: Default	Duration: Instant		
Mafreila	Total, Nuclear, Buildup (A)	Any number of targets within 8 meters	Hit: MAGd4 Nuclear damage Gain 1 Buildup counter.	A cloud of blue fog envelops the arena, producing small clusters of energy that rain upon enemies.
	Time: Default	Duration: Instant		
Nuclear Boost	Unique, Boost, Nuclear (P)	Caster	Nuclear spells you cast deal 25% more damage. This does not stack with other Boost Category spells.	Nuclear spells you cast leave a trail of twinkling energy, similar to stars, in their wake.
	Time: Automatic	Duration: Passive		
Beta Bubble	Nuclear, Buff, Quick, Buildup (A)	One ally within 6 meters.	Target gains the following effect: <i>Whenever you hit a spell that deals damage to a target, that spell deals +SKL Nuclear damage. Additionally, grant 1 Buildup counter to the caster of this effect.</i>	Your target's weapons glow with a malicious radiance, leaving burning wounds wherever they strike.
	Time: Quick	Duration: Until the end of your next turn		
Metamorphosis	Nuclear, Buildup, Quick, Buff, Debuff (A)	Caster	Spend 1 Buildup counter, then choose: ❖ +3 STR, -2 TEC ❖ +2 MAG, -1 TEC ❖ +2 TEC, -1 STR, -1 MAG ❖ +1 Upper Range for all attacks. Attacks that target “all adjacent units” also target “all units within 2 meters of the original target” These are considered Buff effects.	You gain an energy aspect based on your Persona’s design and the desired effect, such as horns, eyes, and extra limbs, all made of glowing blue energy.
	Time: Quick	Duration: 3 rounds		

Tier III

Name	Categories	Reach	Effect	Description
Freidyne	Mono, Nuclear, Buildup (A)	One target within 8 meters.	Hit: MAGd10+2 Nuclear damage Gain 1 Buildup counter.	A sphere of energy crashes into the target and slowly explodes outward.
	Time: Default	Duration: Instant		
Hafreidyne	Total, Nuclear, Buildup (A)	Up to 3 targets within 8 meters	Hit: MAGd8 Nuclear damage Gain 1 Buildup counter.	Three energy missiles fly upwards, then crash into the targets.
	Time: Default	Duration: Instant		
Mafreidyne	Total, Nuclear, Buildup (A)	Any number of targets within 8 meters	Hit: MAGd4+9 Nuclear damage Gain 1 Buildup counter.	A cluster of small explosive spheres emerge from your Persona, quickly chasing down the targets.
	Time: Default	Duration: Instant		

Nuclear Amp	Unique, Nuclear, Boost (P) Time: Automatic	Caster Duration: Passive	Nuclear spells you cast deal 50% more damage. Does not stack with other Boost Category spells.	Your spells irradiate outwards with an explosion of sweltering energy and heat.
Gamma Growth	Nuclear, Buildup, Slowed, Stunned, Shocked, Status (A)	1 target you can see	Spend 2 Buildup counters, then choose: ❖ Slowed chance: 50+5TEC% ❖ Stunned chance: 30+5TEC% ❖ Shocked chance: 8TEC%	The target mutates to manifest spikes and spurs that painfully restrict movement.
	Time: Default	Duration: Instant		

Tier V

Name	Categories	Reach	Effect	Description
Orbital Strike	Mono, Nuclear, Buildup, Realized (A)	One target within 10 meters.	Hit: MAGd12 + MAG Nuclear damage. Gain 1 Buildup counter. You can choose to Realize : The energy from this attack can burn a hole through most materials, creating a hole up to 1 meter deep and wide on its point of impact.	A thin laser beam tracks the target for a moment, then a massive explosion crashes into them from the sky.
	Time: Default	Duration: Instant		
End of Days	Unique, Multi, Nuclear, Buildup, Repress (A)	Up to 3 targets within 8 meters	Hit: MAGd10 Nuclear damage. Gain 1 Buildup counter. You can Repress to add the following effect: Restore 2 Energy for each target killed by this spell.	The skies darken, dotted with satellites, as innumerable energy rods rain from the sky, glowing violently before exploding.
	Time: Default	Duration: Instant		
Mutually Assured Destruction	Nuclear, Quick, Buildup (A)	Caster	Whenever you take damage from any source, you may spend 1 Energy or 2 Buildup counters: Cast Frei against one target for no action cost. These casts cannot roll for Critical hits.	You are surrounded by the visage of a high-tech armor. Whenever you take damage, plates from this ghostly armor fly open to reveal a salvo of missiles.
Neutronic Devotion	Nuclear, Buildup, Buff, Debuff (A)	1 target caster can see	Spend 2 Buildup counters, then choose: ❖ -3 STR, -3 TEC ❖ -3 MAG, -3 AGI ❖ -2 STR, -2 MAG, -2 TEC	The target mutates in grotesque ways, hindering their actions.
	Time: Default	Duration: 3 rounds	These are considered Debuff effects.	



Psychokinesis (PSY)

The **Ingrain** keyword denotes the ability of most PSY spells to apply a unique Status effect on targets already suffering from specific Status effects. When you hit a target who is suffering from a Status effect with an Ingrain spell: Choose one appropriate **Ingrained** Status listed below, apply it, and remove the original Status. This Ingrained Status is considered the same effect as its original Status unless stated otherwise. Effects that remove the “base” Status also remove the Ingrained effect. Each Unit can only be afflicted by 1 Ingrained Status at a time. If a unit is suffering from an Ingrained Status, ignore “Ingrain” effects from spells for that target.

Status	Ingrained	Effect
Charmed	Smitten	<p>Smitten puts the character under the Narrator’s control or makes an enemy attack other enemies or cast supporting spells to the party.</p> <p><i>Smitten units may use their Interrupt actions to intercept an attack against the unit that applied this Status, taking half the rolled damage on hit.</i></p> <p>At the end of each turn, recovery chance is 33%.</p>
Panicked	Desperate	<p>Desperate prevents Persona usage on Users and prevents spell use on Shadows. At the end of each turn, recovery chance is 33%. <i>If the unit fails its recovery check, it suffers a -1 TEC, -1 AGI penalty as long as Desperate remains active. This stacks with other activations of itself and Debuff actions.</i></p>
Fearful	Hopeless	<p>Hopeless decreases the target’s DDC by 2. At the end of each turn, recovery chance is 33%. If the target does not recover, <i>Repress 1 use of one random spell. Shadows who suffer this effect lose access to that spell until Hopeless is healed.</i></p>
Enraged	Boiling	<p>Boiling increases Physical damage taken and dealt by 50% and decreases your HDC by 1. At the end of each turn, recovery chance is 33%. Target can choose to automatically fail the recovery roll. <i>If a Boiling target takes damage it’s Weak to, multiply that damage by 3x instead of 2x.</i></p>
Stunned	Comatose	<p>Comatose reduces the target’s DDC by 1 and blocks the target from using <i>default and movement actions. Comatose targets recover upon taking damage from any source.</i></p>
Shocked	Ionic	<p>Ionic makes all attacks against the target automatically succeed and increases the Critical Margin of all attacks declared the target by 1. <i>Each time an Ionic target takes damage, it deals (target’s) SKL + PLv. Almighty damage to all adjacent targets.</i></p> <p>Target recovers automatically at the end of their turn.</p>
Slowed	Hobbled	<p>Hobbled reduces your Movement Allowance to 1 and grants -2 HDC. At the end of each turn, recovery chance is 75%.</p>
Poisoned	Blighted	<p>Blighted deals 25% of target’s maximum HP as damage that ignores all resistances. At the end of each turn, recovery chance is 33%. <i>If the unit fails its recovery check, each adjacent target has a 30% chance to suffer Poisoned.</i></p>
Knocked Down	Earthbound	<p><i>Earthbound targets cannot dodge attacks. The next attack declared against an Earthbound target deals double damage (this is applied last in damage calculation and stacks with Weakness) and removes Earthbound.</i></p>

Tier I

Name	Categories	Reach	Effect	Description
Psi	Mono, PSY, Ingrain (A)	One target within 8 meters	Hit: MAGd6+3 PSY damage and Ingrain .	A bundle of multi-colored energy ribbons pierces the target.
	Time: Default	Duration: Instant		
Hapsi	Multi, PSY, Ingrain (A)	Up to 3 targets within 7 meters	Hit: MAGd4+2 PSY damage and Ingrain .	Energy bands decorated with glowing patterns wrap around the targets.
	Time: Default	Duration: Instant		
Maps	Total, PSY, Ingrain (A)	Any number of targets within 7 meters	Hit: MAGd4-3 PSY damage and Ingrain .	Angular stripes of neon bands fire off in all directions, seeking down the targets.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Psio	Mono, PSY, Ingrain (A)	One target within 8 meters	Hit: MAGd8+3 PSY damage and Ingrain .	Cyan, Yellow and Magenta discs of energy crash against the target.
	Time: Default	Duration: Instant		
Hapsio	Multi, PSY, Ingrain (A)	Up to 3 targets within 7 meters	Hit: MAGd4+11 PSY damage and Ingrain .	Trios of glowing discs slice the targets.
	Time: Default	Duration: Instant		
Mapsio	Total, PSY, Ingrain (A)	Any number of targets within 7 meters	Hit: MAGd4+4 PSY damage and Ingrain .	Glowing spheres fly around the targets, flying into them after a few moments.
	Time: Default	Duration: Instant		
Shirk	Mono, PSY, Status, Heal, Quick (A)	One target within 8 meters	Choose one Status you're afflicted with. You are cured of that Status, and that Status is applied to the target (no check). Spend 1 Energy : This is considered a Quick action and can be cast even if you are Panicked.	An energy simulacrum of yourself flies out of your body and attacks the target.
	Time: Default	Duration: Instant		
PSY Boost	Unique, Boost, PSY (P)	Caster	PSY spells you cast deal 25% more damage. This does not stack with other Boost Category spells.	Your PSY spells have glowing, prismatic shadows.
	Time: Automatic	Duration: Passive		

Tier III

Name	Categories	Reach	Effect	Description
Psiodyne	Mono, PSY, Ingrain (A)	One target within 8 meters	Hit: MAGd10+5 PSY damage and Ingrain .	Helices of spiraling energy twist around the target.
	Time: Default	Duration: Instant		
Hapsiodyne	Multi, PSY, Ingrain (A)	Up to 3 targets within 7 meters	Hit: MAGd8 PSY damage and Ingrain .	Spheres of energy surround the targets, firing off beams of spiraling psychokinetic force.
	Time: Default	Duration: Instant		
Mapsiodyne	Total, PSY, Ingrain (A)	Any number of targets within 7 meters	Hit: MAGd6 PSY damage and Ingrain .	Beams of spiraling energy emerge from the ground, striking the enemies several times before dissipating.
	Time: Default	Duration: Instant		
Imprint	PSY, Status, Ingrain (A)	One target within 8 meters	Choose 1 Status the target is suffering from. Then, choose another unit within 8 meters. The second unit is inflicted with that Status effect (no check), then Ingrain that Status effect on both targets, if possible.	Neon afterimages of the targets swap places, surrounding them in a dizzying aura.
	Time: Default	Duration: Instant		
PSY Amp	Unique, Boost, PSY (P)	Caster	PSY spells you cast deal 50% more damage. This does not stack with other Boost Category spells.	You are surrounded by a colorful aura while casting PSY spells.
	Time: Automatic	Duration: Passive		

Tier V

Name	Categories	Reach	Effect	Description
Psycho Force	Mono, PSY, Ingrain (A)	One target within 8 meters	Hit: MAGd12+10 PSY damage and Ingrain .	The arena is surrounded by a black-and-white pattern. Your Persona fires off dozens of energy beams that bounce around these patterns and amplify.
	Time: Default	Duration: Instant		
Psycho Blast	Total, PSY, Ingrain (A)	Any number of targets within 7 meters	Hit: MAGd10+MAG PSY damage and Ingrain .	A prismatic UFO hovers over the arena, firing wide energy beams in all directions.
	Time: Default	Duration: Instant		
Mass Hysteria	Total, PSY, Quick, Ingrain (A)	Any number of targets within 5 meters	This spell does not allow for dodge checks. Until the end of your next turn, targets hit by this spell cannot perform the LCK roll to avoid Status effects and cannot recover from Status.	A series of eye-shaped flying drones surround the area, tracking each target precisely.
	Time: Quick	Duration: Until the end of your next turn		

Light

Light spells that deal damage based on the target's current HP don't check for Dodge and cannot deal Critical hits. In this instance, Reflect Light deals damage based on the caster's HP, not the original target's. If you're hit by several Light effects at once due to reflection or Combo effects, add all percentages, ignoring the upper limit.

Unlike percent-based Light spells, Bless Category spells interact with Reflect Light and Drain Light using the default elemental interaction rules and check for dodge.

Spells with the **Bless** category trigger the specified effect around your **Zenith of Radiance**, an object that occupies one space, but does not take damage and cannot be targeted for attacks. Units can pass through the space occupied by a Zenith freely, but cannot end their turns in the same space as a Zenith. Each User can only have one Zenith present in combat at a time. If a User creates a new Zenith, all other Zeniths created by that User are dismissed.

When combat ends, all Zeniths are dismissed. A Zenith's range is always its caster's TEC/2 (Minimum 1). Bless effects that specify a Combat Skill always use the caster's Skill at the time of activation. All Bless effects last until the start of your next turn unless stated otherwise, and effects are only active as long as the targets remain within the Zenith's range.

Tier I

Name	Categories	Reach	Effect	Description
Hama	Mono, Light (A)	1 target	Deals 20+3TEC% of the target's current HP as damage, Max 40%.	A circle of light appears under the target, projecting a white flash.
Ha Hama	Time: Default	Duration: Instant		
	Multi, Light (A)	1 target and all adjacent targets	Deals 10+2TEC% of the target's current HP as damage, Max 30%	An elaborate holy symbol, related to the Persona's myth, is projected towards the targets.
	Time: Default	Duration: Instant		
Mahama	Total, Light (A)	Any number of targets	Deals 10+TEC% of the target's current HP as damage, Max 30%	An elaborate holy symbol appears behind the Persona, shining intensely. Its radiance can burn its targets.
	Time: Default	Duration: Instant		
Radiant Firmament	Unique, Free, Zenith (A)	One space within TEC/2 (minimum 1) meters	This spell costs zero SP to acquire and its Energy cost is always zero. This spell cannot be Repressed. Place a Zenith of Radiance in one unoccupied space within this spell's range, or move your current Zenith up to TEC meters in any direction.	Places a glowing symbol within range, generally related to the caster Persona's mythos.
	Time: Free	Duration: Permanent		



Kouha	Mono, Light, Bless (A)	One target within 6 meters	Hit: MAGd6 Light damage. Bless: Any number of targets within range of your Zenith gain <i>Fortify All MAG/2</i> (Minimum 1). This is considered a Buff effect that stacks with other Buff effects.	An arrow of light emerges from your Persona, piercing the target.
	Time: Default	Duration: Instant		
Hakouha	Multi, Light, Bless (A)	Up to 3 targets within 6 meters	Hit: MAGd4 Light damage. Bless: Enemies cannot enter your Zenith's range. If targets are already within range, they are moved to the closest possible point outside of your Zenith's range, no check.	Your Persona creates three gently floating spheres of light that slowly glide towards the enemies.
	Time: Default	Duration: Instant		
Makouha	Total, Light, Bless (A)	Any number of targets within 6 meters	Hit: MAGd4-5 Light damage. Bless: Extend the duration of Tier I Taru, Raku and Suku Buff effects active on targets within your Zenith's range by 1 round.	A flash of light surrounds you for a moment then fires outward.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Kouga	Mono, Light, Bless (A)	One target within 6 meters	Hit: MAGd8 Light damage. Bless: Any number of targets within range of your Zenith gain <i>Evide 1</i> against one Type of their choice. This is considered a Buff effect that stacks with other Buff effects.	A small comet of light strikes the target, leaving a sparkling golden trail in its wake
	Time: Default	Duration: Instant		
Hakouga	Multi, Light, Bless (A)	Up to 3 targets within 6 meters	Hit: MAGd4+5 Light damage. Bless: Enemies cannot enter your Zenith's range. If targets are already within range, they are moved to the closest possible point outside of your Zenith's range and take MAG Light damage, no check.	Glowing crystals emerge from the ground and fly towards the targets with deadly precision.
	Time: Default	Duration: Instant		
Makouga	Total, Light, Bless (A)	Any number of targets within 6 meters	Hit: MAGd4 Light damage. Bless: Extend the duration of Tier II Taru, Raku and Suku Buff effects active on targets within your Zenith's range by 1 round.	A beam of light falls upon you then expands as a circle, smiting enemies in its wake.
	Time: Default	Duration: Instant		
Immaculate Pulse	Zenith, Quick (A)	Caster	Spend 1 Energy. Bless: Whenever an ally within your Zenith's range declares an attack, that attack deals +MAG Light damage on hit. Each User can only benefit from the effects of this spell once per round, regardless of how many Zeniths they come within range of that round.	Your Zenith glows with an inspiring golden tinge.
	Time: Quick	Duration: Instant		

Tier III

Name	Categories	Reach	Effect	Description
Hamaon	Mono, Light (A)	1 target	Deals 40+3TEC% of the target's current HP as damage, Max 70%	An energy mandala surrounds the enemy and explodes in light shards.
	Time: Default	Duration: Instant		
Ha Hamaon	Multi, Light (A)	1 target and all adjacent targets	Deals 20+2TEC% of the target's current HP as damage, Max 50%	A sephiroth of pure light falls upon the targets.
	Time: Default	Duration: Instant		
Mahamaon	Total, Light (A)	Any number of targets	Deals 10+TEC% of the target's current HP as damage, Max 50%	A multicolored stained-glass pane appears over the arena, flooding the targets with burning light.
	Time: Default	Duration: Instant		
Shining Arrows	Combo, Light (A)	Dance: Up to 1d6 targets within 5 meters.	Deals 15% of the target's current HP as damage.	The Persona fires an array of glowing arrows skyward, which then seek out and strike enemies.
	Time: Default	Duration: Instant		
Kougaon	Mono, Light, Bless (A)	One target within 6 meters	Hit: MAGd10 Light damage. Bless: Any number of targets within range of your Zenith take half damage from the next damage instance they take.	A massive hammer of golden light strikes the enemy from above.
	Time: Default	Duration: Instant		
Hakougaon	Multi, Light, Bless (A)	Up to 3 targets within 6 meters	Hit: MAGd6+5 Light damage. Bless: If an enemy declares an attack against a target that is within your Zenith's range, that enemy takes MAG Light damage, once per round.	Your Persona hurls large crystalline spears that can pierce through enemies.
	Time: Default	Duration: Instant		
Makougaon	Total, Light, Bless (A)	Any number of targets within 6 meters	Hit: MAGd4+6 Light damage. Bless: Extend the duration of Tier III Taru, Raku and Suku Buff effects active on targets within your Zenith's range by 1 round.	Golden roots emerge around you, leaping outward to lash at the enemies.
	Time: Default	Duration: Instant		
Blessing of the Golden	Zenith, Defense (H)	Zenith	Bless: Grant your Zenith a shield with HP equal to $(MAG + PLv.) * 2$. Whenever an ally within range of your Zenith would take damage, they may instead choose to subtract that damage from the Zenith's shield. Each character can only benefit from this effect once per round, regardless of how many Zeniths they are within range of.	Your Zenith's range is reinforced by a translucent dome covered in gently twinkling points of light.
	Time: Default	Duration: Held		

Tier V

Name	Categories	Reach	Effect	Description
Banishment	Mono, Repress, Light (A)	1 target	Reduce the target to 1 HP. If this spell isn't Nulled or Reflected, Repress . Drain Light fully heals the target's HP.	
	Time: Default	Duration: Instant	Against targets with Hetelic Resistances , this spell deals 10% of the target's maximum HP as Light damage and treats Null Light as Resist.	The Persona glows intensely and touches the target, transferring the light to it.
Innocent Sin	Light (A)	1 target		
	Time: Default	Duration: Instant	Deals 50+3TEC% of the target's current HP as damage.	A pillar of white light rises from the ground, piercing the enemy for several seconds.
Equalize	Total, Repress, Light (A)	Any number of targets	Adds the total HP of all targets and distributes it equally among all, as long as the amount of HP does not exceed the maximum amount of HP of any target. If that happens, all targets' HP are set to the highest possible HP, the lowest maximum HP on the targets. Repress .	A balance of white gold appears behind the Persona. Its plates are filled with black blood that drip from the plates towards the enemies.
	Time: Default	Duration: Instant		
Samsara	Total, Light (A)	Any number of targets		
	Time: Default	Duration: Instant	Pay 1 Aspect Point : Deals 20+2TEC% of the target's current HP as damage.	Spectral afterimages of the caster's Persona emerge from each of its movements, creating countless beams of light.
Eternal Jewel	Mono, Light, Bless, Repress (A)	One target within 6 meters	Hit: MAGd12+MAG Light damage. Repress to Bless : Any number of targets within the Zenith's range have all their Type Weakness interactions become Neutral.	Your Persona slowly produces a massive diamond. It moves towards the target unflinchingly, exploding into thousands of shards on impact.
	Time: Default	Duration: Instant		
Final Moment	Multi, Light, Bless, Death, Repress (A)	Up to 3 targets within 6 meters	Hit: MAGd8+4 Light damage Bless : Any number of targets within the Zenith's range take 2MAG Light damage. After this, Repress to Bless : Any number of targets whose HP is below 20% and are within the Zenith's range or enter it for the duration of this effect are killed.	A vitreous barrier is erected around the targets, the inside of which is filled with light so intense that cracks form through the barrier's length.
	Time: Default	Duration: Instant		
The Third Secret	Total, Light, Bless, Repress (A)	Any number of targets within 6 meters	Hit: MAGd8 Light damage. Bless : Extend the duration of Tier V Taru, Raku and Suku Buff effects active on targets within your Zenith's range by 1 round. Repress to Bless : Any number of targets within your Zenith's range recover 2 Energy.	Energy bolts fly in impressive velocity towards the targets. The range of your Zenith is barricaded with an energy visage of an ancient castle, shrine or another structure related to your Persona's mythos.
	Time: Default	Duration: Instant		

Dark

Death Category spells do not check for Dodge and cannot deal Critical hits. For these spells, Weakness to Dark doubles the percentage, while Resistance reduces it in half. Drain Dark doubles your current HP, up to your maximum HP. Reflect Dark tests against the caster's current HP.

Unlike Death Category Dark spells, Curse Category spells interact with Reflect Dark and Drain Dark using the default elemental interaction rules and check for dodge.

Curse: A condition applied to units who were damaged by Curse category spells. At the start of that unit's turn, the effect stated on the original spell's Curse is triggered, after which the Curse effect disappears. The target cannot dodge this activation.

Curse damage is always Dark Type and is calculated by the user's MAG at the start of the target's turn. **Curse** applications stack: If a unit is targeted by more than one Curse spell in that round, it takes damage from all Curse instances in any order. Multi and Total Category Curse Spells apply Curse to all targets hit by the original spell.

Curse is considered a Condition (similar to Analyzed), and cannot be removed by any effects that don't specifically remove Curse or Conditions in general.

Tier I

Name	Categories	Reach	Effect	Description
Mudo	Mono, Death, Dark (A)	1 target	Instantly kill targets below 15+3TEC% maximum HP, Max 40%.	A circle of dark energy closes in around the target like a noose.
Ha Mudo	Multi, Death, Dark (A)	1 target and all adjacent targets	Instantly kill targets below 10+2TEC% maximum HP, Max 25%	An explosion of dark energy expands from the chosen target, consuming all around it.
Mamudo	Death, Dark (A)	Any number of targets	Instantly kill targets below 5+TEC% maximum HP, Max 25%	Spheres of dark flames surround the targets, sinking into their bodies.
Eiha	Mono, Dark, Curse (A)	One target within TEC meters	Hit: MAGd4 Dark damage. Curse: MAG damage.	A wisp of red sparks flies towards the target, surrounding it in shadows.
Haeiha	Multi, Dark, Curse (A)	Up to 3 targets within TEC meters	Hit: 2MAG Dark damage. Curse: MAG/2 (Min. 1) damage.	Your Persona fires a thin beam of burning energy towards the targets.
Maeiha	Total, Dark, Curse (A)	Any number of targets within 2TEC meters	Hit: MAG Dark damage. Curse: Deals MAGd4 damage to all units adjacent to the Cursed unit.	A small ball of deep dark flames strikes the ground, scattering towards the enemies.

Tier II

Name	Categories	Reach	Effect	Description
Dark Boost	Unique, Boost, Dark (P)	Caster	Increase the “Max” limit of all your Death Category Dark spells by 5% . Curse spells you cast deal 15% more damage on hit. Both effects stack with Dark Amp	Your Dark spells leave a trail of purple light in their wake.
	Time: Automatic	Duration: Passive		
Eiga	Mono, Dark, Curse (A)	One target within TEC meters.	Hit: MAGd6 Dark damage. Curse: Target’s next attack deals MAG less damage (this is considered a Debuff effect).	Casts a ring of black flames, surrounding the target on hit.
	Time: Default	Duration: Instant		
Haeiga	Multi, Dark, Curse (A)	Up to 3 targets within TEC meters	Hit: MAGd4 Dark damage. Curse: MAG+8 damage.	Fires a wide-reaching corona of black flames, attaching itself to the targets.
	Time: Default	Duration: Instant		
Maeiga	Total, Dark, Curse (A)	Any number of targets within 2TEC meters	Hit: 2MAG Dark damage. Curse: Deals MAGd4 damage to all units within 2 meters of each Cursed unit.	Creates a ring of umbral flames under the targets, which burst violently when the Curse is triggered.
	Time: Default	Duration: Instant		
Grasp of the Lesser Key	Curse (H)	Any number of targets you can see	Spend 2 Energy per selected target. Curse: Target is moved up to TEC meters in any direction (your choice) and its movement allowance is reduced to 1 until the end of your next turn. At the end of your turn, you can select any number of targets that were affected by this Curse this turn as a Quick action: Spend 2 Energy per target, extend this spell’s movement allowance effect until the end of your next turn.	Black chains sprout from the ground, binding the enemies.

Tier III

Name	Categories	Reach	Effect	Description
Mudoon	Mono, Death, Dark (A)	1 target	Instantly kill targets below 30+3TEC% maximum HP, Max 80%	A black pentagram decorated with shining outlines hovers above the target, drawing it towards itself.
	Time: Default	Duration: Instant		
Ha Mudoon	Death, Dark (A)	1 target and all adjacent targets	Instantly kill targets below 25+2TEC% maximum HP, Max 50%	Dark tentacles burst forth from the ground, grabbing and shredding targets.
	Time: Default	Duration: Instant		



Mamudoon	Death, Dark (A)	Any number of targets	Instantly kill targets below 20+TEC% maximum HP, Max 50%	A massive black pentagram rises above the arena. Pillars of black energy fatally strike the targets.
	Time: Default	Duration: Instant		
Dark Amp	Unique, Boost, Death, Dark (P)	Caster	Add 5% to all Death checks from spells you cast. Curse spells you cast deal 15% more damage on hit.	Your Dark spells are decorated by vivid purple flames.
	Time: Automatic	Duration: Passive		
Eigaon	Mono, Dark, Curse (A)	One target within TEC meters.	Hit: MAGd8 Dark damage. Curse: MAGd4 damage.	Shrouds your Persona in black and white flames, then hurls them towards the target.
	Time: Default	Duration: Instant		
Haeigaon	Multi, Dark, Curse (A)	Up to 3 targets within TEC meters	Hit: MAGd4 Dark damage. Curse: MAGd4 damage	Lobs three black fireballs skyward. After a few moments, they crash down onto the targets.
	Time: Default	Duration: Instant		
Maeigaon	Total, Dark, Curse (A)	Any number of targets within 2TEC meters	Hit: 2MAG Dark damage. Curse: Deals 2MAG damage to all units within TEC/2 (minimum 1) meters of each Cursed unit.	Pillars of black and white flames erupt from the ground indiscriminately, lingering until the Cruse triggers.
	Time: Default	Duration: Instant		
鉄皇 <i>Zai Aku</i> <i>Tou Ten</i>	Unique, Curse (P)	Caster	Whenever a spell you cast Curses a unit and that Curse effect includes dealing damage, you may spend X Energy : Extend Curse on that target for X turns (Curse will trigger at the start of each of that unit's turns). If one spell you cast Curses more than one target, you must pay this price individually for each target you wish to apply this effect to.	Furious spectral faces can be seen forming on the flames of your Curse spells, growing fiercer the more Energy is spent.
	Time: Automatic	Duration: Passive		

Tier V

Name	Categories	Reach	Effect	Description
Eternal Punishment	Mono, Repress, Death, Dark (A)	1 target	Instantly kill targets below 60+3TEC% maximum HP. If this spell kills, Repress .	A scroll appears in front of the target with red writing. The words leap from the scroll and wrap around the target, melting it alive.
	Time: Default	Duration: Instant		
Demonic Decree	Mono, Repress, Death, Dark (A)	1 target	Spend 4 Energy and Repress . Instantly kills one target below 90% maximum HP, as long as target's current HP value is lower than the caster's current HP value.	Dark flames surround the caster. The sound of trumpets is audible to all combatants. An energy crater grows beneath the target and a thin beam of pure darkness shoots up from it, making the target disappear.
	Time: Default	Duration: Instant		
Die for Me!	Total, Repress, Death, Dark (A)	Any number of targets	Pay 1 Aspect Point . Instantly kill targets below 25+2TEC% maximum HP. Repress to add 10% to the roll and treat <i>Null Dark</i> and <i>Drain Dark</i> as <i>Resist Dark</i> .	Dozens of blue roses bloom in the arena. Animals and bizarre creatures, made from stitched fabric, appear around the Persona and run towards the targets. Once they're close enough, the seams on the creatures are undone, revealing their "stuffing" composed to explosive devices that trigger suddenly, annihilating everything in their vicinity.
	Time: Default	Duration: Instant		
Black Future	Total, Dark, Curse (A)	Up to TEC targets within 2TEC meters.	Hit: MAGd8 Dark damage. The next time a spell you cast against a target hit by this spell Curses : Trigger all Curses on the target immediately (they still trigger at the start of the enemy's turn)	A torrent of flames strikes the targets. In its wake, a black specter floats above each target, waiting to strike.
	Time: Default	Duration: Instant		
Hush	Mono, Dark, Curse, Repress (A)	1 target within TEC meters	Hit: 1 Dark damage. Curse : MAGd12+2MAG damage. Repress : HDC+1 and apply a second Curse : You take no damage from the target's next attack.	A single, fleeting spark hits the target. When the Curse triggers, both the caster and the target are enveloped by blinding white flames.
	Time: Default	Duration: Instant		



Almighty

Almighty Spells can be learned by any Personae, but Personae with the Almighty Type gain a 1 SP (Minimum 0.5) discount on buying Almighty spells. However, forgetting these spells refunds half of the spent SP (Minimum 0.25). Almighty damage ignores damage reduction and bypasses Makarakarn. The Energy cost on the Effect box is added to the normal cost of casting.

Tier I

Name	Categories	Reach	Effect	Description
Astra	Mono, Almighty (B)	1 target within 8 meters	Cast: Hit: MAGd6-2 Almighty damage.	A thin, glimmering shooting star cuts through the battlefield, bursting on contact.
	Time: Default	Duration: Instant	Burst: Hit: MAGd4 Almighty damage to the target and adjacent targets. Does not check to hit adjacent targets.	
Ha Astra	Almighty, Multi, Debuff (B)	Up to 3 targets within 8 meters	Cast: Hit: MAGd4 Almighty damage.	An angular crystal slowly flies around the targets, leaving a shimmering trail that explodes soon after.
	Time: Default	Duration: Instant	Burst: Hit: MAGd4-4 Almighty damage and the next Physical, Element, Light or Dark spell cast against the target deals +1d6 damage.	
Ma Astra	Almighty, Total, Status (B)	Any number of targets within 8 meters	Cast: Hit: 2MAG Almighty damage.	A cloud of dark smoke seeps from the ground, creating beams of light that shoot upward.
	Time: Default	Duration: Instant	Burst: Hit: 2MAG Almighty damage, Slowed chance: 25%	

Tier II

Name	Categories	Reach	Effect	Description
Astrala	Mono, Almighty (B)	1 target within 8 meters	Cast: Hit: MAGd6+MAG Almighty damage.	A shining star forms above your Persona and slowly flies towards the target, bathing it in prismatic lights.
	Time: Default	Duration: Instant	Burst: Hit: MAGd6 Almighty damage to the target and adjacent targets. Does not check to hit adjacent targets.	
Ha Astrala	Almighty, Multi, Debuff (B)	Up to 3 targets within 8 meters	Cast: Hit: MAGd4+3 Almighty damage.	A trio of spiraling stars orbit around each other, firing beams of light in every direction.
	Time: Default	Duration: Instant	Burst: Hit: MAGd4 Almighty damage and the next damage-dealing spell cast against the target deals +1d10 damage on hit.	
Ma Astrala	Almighty, Total, Status (B)	Any number of targets within 8 meters	Cast: Hit: MAGd4 Almighty damage.	Your Persona projects a nebulous mist that surrounds the arena, which ignites when they reach its targets.
	Time: Default	Duration: Instant	Burst: Hit: 2MAG Almighty damage, Stunned chance: 30%	

Tier III

Name	Categories	Reach	Effect	Description
Astradyne	Mono, Almighty (B)	1 target within 8 meters	Cast: Hit: MAGd8+2 Almighty damage.	A sphere surrounded by orbiting dots of light crashes into the target, then explodes violently into a glowing purple cloud.
	Time: Default	Duration: Instant	Burst: Hit: MAGd6+MAG Almighty damage to the target and any number of targets within 2 meters of the original target. Does not check to hit extra targets.	
Ha Astradyne	Almighty, Multi, Debuff (B)	Up to 3 targets within 8 meters	Cast: Hit: MAGd6+2 Almighty damage.	Your Persona swings forward, projecting a prismatic cloud that ignites into blue flames as they surround the targets.
	Time: Default	Duration: Instant	Burst: Hit: MAGd6 Almighty damage and Rakundamon (<i>Fortify Physical and Elements -8 for 3 rounds</i>)	
Ma Astradyne	Almighty, Total, Status (B)	Any number of targets within 8 meters	Cast: Hit: MAGd4+4 Almighty damage.	The arena is surrounded by blue and red fog dotted with glowing energy. As the clouds settle upon enemies, they gradually collapse and explode with immense force.
	Time: Default	Duration: Instant	Burst: Hit: 2MAG Almighty damage, Knockdown chance: 20%	
Megido	Area, Almighty (A)	1 target within 8 meters and all adjacent targets	Spend 1 Energy to cast. Hit: MAGd10+2 Almighty damage.	A sphere of light and energy falls from the sky, exploding violently upon touching the ground.
	Time: Default	Duration: Instant		
Already Dead	Death, Almighty (B)	1 target within 6 meters	Cast: Hit: 1d6 Almighty damage.	The target is struck multiple times, leaving it covered in glimmering masses of energy that collapse into a blood-colored mist.
	Time: Default	Duration: Instant	Burst (no hit check): MAGd4 Almighty damage, instantly kills targets below 15+2TEC% HP.	

Tier V

Name	Categories	Reach	Effect	Description
Megidola	Area, Almighty (A)	1 target within 8 meters and all combatants within 2 meters of the target	Spend 1 Energy to cast. Hit: MAGd10+MAG Almighty damage.	Three white and blue energy spheres drop from the sky, orbiting gently around each other. Before touching the ground, these spheres clash together, exploding violently.
	Time: Default	Duration: Instant		

Tier VI

Name	Categories	Reach	Effect	Description
Megidolaon	Area, Almighty (A)	A target within 8 meters and all combatants within 2 meters of the target		
	Time: Default	Duration: Instant	<p>Pay 1 Aspect Point.</p> <p>Hit: MAGd12+MAG+5 Almighty damage.</p>	A pillar of white and blue energy appears in the center of the area of effect. Dozens of identical pillars are born from the central pillar, creating a circle around the targets. Suddenly, the gaps between these pillars are filled with a massive explosion, atomizing anything within.
Black Viper	Repress, Almighty (A)	1 target within 10 meters	<p>Pay 1 Aspect Point or Repress.</p> <p>Hit: MAGd12+4MAG Almighty damage.</p>	A massive black and purple snake surrounds the target. The snake opens its mouth and fires off an incredible blast of heat and energy.
	Time: Default	Duration: Instant		
Final Word	Mono, Light, Dark, Death, Repress, Almighty (A)	1 target within 10 meters	<p>Pay 1 Aspect Point.</p> <p>Hit: MAGd12+2MAG Almighty damage.</p> <p>Target suffers the effects of Hamaon, then Mudoon.</p> <p><i>Resist Light/Dark</i> is bypassed.</p> <p>Resistances above <i>Resist</i> are treated as <i>Resist</i>.</p> <ul style="list-style-type: none"> ❖ Hamaon: 40+3TEC% of the target's current HP dealt as Light damage. ❖ Mudoon: Instantly kills the target if it's below 30+3TEC% maximum HP, Max 80% <p>Repress to use MAG instead of TEC to calculate the results of Hamaon and Mudoon.</p>	A pair of white wings envelops the target completely. An intense purple light can be seen escaping through the gaps in the feathers. If it kills the target, its body will be entirely gone once the wings lift.
	Time: Default	Duration: Instant		
Morning Star	Total, Realized, Repress, Almighty (A)	Any number of targets within 3 meters or a 5m radius explosion within 8 meters (this explosion damages allies within its range)	<p>Sacrifice all uses of all other spells and pay 2 Energy to cast.</p> <p>Hit: MAGd12+7MAG Almighty damage.</p> <p>Repress to give this spell:</p> <p>Realized: This spell destroys and melts an area of 1m radius around the targets, wrecking all objects that aren't extremely resistant.</p>	A small sphere of white light appears in front of each targets' bodies. Particles of light are drawn to this sphere, making them grow uncontrollably. A golden aura surrounds these spheres a few moments before they burst.
	Time: Default	Duration: Instant		
Doors to Hades	Dark, Death, Almighty (A)	1 target within 5 meters and units adjacent to that target	<p>Repress to cast. Hit: MAGd12+2MAG Almighty damage.</p> <p>Pay 1 Aspect Point: Cast Mudoon on all hit enemies.</p> <ul style="list-style-type: none"> ❖ Mudoon: Instantly kills enemies whose HP is below 30+3TEC%, Max 80% 	An obsidian portal rises behind the caster. Its massive gates are flung open, liberating a horde of ghostly creatures that fall upon the targets.
	Time: Default	Duration: Instant		

Heal



The **PLv** notation in Heal spells denotes the Level of the Persona being used to cast the spell.

Tier I

Name	Categories	Reach	Effect	Description
Dia	Mono, Heal (A)	1 target within 8 meters	Restores MAGD6 + PLv*2 HP to the target	Green sparks appear around the target. Small wounds close, leaving faint scars.
	Time: Default	Duration: Instant		
Ha Dia	Multi, Heal (A)	All targets within 4 meters	Restores MAGd6 + PLv. HP to each target	A rain of green sparks falls over the targets, treating their wounds.
	Time: Default	Duration: Instant		
Media	Total, Heal (A)	All allies	Restores MAGd4 HP to each target	Green sparks shower over your allies.
	Time: Default	Duration: Instant		
Soma	Mono, Quick, Status, Heal (A)	1 adjacent target	Removes all Status, except Knocked Down.	A refreshing green breeze blows through the target.
	Time: Quick	Duration: Instant		
Ha Soma	Multi, Status, Heal (A)	The caster and all allies within 4 meters	Removes all Status, except Knocked Down	A refreshing green mist falls upon the party.
	Time: Default	Duration: Instant		
Recarm	Mono, Revive, Heal (A)	1 target within 5 meters	Revives the target with 50% HP	A sphere of white light glides over the target for a few moments and sinks into their chest, restoring their energy.
	Time: Default	Duration: Instant		
Death's Edge	Mono, Quick, Revive, Heal (A)	1 target	Revives target with 1 HP	An arrow of white energy is fired from your Persona, striking the target.
	Time: Quick	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Diarama	Mono, Heal (A)	1 target within 8 meters	Restores MAGd8 + PLv*4 HP to the target	A circle of green particles appears above the target and descends slowly, accelerating the healing of wounds.
	Time: Default	Duration: Instant		
Ha Diarama	Multi, Heal (A)	Caster and all allies within 4 meters	Restores MAGd8 + PLv*2 HP to each target	A rain of green particles emanates from the Persona, protecting and healing the wounds.
	Time: Default	Duration: Instant		



Mediarama	Total, Heal (A)	All allies	Restores MAGd6 + MAG HP to each target	A circle of green sparks falls upon each ally, gently closing their wounds.
	Time: Default	Duration: Instant		
Me Soma	Total, Status, Heal (A)	All allies	Removes all Status, except Knocked Down	A green breeze with a refreshing, slightly chemical smell blows through the targets, cleansing their bodies
	Time: Default	Duration: Instant		
Source of Hygeia	Unique, Boost, Heal (P)	Caster	Heal spells you cast heal 25% more HP. Does not stack with other Boost effects.	The particles from your spells shine more intensely.
	Time: Automatic	Duration: Passive		
Caduceus	Unique, Repress, Heal (P)	Caster	You can cast Heal spells, up to Tier III, without spending uses or Energy . Repress any spells cast this way.	A green energy staff with two interwoven snakes appears on or around your Persona, shining brightly.
	Time: Default	Duration: Instant		

Tier III

Name	Categories	Reach	Effect	Description
Diaraja	Mono, Heal (A)	1 target within 6 meters	Restores MAGd10 + PLv*5 HP to the target	A sphere of green energy floats up to the target, leaving a trail of sparks wherever it goes.
	Time: Default	Duration: Instant		
Ha Diaraja	Multi, Heal (A)	Caster and all allies within 4 meters	Restores MAGd10 + 3MAG HP to each target	An energy sphere surrounds the Persona and shatters, its shards seeking down its targets.
	Time: Default	Duration: Instant		
Mediaraja	Total, Heal (A)	All allies	Restores MAGd10 HP to each target	Green energy crystals float through the targets, soothing their wounds.
Recarmdra	Time: Default	Duration: Instant		
	Mono, Revive, Heal (A)	1 target	Restores 100% HP or revives target with 100% HP . Reduce caster's HP to 0	A sphere of energy shoots out from the caster's chest and sinks into the target.
Amrita	Total, Status, Heal (A)	All targets within 5 meters	Removes all Status	A crystal of prismatic light shives over the arena, enveloping the targets in soothing light.
	Time: Default	Duration: Instant		

Hands of Asclepius	Unique, Boost, Heal (P)	Caster	Heal spells you cast restore 50% more HP. Does not stack with other Boost effects.	Your Heal spells shine intensely and surround the target in a warm, comforting light.
	Time: Automatic	Duration: Passive		

Tier V

Name	Categories	Reach	Effect	Description
Diarahan	Mono, Heal (A)	1 target within 8 meters	Restores 100% HP to the target	A great plume of white and green energy falls upon the target.
	Time: Default	Duration: Instant		
Ha Diarahan	Multi, Heal (A)	Any number of targets within 4 meters	Pay 1 Aspect Point to cast. Restores 100% HP to each target.	A whirlwind of feathers appears, healing all allies.
	Time: Default	Duration: Instant		
Mediarahan	Total, Repress, Heal (A)	All allies	Restores 100% HP to each target. Repress.	Small plumes of energy surround your allies, closing their wounds.
	Time: Default	Duration: Instant		
Plume of Dawn	Repress, Revive, Total, Status, Heal (A)	All allies.	Pay 1 Aspect Point . Pay 1 extra Aspect Point for each ally below 1 HP you wish to apply this effect to. Removes all Status, except Knocked Down, Revives and Restores 100% HP. Repress.	A blue and green crystal appears in front of the Persona, glowing intensely. This crystal fractures symmetrically, dispersing a refreshing mist that carries thousands of minuscule white feathers, completely rejuvenating all targets.
	Time: Default	Duration: Instant		



Buff

Only the highest Buff effect to any given Skill can be active at once, unless the effect notes otherwise. Casting the same effect again refreshes the duration. Casting a Buff effect that affects the same Abilities as an active Debuff effect removes the Debuff effect. Each User can only have one Buff spell active on themselves at a time. If you would receive the effects of a second Buff spell, you must choose between keeping the effect active on your character or remove it to apply the new effect. Note that this does not apply to features that “stack with Buff effects”. *Elements* is a shorthand for the following Types: Fire, Ice, Wind, Thunder, Nuclear, PSY, Light, Dark.

Tier I

Name	Categories	Reach	Effect	Description
Tarukaja	Mono, Taru, Buff (A)	1 target you can see	+1 STR +1 MAG	Orange dust surrounds the target, making them more aggressive.
	Time: Default	Duration: 3 turns		
Sukukaja	Mono, Suku, Buff (A)	1 target you can see	+1 AGI +1 TEC	A breeze guides the target, making them more agile.
	Time: Default	Duration: 3 turns		
Rakukaja	Mono, Raku, Buff (A)	1 target you can see	Fortify Physical +4 Fortify Elements +4	A transparent energy shell surrounds the target.
	Time: Default	Duration: 3 turns		
Dekaja	Removal, Buff (A)	Any number of targets	Remove all positive Taru, Suku and Raku effects.	A flash of white light emerges from your Persona, removing the visual effects of Buff skills.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Tarukajamon	Mono, Taru, Buff (A)	1 target you can see	+2 STR +2 MAG	Orange dust is cast over the targets, emboldening them.
	Time: Default	Duration: 3 turns		
Auto-Tarukaja	Auto, Unique, Taru, Buff (P)	Caster	+1 STR +1 MAG	An orange aura surrounds the caster at the start of combat
	Time: Start of combat	Duration: 3 turns		
Ha Tarukaja	Taru, Multi, Buff (A)	Up to 2 targets you can see	+1 STR +1 MAG	Orange dust is cast over the targets, emboldening them
	Time: Default	Duration: 3 turns		
Sukukajamon	Mono, Suku, Buff (A)	1 target you can see	+2 AGI +2 TEC	A breeze guides the target, making them more agile
	Time: Default	Duration: 3 turns		



Auto-Sukukaja	Auto, Unique, Suku, Buff (P) Time: Start of combat	Caster Duration: 3 turns	+1 AGI +1 TEC	A green aura surrounds the caster when combat starts
Ha Sukukaja	Suku, Multi, Buff (A)	Up to 2 allies you can see	+1 AGI +1 TEC	A breeze guides the targets, making them more agile and precise.
	Time: Default	Duration: 3 turns		
Rakukajamon	Mono, Raku, Buff (A)	1 target you can see	Fortify Physical +8 Fortify Elements +8	A transparent energy shell surrounds the target.
	Time: Default	Duration: 3 turns		
Auto-Rakukaja	Auto, Unique, Raku, Buff (P)	Caster	Fortify Physical +4 Fortify Elements +4	A blue aura surrounds the caster at the start of combat
	Time: Start of combat	Duration: 3 turns		
Ha Rakukaja	Raku, Multi, Buff (A)	Up to 2 targets you can see	Fortify Physical +4 Fortify Elements +4	A transparent energy shell surrounds the target.
	Time: Default	Duration: 3 turns		
Rebellion	Total, Luck, Quick, Buff (A)	All combatants	Grants 2 temporary Luck Charges to each target.	Pillars of red light shine upon the combatants
	Time: Quick	Duration: Instant		

Tier III

Name	Categories	Reach	Effect	Description
Tarukajaou	Mono, Taru, Buff (A)	1 target you can see	+3 STR +3 MAG	Orange dust is cast over the targets, emboldening them.
	Time: Default	Duration: 3 turns		
Auto-Tarukajamon	Auto, Unique, Taru, Buff (P)	Caster	+2 STR +2 MAG	An orange aura surrounds the caster at the start of combat
	Time: Start of combat	Duration: 3 turns		
Ha Tarukajamon	Taru, Multi, Buff (A)	Up to 2 targets you can see	+2 STR +2 MAG	Orange dust is cast over the targets, emboldening them
	Time: Default	Duration: 3 turns		
Matarukaja	Taru, Total, Buff (A)	All allies	+1 STR +1 MAG	Orange dust surrounds the targets, emboldening them
	Time: Default	Duration: 3 turns		
Sukukajaou	Mono, Suku, Buff (A)	1 target you can see	+3 AGI +3 TEC	A breeze guides the target, making them more agile
	Time: Default	Duration: 3 turns		
Auto-Sukukajamon	Auto, Unique, Suku, Buff (P)	Caster	+2 AGI +2 TEC	A green aura surrounds the caster when combat starts
	Time: Start of combat	Duration: 3 turns		

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Ha Sukukajamon	Suku, Multi, Buff (A)	Up to 2 allies you can see	+2 AGI +2 TEC	A breeze guides the target, making them more agile
	Time: Default	Duration: 3 turns		
Masukukaja	Suku, Total, Buff (A)	All allies	+1 AGI +1 TEC	A breeze guides the target, making them more agile
	Time: Default	Duration: 3 turns		
Rakukajaou	Mono, Raku, Buff (A)	1 target you can see	Fortify Physical +12 Fortify Elements +12	A transparent energy shell surrounds the target.
	Time: Default	Duration: 3 turns		
Auto-Rakukajamon	Auto, Unique, Raku, Buff (P)	Caster	Fortify Physical +8 Fortify Elements +8	A blue aura surrounds the caster at the start of combat
	Time: Start of combat	Duration: 3 turns		
Ha Rakukajamon	Raku, Multi, Buff (A)	Up to 2 allies you can see	Fortify Physical +8 Fortify Elements +8	A transparent energy shell surrounds the target.
	Time: Default	Duration: 3 turns		
Marakukaja	Raku, Total, Buff (A)	All allies	Fortify Physical +4 Fortify Elements +4	A transparent energy shell surrounds the target.
	Time: Default	Duration: 3 turns		
Revolution	Critical, Unique, Buff (P)	Caster	Critical Margin +1	A pillar of crimson light shines around the caster at the start of combat.
	Time: Automatic	Duration: Passive		

Tier V

Name	Categories	Reach	Effect	Description
Tarukajyne	Mono, Taru, Buff (A)	1 target you can see	+4 STR +4 MAG	Orange dust is cast over the targets, emboldening them.
	Time: Default	Duration: 3 turns		
Auto-Tarukajaou	Auto, Unique, Taru, Buff (P)	Caster	+3 STR +3 MAG	An orange aura surrounds the caster at the start of combat
	Time: Start of combat	Duration: 3 turns		
Ha Tarukajaou	Taru, Multi, Buff (A)	Up to 2 targets you can see	+3 STR +3 MAG	Orange dust is cast over the targets, emboldening them
	Time: Default	Duration: 3 turns		



Matarukajamon	Taru, Total, Buff (A)	All allies	+2 STR +2 MAG	Orange dust is cast over the targets, emboldening them.
	Time: Default	Duration: 3 turns		
Sukukajyne	Mono, Suku, Buff (A)	1 target you can see	+4 AGI +4 TEC	A breeze guides the target, making them more agile
	Time: Default	Duration: 3 turns		
Auto-Sukukajaou	Auto, Unique, Suku, Buff (P)	Caster	+3 AGI +3 TEC	A green aura surrounds the caster when combat starts
	Time: Start of combat	Duration: 3 turns		
Ha Sukukajaou	Suku, Multi, Buff (A)	Up to 2 allies you can see	+3 AGI +3 TEC	A breeze guides the target, making them more agile
	Time: Default	Duration: 3 turns		
Masukukajamon	Suku, Total, Buff (A)	All allies	+2 AGI +2 TEC	A breeze guides the target, making them more agile
	Time: Default	Duration: 3 turns		
Rakukajyne	Mono, Raku, Buff (A)	1 target you can see	Fortify Physical +24 Fortify Elements +24	A transparent energy shell surrounds the target.
	Time: Default	Duration: 3 turns		
Auto-Rakukajou	Auto, Unique, Raku, Buff (P)	Caster	Fortify Physical +12 Fortify Elements +12	A blue aura surrounds the caster when combat starts
	Time: Start of combat	Duration: 3 turns		
Ha Rakukajaou	Raku, Multi, Buff (A)	Up to 2 targets you can see	Fortify Physical +12 Fortify Elements +12	A transparent energy shell surrounds the target.
	Time: Default	Duration: 3 turns		
Marakukajamon	Raku, Total, Buff (A)	All allies	Fortify Physical +8 Fortify Elements +8	A transparent energy shell surrounds the target.
	Time: Default	Duration: 3 turns		
Cataclysm	Total, Luck, Quick, Buff (A)	All combatants	Critical Margin +1 Grants 3 Luck Charges	A red aura surrounds the affected characters.
	Time: Quick	Duration: Until combat ends		
Heat Riser	Unique, Mono, Taru, Suku, Raku, Buff (A)	One target you can see	+2 STR, +2 MAG +2 TEC, +2 AGI Fortify Physical +8 Fortify Elements +8	The target is surrounded by two spiral of fluid energy, one blue and one green.
	Time: Default	Duration: 3 rounds		

Debuff

Only the highest Debuff effect to any given Skill can be active at a time, unless the effect specifies otherwise. Casting the same effect resets its duration to the new spell's duration. Casting a Debuff spell that affects the same Skills as an active Buff effect removes the specific Buff effects. *Elements* is a shorthand for the following Types: Fire, Ice, Wind, Thunder, Nuclear, PSY, Light, Dark.

Tier I

Name	Categories	Reach	Effect	Description
Tarunda	Mono, Taru, Debuff (A)	1 target you can see	-1 STR -1 MAG	Green acid falls upon the target, melting its weapons
	Time: Default	Duration: 3 turns		
Sukunda	Mono, Suku, Debuff (A)	1 target you can see	-1 AGI -1 TEC	Black pitch sticks to the target's limbs, slowing it down.
	Time: Default	Duration: 3 turns		
Rakunda	Mono, Raku, Debuff (A)	1 target you can see	Fortify Physical -4 Fortify Elements -4	A rain of fire devastates enemy defenses.
	Time: Default	Duration: 3 turns		
Dekunda	Removal, Total, Debuff (A)	All allies	Remove all negative Taru, Suku and Raku effects.	A gentle white light surrounds the targets' bodies, soothing their agitation.
	Time: Default	Duration: Instant		

Tier II

Name	Categories	Reach	Effect	Description
Tarundamon	Taru, Debuff Mono, (A)	1 target you can see	-2 STR -2 MAG	Green acid falls upon the target, melting its weapons
	Time: Default	Duration: 3 turns		
Ha Tarunda	Taru, Multi, Debuff (A)	Up to 2 targets you can see	-1 STR -1 MAG	Green acid falls upon the target, melting its weapons
	Time: Default	Duration: 3 turns		
Sukundamon	Mono, Suku, Debuff (A)	1 target you can see	-2 AGI -2 TEC	Black pitch sticks to the target's limbs, slowing it down.
	Time: Default	Duration: 3 turns		
Ha Sukunda	Suku, Multi, Debuff (A)	Up to 2 targets you can see	-1 AGI -1 TEC	Black pitch sticks to the target's limbs, slowing it down.
	Time: Default	Duration: 3 turns		



Rakundamon	Mono, Raku, Debuff (A)	1 target you can see	Fortify Physical -8 Fortify Elements -8	A rain of fire devastates enemy defenses.
	Time: Default	Duration: 3 turns		
Ha Rakunda	Raku, Multi, Debuff (A)	Up to 2 targets you can see	Fortify Physical -4 Fortify Elements -4	A rain of fire devastates enemy defenses.
	Time: Default	Duration: 3 turns		
Cease Rebellion	Total, Critical, Debuff (A)	Any number of targets	Critical Margin -1	A deadly silence falls upon the arena
	Time: Default	Duration: 3 turns		

Tier III

Name	Categories	Reach	Effect	Description
Tarundaou	Mono, Taru, Debuff (A)	1 target you can see	-3 STR -3 MAG	Green acid falls upon the target, melting its weapons
	Time: Default	Duration: 3 turns		
Ha Tarundamon	Taru, Multi, Debuff (A)	Up to 2 targets you can see	-2 STR -2 MAG	Green acid falls upon the target, melting its weapons
	Time: Default	Duration: 3 turns		
Matarunda	Taru, Total, Debuff (A)	All enemies	-1 STR -1 MAG	Green acid falls upon the target, melting its weapons
	Time: Default	Duration: 3 turns		
Sukundaou	Mono, Suku, Debuff (A)	1 target you can see	-3 AGI -3 TEC	Black pitch sticks to the target's limbs, slowing it down.
	Time: Default	Duration: 3 turns		
Ha Sukundamon	Suku, Multi, Debuff (A)	Up to 2 targets you can see	-2 AGI -2 TEC	Black pitch sticks to the target's limbs, slowing it down.
	Time: Default	Duration: 3 turns		
Masukunda	Suku, Total, Debuff (A)	All enemies	-1 AGI -1 TEC	Black pitch sticks to the target's limbs, slowing it down.
	Time: Default	Duration: 3 turns		
Rakundaou	Mono, Raku, Debuff (A)	1 target you can see	Fortify Physical -12 Fortify Elements -12	A rain of fire devastates enemy defenses.
	Time: Default	Duration: 3 turns		
Ha Rakundamon	Raku, Multi, Debuff (A)	Up to 2 targets you can see	Fortify Physical -8 Fortify Elements -8	A rain of fire devastates enemy defenses.
	Time: Default	Duration: 3 turns		
Marakunda	Raku, Total, Debuff (A)	All enemies	Fortify Physical -4 Fortify Elements -4	A rain of fire devastates enemy defenses.
	Time: Default	Duration: 3 turns		

Tier V

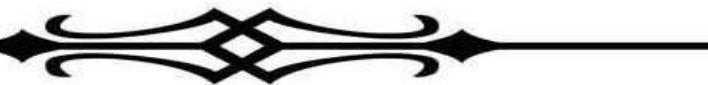
Name	Categories	Reach	Effect	Description
Tarundyne	Mono, Taru, Debuff (A)	1 target you can see	-4 STR -4 MAG	Green acid falls upon the target, melting its weapons
	Time: Default	Duration: 3 turns		
Ha Tarundaou	Taru, Multi, Debuff (A)	Up to 2 targets you can see	-3 STR -3 MAG	Green acid falls upon the target, melting its weapons
	Time: Default	Duration: 3 turns		
Matarundamon	Taru, Total, Debuff (A)	All enemies	-2 STR -2 MAG	Green acid falls upon the target, melting its weapons
	Time: Default	Duration: 3 turns		
Sukundyne	Mono, Suku, Debuff (A)	1 target you can see	-4 AGI -4 TEC	Black pitch sticks to the target's limbs, slowing it down.
	Time: Default	Duration: 3 turns		
Ha Sukundaou	Suku, Multi, Debuff (A)	Up to 2 targets you can see	-3 AGI -3 TEC	Black pitch sticks to the target's limbs, slowing it down.
	Time: Default	Duration: 3 turns		
Masukundamon	Suku, Total, Debuff (A)	All enemies	-2 AGI -2 TEC	Black pitch sticks to the target's limbs, slowing it down.
	Time: Default	Duration: 3 turns		
Rakundyne	Mono, Raku, Debuff (A)	1 target you can see	Fortify Physical -24 Fortify Elements -24	A rain of fire devastates enemy defenses.
	Time: Default	Duration: 3 turns		
Ha Rakundaou	Raku, Multi, Debuff (A)	Up to 2 targets you can see	Fortify Physical -12 Fortify Elements -12	A rain of fire devastates enemy defenses.
	Time: Default	Duration: 3 turns		
Marakundamon	Raku, Total, Debuff (A)	All enemies	Fortify Physical -8 Fortify Elements -8	A rain of fire devastates enemy defenses.
	Time: Default	Duration: 3 turns		
Debilitate	Mono, Raku, Suku, Taru, Unique, Repress, Debuff (A)	1 target you can see	Repress and pay 3 Energy to cast. -3 STR -3 MAG -3 AGI -3 TEC	Prismatic flames devour the target
	Time: Default	Duration: 3 turns	Fortify Physical -8 Fortify Elements -8	


Status
Tier I

Name	Categories	Reach	Effect	Description
Pulinpa	Mono, Panicked, Mental, Status (A)	1 target within 8 meters	Chance of Panicked: $35+5\text{TEC}\%$	A series of dizzying light flashes around the target
	Time: Default	Duration: Until healed		
Evil Touch	Mono, Fearful, Mental, Status (A)	1 target within 8 meters	Chance of Fearful: $25+5\text{TEC}\%$	A line of dark energy connecting the caster to the target, inspiring horror into the enemies.
	Time: Default	Duration: Until healed		
Enrage	Mono, Enraged, Mental, Status (A)	1 target within 8 meters	Chance of Enraged: $35+5\text{TEC}\%$	The Persona performs an aggressive, rhythmic step to grab the enemy's attention
	Time: Default	Duration: Until healed		
Poisma	Mono, Poisoned, Status (A)	1 target within 6 meters	Chance of Poisoned: $20+5\text{TEC}\%$	A directed shot of poisonous powder
	Time: Default	Duration: Until healed		
Abatma	Mono, Slowed, Nerve, Status (A)	1 target within 6 meters	Chance of Slowed: $20+5\text{TEC}\%$	A sphere of glue or other sticky substances hits the enemy.
	Time: Default	Duration: Until healed		
Confunda	Mono, Stunned, Nerve, Status (A)	1 target within 5 meters	Chance of Stunned: $15+5\text{TEC}\%$	A kaleidoscope of bizarre images and gusts of wind created to destabilize the target.
	Time: Default	Duration: Until healed		

Tier II

Name	Categories	Reach	Effect	Description
Stagnant Air	Total, Status (A)	All combatants	LCK -2 for all rolls to dodge Status effects.	A thick fog, green and foul-smelling, covers the arena
	Time: Default	Duration: 3 rounds		
Vile Breath	Total, Status (A)	All combatants	LCK -1 for all rolls to dodge Status TEC +1 for Light and Dark spells.	A blast of warm, foul air sweeps the arena.
	Time: Default	Duration: 3 rounds		



Marin Karin	Mono, Charmed, Mental, Status (A)	1 target within 6 meters	Chance of Charmed : 30+5TEC%	A wave of pinkish energy sweeps the target.
	Time: Default	Duration: Until healed		
Sexy Dance	Total, Charmed, Mental, Status (A)	Any number of targets within 6 meters	Chance of Charmed : 10+5TEC%	A slow, seductive dance.
	Time: Default	Duration: Until healed		
Tentarafoo	Total, Panicked, Mental, Status (A)	Any number of targets within 6 meters	Chance of Panicked : 20+5TEC%	A series of lights of different shapes and colors blinking in front of the target.
	Time: Default	Duration: Until healed		
Evil Smile	Total, Fearful, Mental, Status (A)	Any number of targets within 6 meters	Chance of Fearful : 10+5TEC%	A ghastly, smiling figure appears around the targets, watching them closely.
	Time: Default	Duration: Until healed		
Wage War	Multi, Enraged, Mental, Status (A)	Any number of targets within 6 meters	Chance of Enraged : 15+5TEC%	The Persona strikes the ground and roars victoriously.
	Time: Default	Duration: Until healed		
Pulinpaja	Mono, Panicked, Mental, Status (A)	1 target within 8 meters	Chance of Panicked : 50+5TEC%	A series of colorful, dazzling lights harass the target.
	Time: Default	Duration: Until healed		
Poismaja	Mono, Poisoned, Status (A)	1 target within 8 meters	Chance of Poisoned : 45+5TEC%	A cascade of toxins crashes into the target
	Time: Default	Duration: Until healed		
Ha Poisma	Multi, Poisoned, Status (A)	Up to 2 targets within 8 meters	Chance of Poisoned : 15+5TEC%	A wave of poison washes over the enemies
	Time: Default	Duration: Until healed		
Abatmaja	Mono, Slowed, Nerve, Status (A)	1 target within 6 meters	Chance of Slowed : 40+5TEC%	A cascade of thick, sticky liquid strikes the target
	Time: Default	Duration: Until healed		



Mabatma	Multi, Slowed, Nerve, Status (A)	Up to 2 targets within 6 meters	Chance of Slowed: 25+5TEC%	A sticky, swampy wave clings to the targets.
	Time: Default	Duration: Until healed		
Maconfunda	Multi, Stunned, Nerve, Status (A)	Up to 2 targets within 6 meters	Chance of Stunned: 15+5TEC%	A sequence of sudden light flashes and gusts of wind that can incapacitate foes.
	Time: Default	Duration: Until healed		

Tier III

Name	Categories	Reach	Effect	Description
Poison Breath	Total, Poisoned, Status (A)	Any number of targets within 6 meters	Chance of Poisoned: 15+5TEC%	A long spray of noxious gas that can burn through tissue.
	Time: Default	Duration: Until healed		
Enchanting Allure	Multi, Charmed, Mental, Status (A)	Any number of targets within 6 meters	Chance of Charmed: 20+5TEC%	A charming, haunting hymn that entralls the target.
	Time: Default	Duration: Until healed		
Terrifying Visage	Multi, Fearful, Mental, Status (A)	Any number of targets within 6 meters	Chance of Fearful: 25+5TEC%	A sphere of dark energy appears in the center of the arena and expands, briefly covering the area in piercing darkness.
	Time: Default	Duration: Until healed		
Poisoned Spike	Mono, Poisoned, Status (A)	1 target within 6 meters	Chance of Poisoned: 80+5TEC%	A gigantic, toxin- covered fang pierces the target.
	Time: Default	Duration: Until healed		
Crushing Force	Mono, Stunned, Nerve, Status (A)	1 target within 8 meters	Chance of Stunned: 75+5TEC%	A wave of light and pressure knocks the air out of the target.
	Time: Default	Duration: Until healed		

Tier V

Name	Categories	Reach	Effect	Description
Ghastly Wail	Repress, Death, Total, Status (A)	Any number of targets	Hit: Instantly kills targets suffering from at least one Status effect. Repress and spend 1 Aspect Point to bypass the dodge roll of each target (one per target).	A shrill, terrifying shriek rings out as spectral hands grasp the targets, dragging them into the void.
	Time: Default	Duration: Instant	Against targets with Hetelic Resistances: HDC -1 and deals 10% of the target's current health as Status Type damage if the target is suffering at least one Status effect (this replaces the spell's default effect).	



Tier I

Name	Categories	Reach	Effect	Description
Perception	Unique, Perception, Counters, Intel (P)	Caster	At the start of each of your turns, add 1 counter to your party's Cognitive Counters pool. This spell is granted at no cost for Personae with the Intel Type.	Upon triggering Perception skills, you can visualize the number of counters your party has. The visual nature of these charges depends on the nature and appearance of your Persona.
	Time: Automatic	Duration: Passive		
Agile Analysis	Perception, Counters, Intel (A)	Caster	Gain the same number of counters you've gained at the start of your turn once more.	Your counters quickly multiply
	Time: Default	Duration: Instant		
Tactical Scan	Mono, Free, Analysis, Intel (A)	1 target you can see	Spend 1 counter . Reveals 1 Active spell of target's deck.	The caster can visualize the target creature performing one of its attacks.
	Time: Free	Duration: Permanent		
Analyze Myths	Mono, Free, Analysis, Intel (A)	1 target you can see	Spend 1 counter . Reveal target's Natural Skill	A book surrounds the target and swings open.
	Time: Free	Duration: Permanent		
Monitor	Mono, Free, Analysis, Intel (A)	1 target you can see or communicate with	Spend 1 counter . You have access to all information the target knows and is willing to share with you.	A projection of the target is visible in the caster's field of view and the consented data is listed besides the target.
	Time: Free	Duration: Permanent		
Simulation	Mono, Free, Analysis, Intel (A)	1 target you can see	Spend 1 counter . Reveal one of target's elemental interactions of your choice.	The target is wrapped in the projection of a specified element.
	Time: Free	Duration: Permanent		
Mark of Slaughter	Mono, Interrupt, Unique, Intel (P)	1 target you can see	Spend 1 counter when an attack is declared against an Analyzed target to grant Critical Margin +1 for this attack. This effect can only be applied once per attack.	A red bullseye shines upon Analyzed targets.
	Time: Interrupt	Duration: Instant		
Destiny Seal	Mono, Free, Intel (P)	1 target you can see	Spend 1 counter to increase the trigger chance of the next Status check rolled against this target by 20%. This effect can only be applied once per attack.	A vitals monitor appears around the target, showing a rough estimate of a harmful Status being triggered.
	Time: Free	Duration: Until next attack		



Fog of War	Vision, Free, Buff, Intel (C)	Caster	Spend 1 counter . A 5-meter radius around you obscures all targets within, including Shadows. Obscured targets receive +1 DDC.	A thick fog surrounds targets chosen by the caster, obscuring their movements.
Dizzying Lights	Mono, Free, Knockout, Intel (A)	1 target you can see	Spend X counters . Targets whose HP are below 15+5X% are knocked unconscious (unconscious targets cannot perform actions until they're attacked once).	A series of light spheres are fired by the Persona, disorientating the targets.
Disguise	Vision, Free, Intel (A)	Any number of allies you can see	You can change the outfits and minor visual features such as hair, eye and skin color of consenting targets.	A sensation of numbness spreads through the skin of the targets as their appearances are molded by the caster.
Cloak of Shadows	Mono, Free, Vision, Buff, Intel (H)	1 target you can see	Spend 1 counter . Target gains +1 DDC against Analyzed targets. Spend 1 counter to extend this spell's duration as a Quick action.	The target is surrounded by an aura of smoke or tangible static that help it avoid attacks.
Blind	Mono, Free, Vision, Debuff, Intel (A)	1 Analyzed target you can see	HDC -1. At the start of each of your subsequent turns, spend 1 counter or remove this spell's effect.	A flash of white and yellow light is suddenly shot towards the target.
Sensorial Connection	Unique, Free, Intel (P)	All allies	All allies can converse with you and privately amongst themselves, sharing sensory feedback over any distance, as long as the caster and the involved parties are conscious and consenting.	The targets can interact freely amongst themselves, perceiving others' voices and sensory data effortlessly.
Illusory Terrain	Realized, Intel (A)	One empty space you can see	Distorts a part of the scenery up to TEC/2 spaces long in any configuration, creating a pillar, cover, hole, etc. Targets that are completely obscured by scenery cannot be chosen as the main target of any attacks.	Terrain melts and molds itself to the caster's will.
	Time: Default	Duration: Until dispelled	The created terrain has HP equal to half the caster's maximum HP and 1 AGI to determine dodging damage.	



Martyr's Veins	Mono, Damage, Interrupt, Intel (A)	1 target within 6 meters	When an ally takes damage from an attack, you can transfer part of that damage to yourself (Minimum: 50%)	A string of red energy tethers caster and target briefly, transferring the brunt of some attacks to the caster.
	Time: Interrupt	Duration: Instant		
Silent Image	Mono, Vision, Intel (A)	1 empty space within 6 meters	Creates a projection of an object the caster has seen before. The object can be distinguished from reality if the observer passes a TECd6 check against the caster's TECd6 roll. The object is not tangible and dissipates as soon as any creature comes in contact with it.	The object appears as a shapeless gray mass that quickly conforms to the desired shape.
	Time: Default	Duration: Permanent		
Shuffle	Mono, Free, Initiative, Intel (A)	One ally you can see	Spend 1 counter . You can change the initiative check of 1 target to position them in any order in the initiative order. This effect is applied at the start of the next round.	The target feels compelled to act before or after certain combatants.
	Time: Free	Duration: Permanent		
Vital Sight	Mono, Free, Analysis, Intel (A)	1 target you can see	Spend 1 counter . Reveals the target's maximum HP.	A visually obvious displays the target's vitality.
	Time: Free	Duration: Permanent		

Tier II

Name	Categories	Reach	Effect	Description
Powerful Perception	Unique, Perception, Counters, Intel (P)	Caster	At the start of each of your turns, add 2 counters to your party's Cognitive Counters pool. This cancels the effects of the <i>Perception</i> spell.	When activating Perception skills, you can visually grasp the party's counter pool. The nature of these counters depends on the Persona you manifest.
Strategic Analysis	Mono, Analysis, Free, Intel (A)	1 target you can see	Spend 2 Counters . Reveal up to 3 Active spells from target's deck.	A list of possible actions, and their descriptions, are listed next to the target.
Analyze Affinity	Mono, Analysis, Free, Intel (A)	1 target you can see	Spend 1 counter . Reveal all of target's Passive spells.	A book appears around the target, displaying information regarding its natural abilities.

Constant Analysis	Analysis, Intel (P)	Caster	Whenever any target is hit by a spell or basic attack, you can immediately discover target's elemental interaction with that attack's Type.	A visually obvious marker highlights the target when it's hit for the first time.
	Time: Automatic	Duration: Passive		
Materialistic Perception	Analysis, Free, Intel (P)	Caster	You can quickly recognize any item and their most common uses. You receive additional hints regarding items of interest and where to find them.	Relevant items glow gently when the caster summons their Persona.
	Time: Free	Duration: Instant		
Liar's Blessing	Mono, Intel (P)	1 Analyzed target	When a target is Analyzed, you can choose to spend 1 counter to relay false information instead. Roll Lvd6 against original caster's Lvd6. In case of failure, the caster perceives the information as incorrect and is allowed to try again.	Visual information given by Intel spells are subtly, almost imperceptibly.
	Time: Interrupt	Duration: Permanent		
Kaleidoscope	Vision, Action, Intel, Debuff (A)	Any number of targets caster can see	Before performing any default action, each target has a 33% chance to fail completely, resulting in no effect. Against targets with Hetelic Resistances, the chance for an action to fail becomes 10%.	Scintillating lights leap between the targets, bouncing off surfaces and distracting combatants.
	Time: Default	Duration: Until the end of caster's next turn		
Muddle	Vision, Intel (A)	Caster	Target becomes invisible and cannot be chosen as a target for attacks.	The caster slowly becomes intangible as a smokescreen surrounds them.
	Time: Default	Duration: Until caster declares any other action		
Martyr's Shield	Mono, Damage, Interrupt, Intel (A)	1 target within 6 meters	When an ally is hit by an attack, you can transfer damage to yourself or any other consenting ally. (Minimum: 50%)	A fine red lien connects the targets, transferring damage amongst them.
	Time: Interrupt	Duration: Instant		
Limit Breaker	Interrupt, Damage, Intel (A)	All allies	<p>All targets gain the following ability:</p> <p>Pay 2 counters and spend 2 Energy to gain the effects of Mind Charge or Power Charge.</p> <ul style="list-style-type: none"> ❖ Mind Charge: Your next Fire, Ice, Thunder, Wind, Nuclear, PSY, Light, Dark spell that rolls for damage has its damage multiplied by 2.5. ❖ Power Charge: Your next basic attack or Physical spell that deals damage has its damage multiplied by 2.5. 	Weak points and possible ways to exploit enemy defenses are displayed to your allies.
	Time: Default	Duration: Until the end of caster's next turn.		

Fleeting Vigor	Mono, Energy, Intel (A)	1 target, even those outside the main combat area.	Spend 1 counter . Target receives no penalty for going over their Energy thresholds. At the end of combat, the Energy penalties are reapplied and target takes Almighty Type damage equal to their Energy score below zero multiplied by 10, without testing for dodge or applying any damage reduction effects.	Target becomes immune to exhaustion. At the end of combat, piercing pain runs through the target's body, radiating from their heart.
	Time: Default	Duration: Until the end of combat		
Loquacity	Mono, Negotiation, Quick, Intel (A)	1 target	Spend 3 counters . Target can engage in negotiation with any conscious combatant.	A spotlight shines upon the target, drawing the attention of nearby Shadows.
	Time: Quick	Duration: Instant		
Geas	Mono, Action, Interrupt, Intel (A)	1 ally caster can see	Spend 2 counters . When an ally deals damage to an Analyzed target, increase that damage by 50% .	Allies are overtaken by destructive intent.
	Time: Interrupt	Duration: Until the end of combat		

Tier III

Name	Categories	Reach	Effect	Description
Absolute Perception	Unique, Counters, Perception, Intel (P)	Caster	At the start of each of your turns, add 3 counters to your party's Cognitive Counters pool. This cancels the effects of the <i>Perception</i> and <i>Powerful Perception</i> spells.	You can visualize your party's counters as objects in your field of view.
Analysis Pulse	Quick, Analysis, Counters, Intel (A)	Caster	Add the same number of counters added at the start of your turn once more.	Your counters quickly multiply.
Vitals Monitor	Mono, Analysis, Free, Intel (A)	1 target caster can see	Spend 2 counters . Reveals target's current HP.	Target's overall health appears as a green meter around the target.
Decipher Techniques	Mono, Analysis, Free, Intel (A)	1 target caster can see	Spend 2 counters . Reveals all spells on target's deck.	Pages of text describing the target's possible tactics flow around the target in glowing script.
Cognitive Blank	Mono, Quick, Vision, Intel (H)	1 target	Target becomes invisible and cannot be chosen as a target for attacks or spells. Only 1 target can be affected by this spell at a time. Spend 2 Energy to sustain this effect past the first turn as a Quick action. This cost increases by 1 Energy every subsequent turn.	A cloud of tangible static surrounds the quickly fading target.

Murderous Phobia	Mono, Intel (A)	1 target within 6 meters	Target rolls an attack that deals STRd6 or MAGd6 Intel damage, whichever is higher, against itself.	A malignant specter hovers above the target, attacking with an ethereal scythe.
Limit Breaker+	Charge, Quick, Buff, Intel (A)	All allies	<p>Spend 4 counters.</p> <p>When caster or an ally declares an attack against an Analyzed target, caster or attacking character can spend 2 Energy to gain the effects of Mind Charge or Power Charge as a free action for their next attack:</p> <ul style="list-style-type: none"> ❖ Mind Charge: Your next Fire, Ice, Thunder, Wind, Nuclear, PSY, Light, Dark spell that rolls for damage has its damage multiplied by 2.5 ❖ Power Charge: Your next basic attack or Physical spell that deals damage has its damage multiplied by 2.5. 	The affected target feels a surge of energy when attacking, delivering more accurate and deadlier attacks.
Mind Shackle	Time: Quick	Duration: Permanent	Surrounds target by an illusion representing something target fears or cannot move past. Target takes MAGd6 or STRd6 Intel damage, whichever is higher, if target moves from its original position naturally. At the end of each of caster's turns, target has 33% chance of recovering, dissipating the effect.	A flaming abyss, a cage of cold steel or another similar barrier surrounds the target.
Cognitive Genesis	Realized, Intel (A)	An empty space caster can see	<p>Creates an intangible inanimate object that the caster has seen before, and occupies up to TEC/2 empty spaces in any configuration.</p> <p>The physical properties of this object are based on the real equivalent, but it has HP equal to half the caster's maximum HP and 0 AGI for the purposes of damage calculation.</p> <p>The item possesses limited capabilities: Equipment created by this spell cannot grant any benefits to a character wielding it; Damage dealt by these objects when used as weapons are considered the damage of caster's unarmed attack; consumables created by this spell do not grant any effects to its users. Items created by this spell and destroyed by any means disappear completely.</p>	A prismatic mass spawns in the arena and quickly takes shape into the desired object.
Terrifying Projection	Mind, Fearful, Status, Intel (A)	Any number of targets you can become adjacent to during your movement.	Chance of Fearful: 15+5TEC%. Perform your full movement action while casting this spell.	A hologram of the caster and their Persona, bigger and with a threatening aura, follows the caster.

Tier V

Name	Categories	Reach	Effect	Description
Eyes of Prometheus	Unique, Perception, Counters, Intel (P) Time: Automatic	Caster Duration: Passive	At the start of each of your turns, add 4 counters to your party's Cognitive Counters pool. This cancels the effects of the <i>Perception</i> , <i>Powerful Perception</i> and <i>Absolute Perception</i> spells.	Your party's counters are visible to you as objects in your field of view.
Reveal Weakness	Mono, Analysis, Free, Intel (A)	1 target you can see Duration: Permanent	Spend 5 counters . Reveal all target's elemental interactions.	Lights of all colors scan the target, revealing its weaknesses and resistances.
Precognition	Free, Repress, Intel (A) Time: Free	Any number of targets caster can see Duration: The next five attacks declared against affected targets.	Repress , spend 1 Energy and 6 counters . The following 5 dodge checks performed by target allies are automatically considered as the maximum possible dice roll. Spend 3 Energy to apply this effect to each subsequent attack past the fifth.	A circle of light surrounds the party. A few moments before any given attack connects, this light surrounds the ally and shifts them into position to avoid the attack, becoming dimmer each time.



Defense

All Personae can learn Defense Type spells. Wall spells that specify an Element can be of the Fire, Ice, Wind, Thunder, Nuclear, PSY, Light or Dark Types and must be taught for each Element.

Tier I

Name	Categories	Reach	Effect	Description
Cling to Life	Mono, Revive, Interrupt, Defense (A)	1 target	If the target would be reduced to 0 or less HP during this turn, heal them to 1 HP. Penalties from entering Death's Door still apply, but other effects do not. Each User can only benefit from this once per round.	A clear shield surrounds the target.
	Time: Interrupt	Duration: Instant		
Resist <Element>	Resist, Defense (A)	Caster	Grants Resist <Element> for the duration of this turn.	A translucent energy shield colored after the chosen element surrounds you.
	Time: Interrupt	Duration: Instant		

Tier II

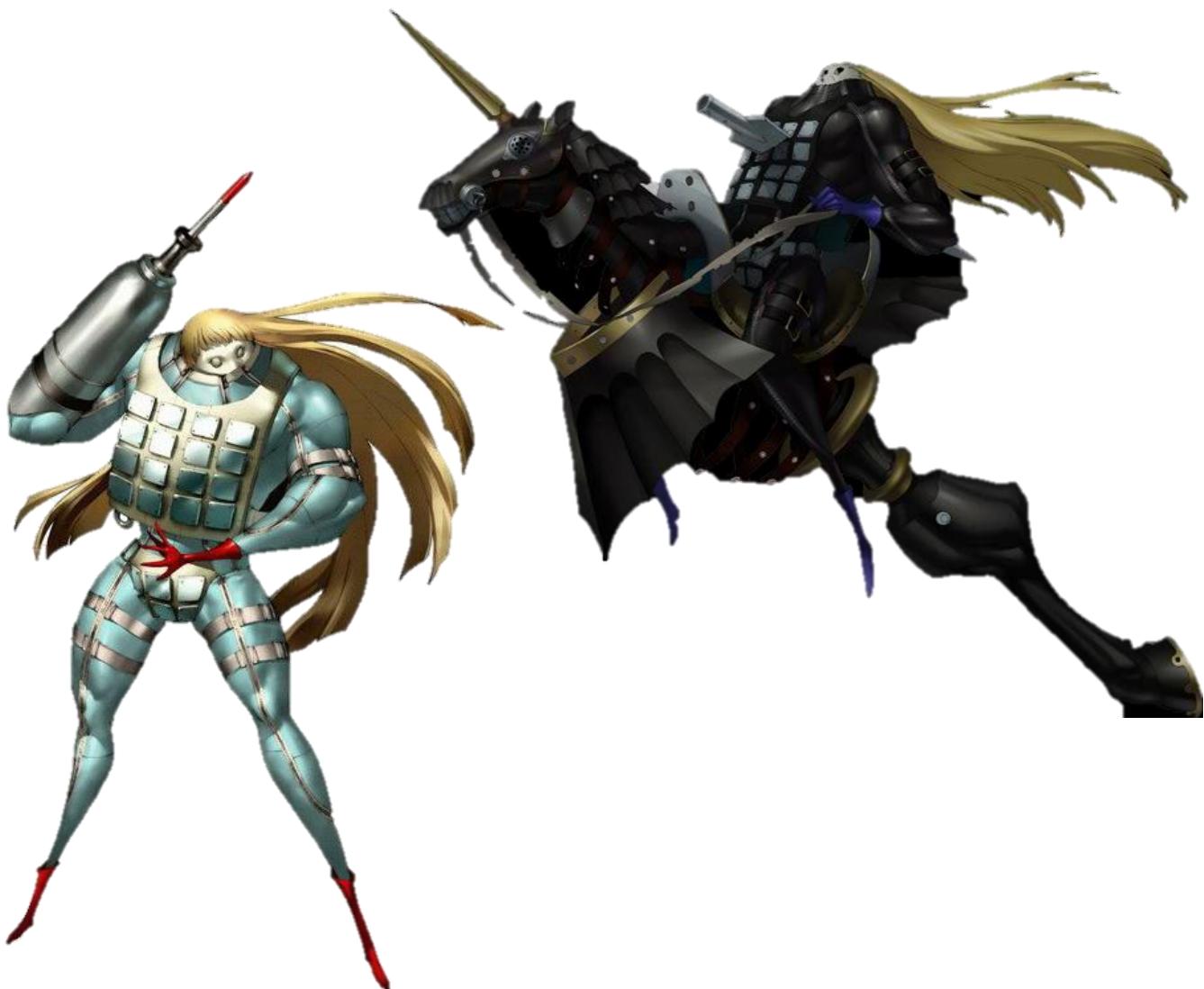
Name	Categories	Reach	Effect	Description
Null <Element>	Null, Defense (A)	Caster	Grants Null <Element> for the duration of this turn.	A triangular shield colored after the selected element gleams briefly around the caster.
	Time: Interrupt	Duration: Instant		
<Element> Wall	Mono, Resist, Defense (A)	1 target	Grants Resist <Element> for the duration of the turn.	A translucent energy shield colored after the selected element, surrounds the target.
	Time: Interrupt	Duration: Instant		
Karn Breaker	Mono, Karn, Defense (A)	1 target	Remove all effects of Karn Category spells from the target.	Shields generated by Karn spells implode, disappearing.
	Time: Interrupt	Duration: Instant		
Evade <Element>	Evade, Unique, Defense (P)	Caster	DDC+1 against the selected element.	Your steps become nimbler to avoid or neutralize attacks from certain sources.
	Time: Automatic	Duration: Passive		

Tier III

Name	Categories	Reach	Effect	Description
Reflect <Element>	Reflect, Defense (A)	Caster	Grants Reflect <Element> for the rest of this turn	A segmented hemisphere floats around the caster, reflecting incoming attacks.
	Time: Interrupt	Duration: Instant		
Drain <Element>	Drain, Defense (A)	Caster	Grants Drain <Element> for the rest of this turn	A circle colored after the selected element surrounds the target, protecting it from attacks.
	Time: Interrupt	Duration: Instant		
<Element> Barrier	Mono, Null, Defense (A)	1 target	Grants Null <Element> for the rest of this turn	A translucent shield, colored after the selected element, appears around the target.
	Time: Interrupt	Duration: Instant		

Tier V

Name	Categories	Reach	Effect	Description
<Element> Ward	Mono, Reflect, Defense (A)	1 target	Grants Reflect <Element> for the rest of this turn	A shield surrounds the target, reflecting incoming attacks.
<Element> Sanctuary	Mono, Drain, Defense (A)	1 target	Grants Drain <Element> for the rest of this turn	A circle colored after the selected element appears around the target, converting spells into healing energy.
Makarakarn	Mono, Reflect, Karn, Defense (A)	1 target	Spend 1 Energy. Grants Reflect Element and Status for the next attack of the stated Types declared against the target.	A prismatic crystal appears around the target, warding it off attacks.
TetraKarn	Mono, Reflect, Karn, Defense (A)	1 target	Grants Reflect Physical for the next Physical attack declared against the target.	A vitreous globe surrounds the target, exploding into hundreds of small fragments upon being struck, harming the attacker.





Miscellaneous

Miscellaneous spells can be learned by all Personae.

Tier I

Name	Categories	Range	Effect	Description
Counter	Unique, Counter (P)	Caster	Counter (30%)	The caster adopts a defensive posture, preparing to unleash an attack whenever the opportunity arises.
	Time: Automatic	Duration: Passive		
Cruel Advance	Unique, Critical (P)	Caster	Critical Margin +1	Caster can see weak points with ease and fire off merciless attacks.
	Time: Automatic	Duration: Passive		
Prediction	Unique, Intel, Luck (P)	Caster	Gain 3 extra Luck Charges at the start of combat. Once per day, caster can spend 1 Luck Charge to re-roll any check they performed, however the caster is forced to keep the second roll.	The caster finds new gaps and strategies to avoid possible tragedies.
	Time: Automatic	Duration: Passive		
Magnificent Wings	Unique, Movement (P)	Caster	Grants +3 AGI for the purposes of movement distance, including for spells cast during or requiring movement.	Caster's steps become lighter and faster as an energy trail tracks behind their steps.
	Time: Automatic	Duration: Passive		
Intoxicating Aura	Unique, Status (P)	Caster	Caster can choose to activate secondary effects of their attacks before damage calculation.	The caster and their Persona's weapons glow menacingly. Small sparks and localized puffs of smoke emanate from the caster when their Persona manifests.
	Time: Automatic	Duration: Passive		
Blade of the Phantasm	Boost (A)	Caster	Spend 2 Energy . Caster can use MAG instead of STR for all relevant checks.	The caster's fists and their Persona's weapons are surrounded by a flaming aura.
	Time: Default	Duration: 3 turns		
Thermopylae	Unique, Enraged, Mind, Status (P)	Caster	Caster becomes immune to the HDC reduction effect of Enraged.	Enemies are clearly outlined amidst the obfuscating mist of the caster's rage.
	Time: Automatic	Duration: Passive		
Blessing	Mono, Unique, Dodge, Luck (A)	1 enemy who dodged your attack this turn	Spend 1 Luck Charge . Target is forced to re-roll dodge for one of your attacks.	A red hook fires from your Persona, pulling the enemy towards an attack.
	Time: Interrupt	Duration: Instant		
Deadly Dread	Unique, Fearful, Death (P)	Caster	Caster's attacks gain Critical (STRd10/2) +10 when declaring attacks against Fearful targets.	Caster's attacks against Fearful enemies are surrounded by ominous black energy.
	Time: Automatic	Duration: Passive		
Electric Slide	Unique, Thunder, Movement (A)	Caster or 1 adjacent ally	Target moves up to 3 spaces in any direction. All enemies within 3 meters of target during its movement are dealt Caster's MAG Thunder damage (does not grant a dodge check).	A sphere of electricity surrounds the target and propels them forward, zapping nearby enemies.
	Time: Default	Duration: Instant		



Hailstorm	Unique, Buff, Ice (A)	Caster and any number of targets within 3 meters.	Caster and all allied targets receive +MAG (Caster's) extra Ice damage to all attacks declared until the end of caster's next turn. Slowed chance: 60+5TEC% to all enemy targets.	With a freezing breeze, targets' weapons become covered in a sheet of sharp permafrost.
	Time: Default	Duration: End of caster's next turn		
Rain of Fire	Unique, Buff, Fire (H)	Any number of targets within 5 meters.	Allied targets gain <i>Resist Fire</i> until the end of caster's next turn. Deal caster's MAG Fire damage to each enemy target at the end of each enemy's turn for the same duration. Spend 2 Energy : Extend the effect of this spell as a free action.	Magma spheres and fireballs shoot from the sky, falling upon the targets. These flames are soothingly warm to allies but deadly to enemies.
	Time: Default	Duration: See Effect		
Wind Tunnel	Unique, Wind, Movement (A)	Caster or 1 adjacent ally	Target moves up to 3 spaces in any direction. All enemies within 2 meters of target during its movement are pushed up to 2 spaces away.	A whirlwind raises the target and casts them forward, knocking down nearby enemies.
	Time: Default	Duration: Instant		
Irradiate	Nuclear, Interrupt (P)	Caster (Condition's damage range scales with effects such as <i>Gigantic Breath</i>)	When you target at least one unit while casting a spell, you can choose one of those targets and apply the following Condition to them: <i>At the start of this unit's next turn, deals (Caster's) SKL Nuclear damage to adjacent units, and remove this Condition. Whenever this Condition deals damage, Irradiate's caster can spend 1 Buildup Counter or 1 Energy (Interrupt): Apply this Condition to one of the targets who took damage.</i>	The target is surrounded by a colorless aura that distorts the air around the target, singeing anyone who comes close.
	Time: Passive	Duration: Permanent		
Internalize	PSY, Quick, Status (A)	One target within 5 meters	Choose one Status the target is under. Apply that Status to yourself. Until the end of this round, you are immune to all effects from this Status.	A stream of spectral words flows from the targets and into the caster, forming a cartoonish light bulb over their head.
	Time: Quick	Duration: Instant		

Tier II

Name	Categories	Range	Effect	Description
Challenge	Enraged, Mind, Combo, Status (A)	Caster and 1 target within 6 meters.	Chance of Enraged : 45+5TEC% Caster can opt to fail this test.	The caster is surrounded by intense red light that only the target can see.
	Time: Default	Duration: Until healed		
Power Charge	Damage, Charge (A)	Caster	Multiply the damage of your next basic attack or Physical spell by 2.5. This does not stack with any other Charge Category effects.	A blazing red aura glows around the caster.
	Time: Default	Duration: Caster's next attack		



Mind Charge	Damage, Charge (A)	Caster	Multiply the damage of your next Fire, Ice, Wind, Thunder, Nuclear, PSY, Light or Dark spell that rolls for damage by 2.5. This does not stack with any other Charge Category effects.	A flaming blue aura surrounds the caster.
	Time: Default	Duration: Caster's next attack		
Despair	Buff, Debuff, Quick (A)	Caster	+2 STR, 2+ MAG, +2 TEC -3 AGI, Fortify All -4, -2 LCK	With a furious roar, the caster adopts an open, aggressive stance.
	Time: Quick	Duration: End of caster's next turn		
Seize the Crown	Mono, Death (A)	1 target	When an ally defeats a Shadow in combat, the caster of this spell is considered the killer. This effect triggers any passive skills on the caster and cancels effects on the original slayer. Additionally, this effect grants the <i>Receptive Cognition</i> effect for Emergent Users. If the original cause of death kills more than one Shadow, you may spend 1 AP to apply this spell's effect to all defeated targets.	A shade, in the format of the defeated Shadow bursts from its body, flowing towards the caster
	Time: Interrupt	Duration: Instant		
Hyper-Counter	Counter (P)	Caster	Counter (50%). Cancels the effects of lower tier Counter effects.	Caster takes a defensive posture, ready to retaliate upon finding any openings.
	Time: Automatic	Duration: Passive		
Reversal	Unique, Counter (P)	Caster	Counter (30%). Instead of declaring a basic attack when this effect triggers, you may cast one damage-dealing Physical Type spell from your deck. Interacts with Hyper-Counter: 30% chance of triggering Hyper-Counter, 20% chance of triggering Reversal, 50% chance of nothing happening. Cancels the effects of lower tier Counter effects.	Caster's Persona emerges to retaliate attacking targets.
	Time: Automatic	Duration: Passive		
Blessing of the Styx	Unique, Raku (P)	Caster	Fortify Physical 5	Physical attacks seem to find less purchase against the caster's body.
	Time: Automatic	Duration: Passive		
Glaucus's Comprehension	Unique, Heal, Mind' (P)	Caster	Increases chances of naturally recovering from Mind effects to 50%	With a slowed breath and an adjustment to their focus, the caster can easily shrug off unnatural preoccupations.
	Time: Automatic	Duration: Passive		
Magnificent Wings+	Unique, Movement (P)	Caster	Caster gains +2 AGI for determining movement. Movement can ignore obstacles and elevation up to the User's height.	Energy wings spring from the caster's back, raising them off the ground.
	Time: Automatic	Duration: Passive		



Guiding Hand	Mono, Unique, Dodge, Luck (A)	1 ally checking dodge	Spend 1 Luck Charge . Target can re-roll their current dodge check, obligatorily choosing the second result.	The caster can subconsciously send a critical hint to assist an ally in avoiding an attack.
	Time: Interrupt	Duration: Instant		
High Noon	Mono, Unique, Dodge, Luck (A)	1 target who dodged an attack this turn	Spend 1 Luck Charge . Forces target to re-roll their dodge check against any User's attack.	A crimson target appears around the target, guiding attacks towards its center.
	Time: Interrupt	Duration: Instant		
Castling	Interrupt, Movement (A)	1 target within VIT meters	Spend 1 Luck Charge . Caster is moved to target's position and target is moved to caster's position.	With a cloud of static, both targets disappear, emerging in their new positions.
	Time: Interrupt	Duration: Instant		

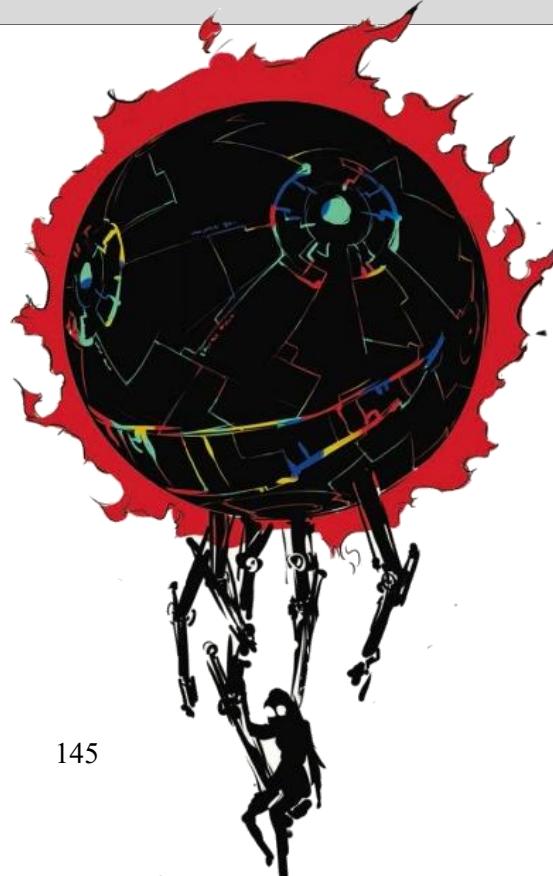
Tier III

Name	Categories	Range	Effect	Description
Power Charge+	Quick, Damage (A)	Caster	Multiply the damage of your next basic attack or Physical spell by 2.5. This does not stack with any other Charge Category effects.	A powerful red aura glows around the caster.
	Time: Quick	Duration: Caster's next attack		
Mind Charge+	Quick, Damage (A)	Caster	Multiply the damage of your next Fire, Ice, Wind, Thunder, Nuclear, PSY, Light or Dark spell that rolls for damage by 2.5. This does not stack with other Charge Category effects.	A flaming blue aura surrounds the caster.
	Time: Quick	Duration: Caster's next attack		
Zanshin	Unique, Repress, Buff (P)	Caster	Fortify All X. X is equal to the number of currently Repressed spells in caster's deck.	A whirlwind of specters surrounds the caster's Persona, protecting it from attacks.
	Time: Automatic	Duration: Passive		
High Counter	Unique, Counter (P)	Caster	Counter (70%). Cancels the effects of lower tier <i>Counter</i> effects.	Caster adopts an intentionally open stance, baiting enemies into attacking and being countered fiercely.
	Time: Automatic	Duration: Passive		
Hyper-Reversal	Unique, Counter (P)	Caster	Counter (50%). Instead of declaring a basic attack when this effect triggers, you may cast one damage-dealing Physical Type spell from your deck. Interacts with High Counter: 50% chance of triggering Hyper-Reversal, 20% chance of triggering High Counter, 30% chance of nothing happening. Cancels the effects of lower Tier <i>Counter</i> spells.	The caster's Persona intercepts physical blows, connecting precise strikes.
	Time: Automatic	Duration: Passive		
Leadership	Unique, Mind, Status (P)	Caster and all allies	All targets have 50% chance of recovering from Mind effects at the end of their turns.	The caster can guide and advise party members to help them avoid anger and confusion.
	Time: Automatic	Duration: Passive		

The Other Cheek	Unique (P) Time: Automatic	Caster Duration: Passive	If equipping this Persona would be a default action, it becomes a Quick action instead. If equipping this Persona would be a Quick action, it becomes a Free action instead.	The caster's Persona spawns suddenly with a flash of blue light.
Serrated Blade	Mono, Mark (H) Time: Default	1 target caster can see Duration: Until the end of caster's next turn.	Target deals +3MAG (Caster's) bonus Almighty damage with all their attacks. Spend 2 Energy: Extend this effect as a Quick action at the start of your next turn.	Wounds dealt by the target glow with searing light.
Quantum Drift	Mono, Quick, Movement (A) Time: Quick	1 ally caster can see Duration: Instant	Target is moved up to 5 meters in any direction.	Target glows and becomes translucent, being moved quickly towards the position.

Tier V

Name	Categories	Range	Effect	Description
Perfect Reversal	Unique, Counter (P) Time: Automatic	Caster Duration: Passive	Counter (70%). Instead of declaring a basic attack when this effect triggers, you may cast one damage-dealing Physical Type spell from your deck. Cancels the effects of all other <i>Counter</i> spells.	The caster's Persona surrounds them, protecting and retaliating against incoming attacks.
Last Legion	Mono, Movement, Raku (A)	1 ally within TEC meters Time: Interrupt	Caster changes positions with target and receives any damage target would receive this turn. Caster gains Fortify All 5MAG against the next attack rolled this turn.	The target disappears and takes the position of the caster's original position as countless shields surround the caster at their new position.
Enlightenment	Repress (A) Time: Default	Caster Duration: Instant	Restores up to six spell uses, including Repressed spells, Tier III or below.	Lights sparkle around the caster, clearing their mind and restoring their energy.



PART X



BECOMING THE NARRATOR



Stories Worth Telling

This section might contain spoilers for Persona 3, 4 and 5!
If you wish to avoid spoilers, feel free to skip to [the Importance of Canon](#)

After perusing this book and possibly following some official stories, you’re likely to have at least one great idea for a campaign, but you might find yourself intimidated by all the new systems and concepts facing you for you and your players.

Players who have no interest in narrating campaigns should avoid reading this section.

The basic rhythm of a *Persona* story will be familiar to most people: The group discovers the Metaverse, their own power as Users, visits the Velvet Room, uncovers some issue that can be resolved through their new powers and investigates the related Palace, culminating in a climax that resolves the immediate problem and often leaves open threads to expand the story further up until a final confrontation that makes accessing the Metaverse pointless or impossible once it’s surpassed. Most *Persona* games follow this formula somewhat closely: *Persona 3* has a singular Palace with eventual visits to other regions, culminating in the “end” of its Metaverse and the danger it presented to humans, while *Persona 4* uses a more fragmented approach with smaller Palaces to tell personal, self-contained stories. Seeing past these differences, the games can be divided into well-defined parts:

1. **Discovery:** The Users witness an anomaly in the Metaverse and are urged to investigate and resolve the issues as to avoid damage to themselves or others.
2. **Investigation:** The Users alternate between visiting the Metaverse and learning what they can in the Universe, gradually uncovering necessary clues to progress.
3. **Revelation:** The party discovers a key element to solve the Palace. This can be the identity of an enemy figure, a Locus or a particular detail of this “cycle”, acting immediately to solve the initial problem.
4. **Downtime:** The Tyrant is defeated and the immediate tension is lifted from the party’s shoulders. Users are now free to pursue their personal preferences, reflect upon their actions and discover more info on plots that transcend the Palace cycle, such as the overarching Nyx plotline in *Persona 3*. During this period, the party receives information about a new anomaly, thus repeating the cycle.

You don’t need to follow this cycle closely. Actually, you’re encouraged to experiment with this formula and surprise your players with subtle changes to the game’s rhythm to keep things exciting. Perhaps the next Palace arises while the party is busy with a pre-existing one, doubling the pressure put on the players and shortening their deadlines. Maybe the nature of the Palace is so seemingly obvious that the players bypass investigation, giving you the chance to punish their carelessness. Keeping your players on the edge of their seats and immersed in the story will make the game much more fun to the players and more rewarding to you, the Narrator.

You can tell all sorts of stories with the *Grimoire of the Heart*. Perhaps you’re in the mood for grandiose plots with worldwide repercussions and dramatic action scenes. Maybe your players would prefer a more subdued and discrete series of intimate stories. Maybe your particular idea doesn’t even include concepts like Tyrants or the Velvet Room. Give all those ideas equal consideration, for the Metaverse is ever-changing, after all, built and shaped by humanity’s unique consciousness.

Similarly, the rules that govern the Grimoire of the Heart are to be molded to the will of those wielding it, being more similar to suggestions than hard guidelines. If a ruling displeases your or your group, you’re more than welcome to come up with your own “House Rules”, letting your players know in advance, to tailor the game to your group’s liking.

The Importance of Canon

Canon means any material that’s officially accepted as part of a fictional universe. Persona 4, Persona 4 Arena and its sequel, Ultimax, are all part of the same *canon*, all considered official Atlus stories set within the same continuity in a non-contradicting manner. The *Persona ~Trinity Soul~* anime is often considered *non-canonical*, as much of its lore directly contradicts the established rules of the “mainstream” Persona series, such as restricting Persona use to teenagers, something that’s proved incorrect in Persona 2: Innocent Sin and Persona 4.

In the same manner, The Grimoire of the Heart tries to keep itself as close to canon as possible, closely drawing from official material and filling the gaps with small explanations and new facts that don’t contradict pre-existing material. Your campaign can be set in the canon of any given Persona material, this book’s or none at all. If a detail of the franchise is not to your liking, you can freely alter or remove it, even substitute it for something else. If you’re narrating to longtime fans of the series, it’s important to notify them of these changes beforehand to avoid undue confusion during the game.

Creating Personae

Inevitably, at least one of your players will leave the task of creating the visuals of their Starting Persona in your hands. Actually, you may find yourself making a group’s worth of designs most of the time. Try not to hold a grudge about it: Creating a campaign-long companion to a player character that can rival designs as striking as Thanatos and Arséne can sound like a hell of a challenge to newcomers. Fortunately, this isn’t nearly as hard as it sounds. As an example, we’ll go through the creative process of one of the first Personae developed for a *Grimoire* game.

- ❖ Ask for a detailed description of the User, their tastes, aspirations, fears and appearance, as well as their Persona’s Type and spells. Through this, try to find out some of the player’s design preferences.
 - For our example, we’ll use Eichi “Hachi” Hanekawa, a Philosophy student at the Akejiko University. A kind and well-meaning young man who’s always eager to help, Hachi grew as an outsider in his own house as the bastard son of a remarried father



and considered a burden for his new family, spending most of his time outdoors, avoiding his hostile home environment.

- The player asked specifically that the Narrator avoid completely human designs, a Persona that would reflect its User's highly efficient and disciplined nature, always eager to solve problems with little delay.
- Hachi was a Physical fighter focusing on boosting his Strength and delivering powerful melee strikes.
- ❖ Research historical figures, gods, saints and monsters whose lore draws connections to the character's backstory. These connections can be obvious, allegorical or simply tangent.
 - It was decided that Hachi's Persona would be Dhatri, the Indian god of health and domestic tranquility, representing that which Hachi sought dearly and found outside his reach.
- ❖ Obtain visual references of the selected Persona. Try to gather from as many different sources as possible.
 - Dhatri has very few visual references available online, representing a male figure with four arms, wearing modest robes and carrying a calm expression. As good of a starting point as any.
- ❖ Exercise your imagination to create a unique, interesting design and with depth enough so that your players are left wondering about the creature's true origin. Kazuma Kaneko, the legendary artist behind many of the Megami Tensei franchise's most iconic designs and much of this very book's visual delights, gave an interview where he revealed the final design of each of his creations has a particularity that he expects will leave a lasting impression upon the viewer and, as demons are born from the human mind, it's only fair that they carry a few modern design hints. Kaneko admitted to searching for inspiration in fashion shows, superhero shows and natural phenomena, incorporating them into impacting, memorable designs.
 - Dhatri was idealized as a war machine reflecting the brutal efficiency of his User: a mechanical humanoid with exposed joints, made of copper and steel. Its "face" made of two meeting, angled metal plates decorated with glowing chevron, similar to *Dead Space*'s Isaak Clarke's helmet, with no human features. Dhatri's "extra" pair of arms is attached to a floating magnetic ring that floats behind the Persona and wield large clubs, improving the Persona's reach. The back of the Persona's body, as well as its feet, is decorated with jets and turbines, making it look more like high-tech war equipment or a suit of futuristic armor.

Rivals, Allies and Confidants

Simply creating attractions in the Metaverse isn't enough: your job as a Narrator extends to crafting charismatic figures to represent some Arcana the players might not. You don't need to

necessarily create Confidants to every single Arcana, and nothing keeps you from reusing a few characters between campaigns, but try to use characters that fit the mood and overarching themes of your story. Persona 3, for example, carries heavy themes related to acceptance of death and dealing with grief and has Confidants, such as an elderly couple dealing with the death of their teenage son and a writer whose accepted the shortness of his time on Earth.

Similarly, recurring characters that are not Confidants should also carry memorable character traits, like the stoic Detective Kurosawa from Persona 3 and the impossibly diligent Aika Nakamura from the animated adaptation of Persona 4.

A party's bond with a Confidant doesn't need to be a positive, friendly relation: the strength of these bonds can be born from rivalry, a common goal, the tensely intimate relationship between heroes and villains, or any other story that can unite two or more people.

The small sheets below are a general guideline for you to write down the preferences and progress for each Confidant and an example on how to fill them. Remember: These sheets and the particular amount gained per activity with the Confidant are your responsibility and shouldn't be revealed to your players, to encourage the party to try different approaches and attitudes.

- ❖ **Personality:** A broad social approach, such as "Flirting", "Professional", "Funny", etc.
- ❖ **Gifts:** Objects a Confidant would like to receive. Examples include: Collectibles, handmade gifts, and food.
- ❖ **Activities:** Places and events the Confidant enjoys visiting. You can use the Activities listed in the appropriate section of this book or create your own categories.

Items not listed in the Confidant sheet can grant +1 or +0 Rank, depending on your choice. A Confidant's Rank cannot be lowered below zero. You can gain points in all three classes in the same

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CONFIDANT

ARCANA

RANK

ASPECTS

AVAILABLE BLOCKS

MON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WED	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
FRI	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SUN	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TUE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
THU	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SAT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PREFERENCES

PERSONALITY

FAVORITE (+5)	<input type="text"/>
POSITIVE (+2)	<input type="text"/>
NEGATIVE (-2)	<input type="text"/>

ACTIVITIES

FAVORITE (+5)	<input type="text"/>
POSITIVE (+2)	<input type="text"/>
NEGATIVE (-2)	<input type="text"/>

GIFTS

FAVORITE (+5)	<input type="text"/>
POSITIVE (+2)	<input type="text"/>
NEGATIVE (-2)	<input type="text"/>

CONFIDANT

ARCANA

RANK

ASPECTS

AVAILABLE BLOCKS

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WED	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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PREFERENCES

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FAVORITE (+5)	<input type="text"/>
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ACTIVITIES

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GIFTS

FAVORITE (+5)	<input type="text"/>
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THU	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SAT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PREFERENCES

PERSONALITY

FAVORITE (+5)	<input type="text"/>
POSITIVE (+2)	<input type="text"/>
NEGATIVE (-2)	<input type="text"/>

ACTIVITIES

FAVORITE (+5)	<input type="text"/>
POSITIVE (+2)	<input type="text"/>
NEGATIVE (-2)	<input type="text"/>

GIFTS

FAVORITE (+5)	<input type="text"/>
POSITIVE (+2)	<input type="text"/>
NEGATIVE (-2)	<input type="text"/>

Palace Geography

You have a great idea for a storyline and your party of players and Personae are ready and raring to go. Your next challenge lies within the Metaverse: Developing Palaces that can hold the player's attention without being too easy to surpass, but not impossible either. Take a "top-down" approach: Start by the Tyrant, ask yourself what kind of person they are, what effects his actions entail and how they could be romanticized in the Metaverse. For example, a scientist who refuses to allow the results of his research to be used freely can manifest a Palace resembling a museum run by a cruel ringleader that forces those weaker than himself into worshiping his "art". Ideally, the first Tyrant of any given campaign is someone whose actions affect all Users negatively, encouraging them to band together to fight this threat.

Once you've chosen a form and purpose for the Palace, fill it with varied challenges. Your first concern should be the Shadows inhabiting within: Plan combat scenarios that aren't too taxing, but difficult enough to keep your players tense and monitoring their resources, such as Energy, healing items and Arcana Spreads carefully. The next part is a bit more complex, as a Palace must also contain intellectual or mechanical challenges for your players: Present metaphorical challenges or situations that require investigation and wit to be overcome. A good Palace includes several visits interleaved with investigation and direct actions in the Universe, changing the Tyrant's perception to benefit the Users in the Metaverse.

Pay close attention to the time factor: Present a logical deadline to avoid players to get carried away or deliberately stall for the weekly reset of resources to stock on items. Perhaps the Tyrant has something of value to the Users or the players' failure would spell disaster to the group or others. However, give your players enough time for the group to organize, discuss all information presented to them, assemble an action plan and enter a consensus about the Palace's Locus. The Locus should be something that emotionally resonates with the Tyrant: A childhood memory, the reason behind their perverse actions or irrefutable proof of the inherent corruption in the Tyrant's ideals. You don't need to firmly settle for a specific Locus, as you might be surprised by the players' conclusions and realize that their idea might be as effective as yours, or even more so, than your original idea.

Creating Shadows and Tyrants

The bestiary on the next section is more than enough to see you well through several campaigns with enough variety, but perhaps you'll feel the absence of a persona favorite that may not be included in this book, or you may simply want to create new enemies to surprise more experienced players. In that case, you can create brand new designs or use those presented in SMT titles. Pick an appropriate Arcana, up to two Dispositions, up to three Types and buy spells from the list provided, creating new spins on spells to suit any gimmicks you might have planned. A Shadow's HP is calculated differently from the Users' and is equivalent, roughly, to the damage four Users of the same level as the Shadow could deal in four turns, without considering missing or critical hits. The same goes for the damage Shadows deal: the damage listed in the monster guide must be enough to kill a User of the same level in four attacks, not taking into account players with HP pools considerably above or below average.

Next, come up with Type interactions with relevant Types: Start with one Resistance and one Weakness. Stronger Shadows should have more Resistances, including Null, Drain or Reflect. Remember, not all Shadows need Resistances or Weaknesses... And not all Shadows are built to be a fair challenge, but that's a secret between us Narrators.

Tyrants, Hetelic Actions and Hetelic Resistances

Mechanically, a Tyrant functions mostly like a Shadow: It has a HP pool, calculated to be well above the average Shadow's, Combat Skills, spells, and a list of elemental interactions, but with the following features, known as **Hetic Resistances**:

Hetic Resistances

Immunity to negotiation: Declaring a negotiation attempt against a target with Hetelic Resistances will fail, costing no actions. This includes effects that would force a negotiation to start bypassing normal limitations.

Immunity to the **Charmed** and **Panicked** Status effects. This is not related to or affected by the unit's Status Affinity and cannot be bypassed in any way. Additionally, the **Stunned** Status effect does not prevent Tyrants from casting Hetelic Actions (explained below)

Immunity to all Death Category effects. Additionally, effects that deal a percentage of health as damage, such as Poison or the *Hama* spell, deal **half damage**, applied last in damage calculation.

If a target with Hetelic Resistances would take **damage that exceeds 10% of its maximum HP**, this damage is automatically reduced to deal, at most, 10% of its maximum HP. This is not a Buff effect and cannot be mitigated by any means. This is known as **Damage Gating**.

- ❖ If this damage originates from a Critical Hit or is damage the target is Weak to, this cap is increased to 20% for this instance of damage. Note that this cap remains at 20% even if the attack is simultaneously a Critical Hit *and* damage the target is Weak against. Targets with Hetelic Resistances have their 10% and 20% HP values indicated in brackets next to their total HP for convenience;
- ❖ For Combo Category spells, or other sources that allow you to perform several attacks as part of a single action, consider all attacks as one instance of damage for the purpose of gating;

Keep in mind that Ultimate Shadows also possess Hetelic Resistances, but no access to Hetelic Actions. Some other Shadows, despite not being Tyrants or Ultimate Shadows, may also have these Resistances if specified.

Each Tyrant has a list of **Hetic Actions**, special actions and attacks that make them much deadlier in combat. Each Tyrant has a number of Hetelic “slots”, total, and can spend 1 of these slots to activate any of its Hetelic Actions before, during or after any player’s actions. These slots are recharged at the start of each of the Tyrant’s turns, and slots that are not spent at this time do not carry over.

Hetic Actions exist in two forms: Inserted and Reactive. Inserted actions can be activated at any point between two actions, like Interrupt actions, while Reactive actions may be triggered in response to certain events during the battle. Note that neither of these actions consume the Tyrant’s Interrupt allowance. Reactive actions can happen either before or after the “trigger” action’s effects. The Hetelic Actions below are not meant to be a thorough list, so feel free to create more depending on your intent for each Tyrant.



Inserted Actions

Name	Effect
Revving Up	Tyrant gains the effects of <i>Mind Charge</i> or <i>Power Charge</i> .
Feed on Woe	Tyrant recovers VITd6 HP
Accelerated Casting	Tyrant can cast any spell on its deck immediately.
Tear Down the Walls	Remove all <i>Buff</i> , <i>Charge</i> and <i>Wall</i> effects on any number of targets.
Wither	One random User gains Weakness to one Type for three turns.
Jet-black Wings	The Tyrant's movement allowance doubles until the end of its next turn. The Tyrant gains the ability to move in any direction through flight.
Wear Down	Each User loses 1d4-1 Energy.
Broken Blade	One target is forced to use STR instead of MAG and MAG instead of STR for all relevant checks for the next 3 rounds.
Wrath Unleashed	The Tyrant is healed of all its negative Status effects and is dealt the Enraged Status, being able to automatically fail or succeed its healing checks each turn.
Unstoppable Vanguard	Move the Tyrant on the initiative queue to up to 1d4 spots before or after their current action. Then, target one other unit and move that unit on the initiative queue that same number of spots before or after its current action. This Action takes effect on the start of the round after its cast.

Reactive Actions

Name	Trigger	Effect
Runic Shield	Tyrant takes damage of any Type, including Almighty	Tyrant gains <i>Resist</i> against that Type until the end of the next round.
Oppressing Presence	A User rolls to recover from a negative Status effect.	User automatically fails the check.
Mirror Strike	Tyrant takes damage from a basic attack or spell.	Until the end of that target's turn, every time the Tyrant takes damage, it has a 70% chance to declare a basic attack against the attacker that deals SKLD6 + Lvl. Almighty damage on hit, for no action cost.
Crushing Will	Tyrant fails a check (hit, dodge, Status recovery, etc.).	The result is altered to make the Tyrant succeed in the check.
Defensive Stance	Tyrant takes damage from any source.	Tyrant gains TECd6 damage reduction against the next damage it receives.
Contract's Clause	A Shadow is defeated, except the Tyrant.	Defeated Shadow is brought back to life with 10% HP and can act immediately.
Run, Cowards!	Any user increases the distance between themselves and the Tyrant by any means.	Tyrant can cast a spell or declare an attack against the target with a +1 HDC bonus.
Thorough Analysis	User changes Persona.	Player receives -1 DDC and has their Type interaction against a Type of the Narrator's choice changed to <i>Neutral</i> until the start of their next turn.
Shatter Shield	The target of an attack is forcibly changed due to the items, spells, Aspects, etc.	The attack deals full damage to the new target and 50% of the original damage is dealt to the original target.
Emergency Rampart	A Critical Hit is confirmed against the Tyrant	Reduce the damage from this attack by 20% and the Tyrant gains Critical Margin +2 for its next attack.

Fighting Users

Inevitably, Users will fight amongst themselves. Maybe the party has an issue with an NPC User, or maybe two players want to fight it out for whatever reason. Encouraging or discouraging Player-versus-player is entirely up to the DM, but you can alleviate the consequences of combat if you so choose.

Users can deal **Non-lethal blows** by declaring their intent and applying a -1 Penalty to their TEC scores for that hit. If the attack connects and damage would leave the target with 0 or less HP, the User holds back, leaving the target with 1 HP and in mostly stable condition. Finally, at any point, either User can choose to **concede** as an Interrupt action, ending combat prematurely. Both players and NPCs can refuse concessions, making combat lethal, if need be, although you might want to intervene to avoid players losing their characters for avoidable reasons. If an NPC concedes, consider rewarding your players for their performance.

NPC Users can be built based off a Shadow's stat block for quick, disposable characters. Consider removing the Passive Skills from the Shadow and giving the User a few Feats, weapons and armor to make fighting them a distinct experience. Keep in mind that a party can very easily dispatch of a lone User NPC with default player stats, so plan accordingly.

Aigis

Suppressor-Class User

Level 10

Hit Points: 130

Special Skill: Memories of You – Once per round, as a Quick action, Aigis may switch between Athena and Thanatos, changing spell decks and Interactions.

STR	MAG	TEC	AGI	VIT	LCK
7	5	5	7	5	1

Orgia Mode: Grants +2 STR, +2 MAG, +2 TEC, +2 AGI for 3 rounds. This stacks with other Buff actions. When this effect ends, Aigis suffers Shocked.

Athena's Kiss R: Up to two targets within 4 meters. On hit: MAGd8+AGI (19) Gun damage.

Ranged Mastery (P): If there's an object Aigis can hide behind between her and another User, Aigis gains +1 DDC against that target.

A steadfast Suppressor who played a major role in solving the Tatsumi Port Island incident of 2009. A state-of-the-art fighting machine, Aigis has a strong sense of justice and a kind, nurturing disposition, developed during the year she spent with the Specialized Extracurricular Execution Squad.





Athena

VII – The Chariot

Skill Bonus: +2 STR, +1 AGI

Natural Skill (User): **Aegis** – Once per combat, when a basic attack or Physical spell is cast against Aegis, inflict HDC -2 on the target until the end of its next turn.

Types



Resist



Weak

Swift Strike: Any number of targets within 6 meters. On hit: STR (7/9) Gun damage, 1d4 times.

Diarahan: Restores 100% of a target's HP. Can only be used twice per combat.
Matarukajaou: Grants +3 STR, +3 MAG to Aegis and all of her allies for 3 rounds.

The goddess of wisdom, weaving and strategy in Greek mythology. Daughter of Zeus, emerging from his head fully armored. Athena is the patron goddess of the city of Athens and wields a shield known as Aegis.

Thanatos

XIII – Death

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

Types



Weak

Reflect

Tempest Hew: 1 target within 10 meters. On hit: STRd8 (31) Physical damage. Critical: Does not deal critical damage. Instead, roll this attack again. Each subsequent attack gains Critical Margin -1, stacking with previous penalties, but can be repeated as long as critical hits are rolled.

Mahama: Any number of targets. Deals 10+TEC% (16%) of the target's current HP as Light damage.

Megidola: 1 target within 8 meters and all combatants within 2 meters of the target. On hit: MAGd10+8 (35) Almighty damage. Can only be cast once every three turns.

The personification of death and mortality in Greek lore, son of Nyx and brother of Hypnos. Thanatos brings a peaceful, sleep-like death, and finds great joy in bringing human lives to their ends.



Playing with Style

Unlike board games and traditional videogames, all you need to start a Grimoire of the Heart campaign is a group of people (at least one Narrator and one player), a copy of this book, physical or otherwise, some blank sheets of paper, a pencil and a handful of dice. Some details, however, can help make the game more enticing and interesting.

- ❖ **Character Sheets:** You could, in theory, write your character's information in a blank sheet of paper or a notebook, but it's highly recommended that you print out a copy of the character sheets (Section III) for each player to help organize relevant info and immerse the players in the game's world. Wildcard and Beacon Users should think ahead and print out a few extra Persona sheets for Personae they may obtain along the way. Shadow Users may also want a spare Spell sheet for their personal decks.
- ❖ **Dice:** The Grimoire of the Heart uses die with four, six, eight, ten and twelve faces to carry out actions described within the book. You can substitute this with playing cards, random number generators or any other source of random results within a range, but veteran Narrators recommend a few of each dice category and, in case a given roll requires too many dices, an app or similar tool to automate the process.
- ❖ **Calculator:** This rulebook uses a considerably high amount of simple percentage and multiplication calculations, which can make manually figuring out each result a bit tiresome and frustrating to players less inclined towards math. Thus, you should keep a calculator handy for the occasions where players really have to figure out how much damage he dealt with his *Geas*, *Mind Charge*, *Ice Boost*, *Critical Ymir's Breath*.
- ❖ **Map:** A plain surface divided in rectangles is great to organize the position of each player, enemy and object during combat and other scenes where movement and location are important factors.
- ❖ **Arcana Spread:** Each User and Confidant represents one of the Major Arcana. Your group should consider using cards from traditional tarot decks or Persona-themed cards to represent each Arcana the players have access to, flipping them face-down once they have been used.
- ❖ **Markers:** You can use coins, plastic trinkets or small objects to determine the position of players on the map. Additionally, Aspect Points, Death's Door counters, Luck Charges and Perception counters are frequently traded between the party and the Narrator, so it's a good idea to use casino chips or similar generic markers to represent these values, with the added effect of making giving and taking these points a potentially more tense and exciting experience. As several Buff and Debuff effects can be active on several combatants concurrently, consider using these markers to keep track of the duration of each effect.

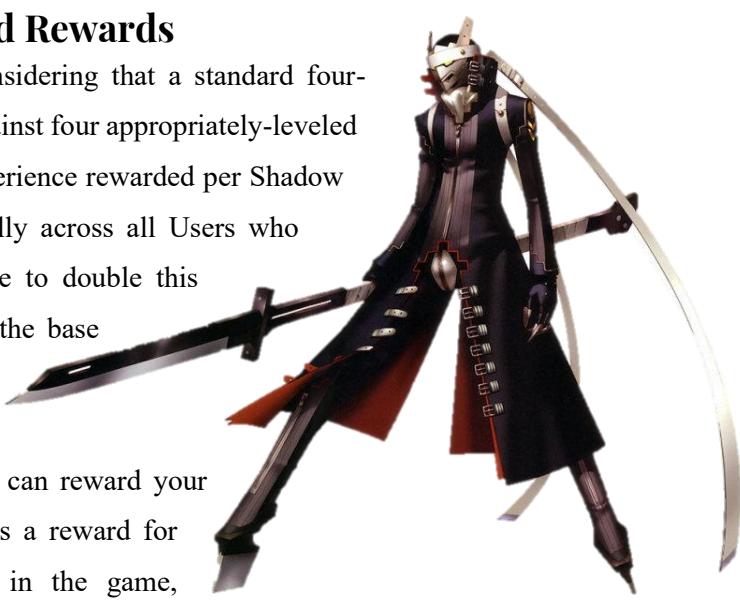
Distributing Experience and Rewards

Experience Point calculations were built considering that a standard four-person User party should go through three combats against four appropriately-leveled Shadows per combat to gain one Level. As such, Experience rewarded per Shadow defeated should be around **Lv. * 100**, divided equally across all Users who participated in combat. For major enemies, feel free to double this reward. For Tyrants, however, consider multiplying the base experience by 3 or 4, depending on the difficulty of the battle.

However, combat isn't the only activity that can reward your players with Experience. Grant a few extra points as a reward for players who excel at maintaining the immersion in the game, performing feats that make the game more fun and exciting or in case the group figures the solution to a difficult Scene in a surprising manner, but don't reward any one player too often, to avoid a power gap between players.

One of the traditional ways the Persona series uses to rewards the growth of its players, both in power and as characters, is with an Evolution of their Initial Personae to a more elaborate, imposing and powerful form. This change should be done after a relevant event, such as maxing their Confidant, or an event related to the Persona's conviction. Evolving a Persona generally grants them a subtle, but useful improvement in its combat prowess, such as a new Resistance or exclusive skill, besides a physical change that showcases the User's newfound power.

In more advanced campaigns with more powerful, experienced players who already evolved their Personae, Experience will quickly lose its luster as a tangible reward, as a lot more Exp is required to grant them a new level. In that case, consider rewarding the party with a piece of Special equipment. Find an item that would complement the players' playstyle or create one of your own. Special Items were made to be particularly above the average progression curve and must be distributed carefully to avoid making your players too strong. It's wise to never allow your players to own more than a single copy of any given Special item.



Variant Rules

The rulings presented so far try to keep a strong balance between simple and clear guidelines and robust, comprehensive rulings to cover most situations in a game like traditional Persona entries and, at the same time, not suffocate the players and their creativity with a barrage of unnecessary laws. The rules below are small, optional additions to games that can break the mold of other, “official” Grimoire rules. Feel free to use, change or ignore these as you see fit.



Crafting Items

Particularly crafty Users with Discipline Tier I or higher can fabricate a number of common items to aid their exploration of the Metaverse. You can dedicate Time blocks and RP to create items of the **Battle Effects** and **Tools** categories. Each Tier in Discipline allows the User to produce up to 0.5 RP worth of items per block.

Example: Elizabeth has Discipline Tier II. During any Time block, she can make 2 **Kajaclear-R** (0.25 RP x2) or 1 **Goho-M** (0.5 RP x1).



Boost Mode

Based on the eponymous system featured in the *Persona Q* games, Boost rewards tactical plays and combat awareness. With this variant, if a User rolls a Critical hit or hits the enemy’s weakness, they enter Boost Mode, reducing the basic Energy cost of their next Tier III or below spell to zero. Other costs, such as Aspect Points or additional Energy lowering effects, still apply. The character stays in this mode until the end of their next turn, but the duration is refreshed if the character hits another Critical hit or weakness. Boost is immediately removed if the player is hit by any attack.

Beacon Feature – *Memento Vivere*

This Variant ruling grants a new feature to Beacon Users: Each time you acquire a new Persona, give it a Free Aspect. This Aspect can only be used if that Persona is currently active. Beacons are encouraged to, but not required to by any means, subtly change the way they approach social situations based on what Persona they have out, as this Aspect is another “layer” of cognition the User created to reinforce their presence among the living.



All-Out Attacks

Introduced in Persona 3, All-Out Attacks are a powerful attack simultaneously using the entire party's powers, the ultimate reward for a strategy flawlessly executed. Utilizing this ruling, Critical hits and attacks that target a Weakness from the target deals Knockdown. This effect ignores all Status resistances and cannot be avoided, but Tyrants and enemy Ultimate Personae are immune to this effect under normal circumstances.

If all enemies in the current combat are Knocked Down, any valid User can declare an All-Out Attack as long as there are at least two *valid Users* in combat. All valid Users spend their Interrupt actions to roll the damage of their basic attacks and the sum of this damage is split equally on all targets as Almighty damage. Dodging and Critical Hits are not accounted, but apply other damage multipliers normally.

- ❖ For an All-Out Attack, a *valid User* is a User who is conscious, in combat, outside Death's Door and not under the effects of Knockdown.

Intensive Training

A useful option for new players in long campaigns, a Velvet Room service allows Users to adjust their Combat Skills to rectify poorly planned stat assignment. In the Velvet Room, each user can spend 1 Time block to remove points from up to five Combat Skills on their sheet to reassign the same amount to a single, different Skill, under the tutelage of notable teachers, and receive hints and new strategies. Keep in mind no Combat Skill can have less than 1 point assigned to it and no more than any 3 Combat Skills can be set to 1. Some teacher examples are provided to help Narrators.

Example: Alice can spend her Afternoon block training with Hachi, the Destroyer, to remove points from Magic, Technique, Agility, Vitality and/or Luck, in any amounts, to add them to Strength. In the following block, she can repeat the procedure with Minato, the Almighty, to adjust her Magic score the same way, or adjust any other Skill with any other trainer.

Skill	Trainer	Description
Strength	Hachi, the Destroyer	A jolly, but focused and disciplined User
Magic	Minato, the Almighty	A silent, calm teenager with infinite potential.
Technique	Ryusuke, the Invincible	A general notorious for his complex strategies
Agility	Liz, the Untouched	An extravagant, bluntly sincere artist
Vitality	Akihiko, the Unshaken	A man with a short fuse and grand ambitions
Luck	Alphonse, the Fortunate	A young attendant-in-training for the Velvet Room

Persona Formations

Certain Personae are grouped by their myths and, when reunited, grant special abilities to their User, known as *Formations*. For a Formation to be considered valid, the Users must own all the listed Personae, not necessarily as their Active Personae or split evenly amongst all party members. Starter Personae who share the name of a member of a Formation is considered the right Persona for activating the effects.

On top of that, some Formations have a *Leader*, a particular Persona which benefits from Formations and grants them another powerful effect to whoever has it as their Active Persona.

Name	Members	Effect
Mitama Formation	Ara Mitama Kusi Mitama Nigi Mitama Saki Mitama	Once per day, increase any Social Skill Tier of any ally by 1 until the end of the day.
Heavenly Kings Formation	Bishamonten Koumokuten Zouchouten Jikokuten	At the start of each combat, grants <i>Fortify All</i> (activator's VIT) to an ally for the first 1d4+1 rounds.
Destiny Formation	Clotho Atropos Lachesis	Once per session, this skill's activator can trade their dodge check's value by the equivalent hit checks between any combatants.
Si Xiang Formation	Genbu Byakko Suzaku Seiryu	At the start of each Combat, grant 1 <i>Resistance</i> to any Type of your choice, to one ally who doesn't have any interactions to the chosen Type.
Fujiwara Formation	Kin-Ki Sui-Ki Fuu-Ki Ongyo-Ki	Once per day, activating User can swap the value of any one of their Combat Skills by any other value of any Combat Skill of an ally until the end of the activator's next turn as a free action.
Seraphic Formation	Gabriel Raphael Uriel Michael	At the start of each combat, holders of the listed Personae can trade their Initiative values amongst themselves.

Leader	Formation	Effect
Neko Shogun	Mitama	You can add +2 to all your Social Skill Tiers until the end of the current Scene, once per day.
Norn	Fate	Grants <i>Null Status</i> to you and any other party member as long as Norn is your Active Persona.
Kohryu	Si Xiang	Grants <i>Resist Fire, Ice, Thunder, Wind, Nuclear, PSY</i> as long as Kohryu is your Active Persona.
Metatron	Seraphic	Once per campaign, you can spend all your Aspect Points (minimum 1) to guarantee success in all checks where success is possible, until the end of the current Scene.

PART XI



SHADOWS AND PERSONAE

Shadows and Personae

These are some Shadows the players might face during the campaigns. The scale next to each Shadow shows their size in comparison to an average Persona User. Some Shadow attack effects may use the word “Shadow” in their descriptions: This **does not** include Shadow-Class Users.

All Shadows have access to a Basic Attack: a projectile of prismatic energy that can be activated even if the Shadow is unable or unwilling to cast any spells from its deck, which can be caused by effects like Panicked. This attack targets 1 creature within 5 meters and deals SKLd4+(2*Lv.) damage of any of its Damage Types, or Almighty, and does not roll to hit.

Disposition and Negotiation

Each Shadow has up to two Dispositions, generic descriptors of how Shadows interact with Users. Characters of any Class can interact with Shadows, but only Wildcards can convince them to become Personae. Upon choosing to negotiate with a Shadow, the player must choose one of their Social Skills and [Risk \(Pg. 43\)](#) a d4 or a d6. The result of this test will be compared to the negotiation difficulty in the table below to determine the Shadow’s reaction. If the player picked a Social Skill compatible with one of the Shadow’s Dispositions, the User gains Tier +1 for this negotiation.

	Devilish
	Noble
	Snobbish
	Friendly
	Childish
	Flirty
	Insane
	Chaotic
	Aggressive
	Anthropophagous

- ❖ *Failure* means the Shadow will refuse any further negotiation attempts and may declare an attack against the User as its Interrupt action.
- ❖ If *Nothing* happens, the Shadow will still be available for negotiation, but you still spend your action
- ❖ When you gain RP, add RP to your reserves an amount of RP equal to the Tier of the Spell Card denoted on the appropriate *Level (Tier)* field. The Narrator may choose to give you Gear or a Consumable item of that same value instead.
- ❖ Wildcard Users gain a new Persona as the highest possible reward, while other Classes gain the Spell Card specified on the stat block. If one is not provided in the stat block, the Narrator can choose a spell of the appropriate Tier (see the table to the right).
 - If a player does not want to add the spell to their deck, they can opt instead to receive half of that Spell Card’s Tier as Spell Points;
- ❖ If a stat block reads “Reward” instead of “Spell Card”, that reward is given to the players when they defeat the Shadow in combat or by negotiation.
- ❖ Gaining an item, RP or Spell Card also removes the Shadow’s will to fight, making it automatically leave the combat. The party still gains the full Experience reward from defeating it, however.
- ❖ Keep in mind that negotiating is usually considered a Default action, meaning you cannot attack in the same turn you start a negotiation.

Level (Tier)	Failure	Nothing	RP	Persona/Card
1-5 (I)	0 or less	1	2	3 or above
6-10 (II)	1 or less	2	3	4 or above
11-15 (III)	2 or less	3	4	5 or above
16-20 (V)	4 or less	5	6	7 or above

Bestiary

Pyro Jack

I – The Magician

Level 1

Hit Points: 56

Spell Card: Agi (T1 Fire)

Natural Skill: **Guiding Light** – Grants 1d4

to checks related to pathfinding and navigating, in the Universe and Metaverse.

Types



Disposition:



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

Null		Weak		

A creature from British folklore. Legends say a witty farmer named Jack managed to trick the Devil himself to keep his soul, but as such act denied him entry into Heaven, he's forced to wander Earth inhabiting a hollowed-out pumpkin.

Agi: A small fireball strikes a target within 10 meters. On hit: Deals 3d6 (10) Fire damage.

Sukunda: A target within 10 meters suffers -1 TEC, -1 AGI for 3 turns.

Resist Sleep (P): Pyro Jack is immune to effects that would render it unconscious.

Sharp Student (P): All attacks against this target receive -1 Critical Margin



Pixie

VI – The Lovers

Level 1

Hit Points: 42

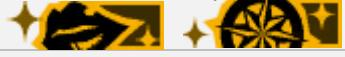
Spell Card: Dia (T1 Heal)

Natural Skill: **Sneaky** – Grants +1d4 to stealth and hiding checks.

Types



Disposition:



STR		MAG		TEC	
1	3	3			
AGI	VIT	LCK			
5	3	4			
Resist		Weak			

A Southeastern England folklore creature who inhabits woodlands and are prone to playing tricks on humans. It's said Pixies could have once been humans who fell under a curse or spell. Some sources claim that Pixies are normally harmless, but any person who follows their song into the woods is bound to never return.

Resist Stun (P): Pixie has half the specified chance to suffer the effects of Stunned.

Agathion

VII – Chariot



Level 1

Hit Points: 56

Spell Card: Skull Cracker (T1 Physical)

Natural Skill: **Nagging** – You may spend 1 Luck Charge to grant -1d6 to any check of any target you can see, once per check, as your Interrupt action.

Types



Disposition:
Childish



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

Resist		Weak		Weak	

Evade I



A spirit (or *familiar*) of Jewish myths who can be sealed within a bottle, ring or talisman. They can bother or torment targets chosen by the caster. They can take any form and are loyal to the human who summons them.

Skull Cracker: A Physical strike that deals 4d6 (13) damage on hit.

Tarukaja: One target within 10 meters gains +1 STR, +1 MAG for three turns.



Mandrake

XIII – Death

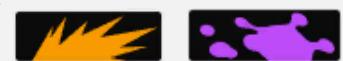


Disposition:

Childish, Anthropophagous



Types



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

Hit Points: 56

Spell Card: Pulinpa (T1 Status)

Skill Bonus: --

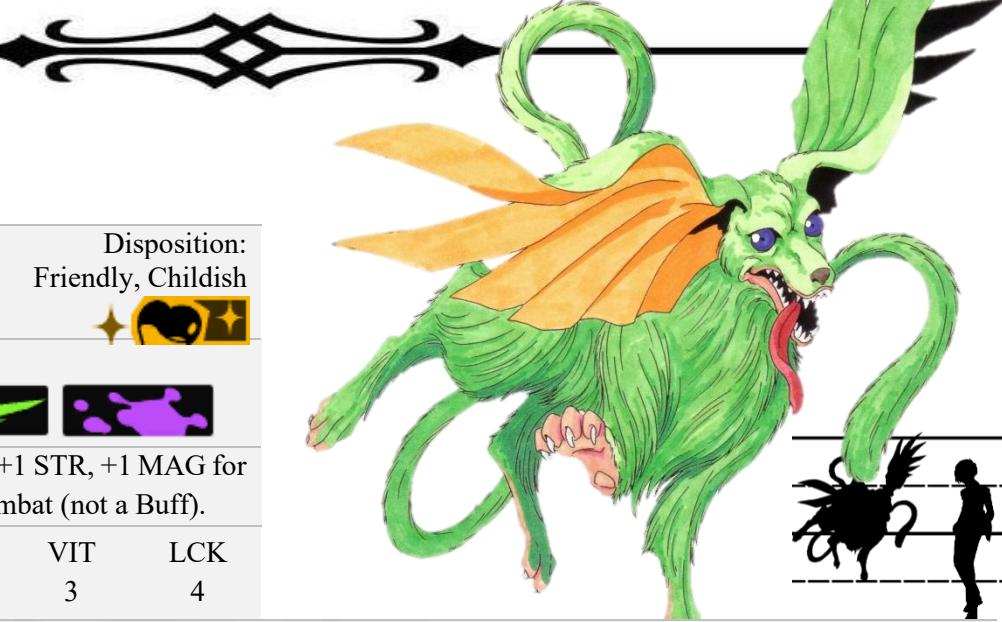
Natural Skill: **Scream** – The Mandrake emits a horrifying wail that can be heard for up to a kilometer away.

		Weak	Resist	

Force Wave: Up to 3 targets within 4 meters are struck by a wave of sonic energy. On hit: 3d4(7) Physical damage and applies Knockdown to targets that are Weak to the Physical Type.

Pulinpa: A target within 8 meters has a 35% chance to suffer Panicked.

A legendary, poisonous plant that grows in the graves of guilty men. According to legends, pulling a Mandrake off the soil produces a horrible sound, akin to a child's dying throes, that can hurt or even kill humans in its vicinity. Potions made with Mandrake leaves are capable of incredible effects, such as invisibility or immunity to undead creatures.



Cu Sith

XIX – The Sun

Level 1

Types

Hit Points: 42



Spell Card: Garu (T1 Wind)

Natural Skill: **Ushered Arrival** – Grants +1 STR, +1 MAG for 3 turns, starting at the fourth round of combat (not a Buff).

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



Weak



Resist

Garu: 1 target within 8 meters. HDC+1. On hit: 4d6 (14) Wind damage.

Pulinpa: 1 target Cu Sith can see has a 55% chance to suffer from Panicked.

A giant dog that haunts the Scottish plains. Cu Sith can hunt silently, but prefer to sound off three chilling barks that alert farmers and alert them to lock their women in their homes out of fear that Cu Sith could take them away.

Kodama

XVII – The Star



Disposition:
Friendly, Insane



Level 1

Hit Points: 56

Spell Card: Tarunda (T1 Debuff)

Natural Skill: **Centennial Tree** – Hitting the wielder of this skill with a basic attack or Physical spell refreshes the duration of all Debuff effects currently active on the attacker to 3 turns.

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



Weak



Resist

Summon: Kodama sacrifices half its current HP to add another Kodama to the battle whose HP is equal to the HP sacrificed to cast this spell.

Debilitating Echo: Up to 2 targets within 6 meters. On hit: 3d4 (7) Wind damage and 50% Slowed chance.

A Japanese Yokai that lives in certain trees that have stood for over 100 years. Cutting down a tree inhabited by Kodama can bring bad luck, so these trees are marked with shimenawa rope.





Koropokkuru

IX – The Hermit

Level 1

Hit Points: 70

Spell Card: Bufu (T1 Ice)

Disposition:

Aggressive, Snobbish



Types



Natural Skill: **Recluse** – Once per day, during combat, if you have not taken damage since the end of your previous turn, you gain +2 Social Skill Tier and +2 to all Combat Skill checks that are not related to attacking, dodging or negotiating.

STR	MAG	TEC	AGI	VIT	LCK
1	3	2	6	5	2
	Resist		Resist		

Bufu: 1 target within 8 meters. On hit: 3d6 (9) Ice damage.**Sukunda:** 1 target within 10 meters. -1 TEC, -1 AGI for 3 turns.

A tiny race of Ainu folklore, their names mean “The people who live under the butterbur leaves”. Long ago, the Koropokkuru were friends with the Ainu and would send them fish and other meats in exchange for other products. One day, a young Ainu wished to see the Koropokkuru and grabbed one forcefully, and they have not been seen ever since.

Senri

III – The Empress

Level 1

Hit Points: 70

Spell Card: Ha Agi (T1 Fire)

Disposition:

Flirty



Types



Natural Skill: **Bewitching Charm** – You recover up to 2 Energy each time you spend a Time block with a Confidant.

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

Null				

Weak				

Ha Agi: Up to 3 targets within 7 meters. On hit: 4d4+6 (16/20) Fire damage.**Soma:** 1 adjacent target is healed from all Status effects, except Knockdown.**Fire Link (P):** All Fire spells cast by Senri or an adjacent ally deal 25% more damage.

In China, Senri are elderly cats who gained divine power. They can take human forms and drain souls.

Obariyon

0 – The Fool

Level 1

Hit Points: 56

Spell Card: Agile Analysis (T1 Intel)

Natural Skill: **Treasure Hunt** – Grants +1 Discipline Tier for checks related to finding lost, stolen or missing items.

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



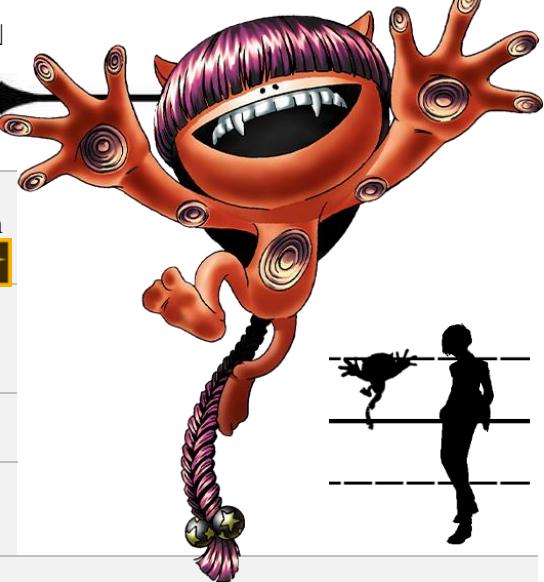
Resist

Types



Disposition:

Childish



Silent Image: Creates the projection of an inanimate object.

The object can only be distinguished from reality if the observer passes a TECd6 check against the caster's TECd6 check. The object is not tangible and dissipates when a creature touches it.

Double Claws: Up to 2 targets within 3 meters. On hit: 4d6 (14)

Physical damage. If Obariyon chooses 2 targets, deals half the rolled damage to each.

Resist Fear (P): Effects that cause the Fear Status effect have half the default chance to trigger on this Shadow.

According to Japanese folklore, Obariyon can leap or drop onto a person and cling to their shoulders. These creatures are invisible but their heavy weight makes it hard for their host to move comfortably. Obariyon cannot be removed without the use of magic, but removing it makes it turn into a pile of gold coins.

Nigi Mitama

XIV – Temperance

Level 1

Hit Points: 28

Spell Card: Media (T1 Heal)

Natural Skill: **Gentle Mitama** – Donate X RP to a temple or charity institution to gain 2X Empathy Tier for all checks until the end of the day.



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



Weak

Types



Disposition:
Noble, Friendly



Null



Resist



Resist



Mahama: Any number of targets lose 15% of their current HP as Light damage.

Media: Nigi Mitama and all its allies recover 4d4 (10) HP

The calm and functional state of mind and opposite to the furious Ara Mitama, who must be pacified through rites and adoration before Nigi Mitama can surface.



Moh Shuvuu

XX – Aeon

Level 1

Hit Points: 42

Spell Card: Psi (T1 PSY)

Disposition: Friendly, Snobbish



Types



Natural Skill: **Evil Bird** - +1 TEC to hit against targets, as long as those targets are not within 4 meters of any other units.

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

Resist

Basic Regeneration (P): At the start of each of its rounds, Moh Shuvuu recovers 1d6 HP.



Weak

Garu: HDC +1. One target within 9 meters. On hit: 3d6 (10) Wind damage.

Psi: 1 target within 10 meters. On hit: 3d4+5 (12) PSY damage. +1 HDC against targets suffering from Status effects.

A Siberian spirit of a young girl who died without knowing love. She can take the form of a beautiful woman to lure men into isolated spots, where she proceeds to slay them.



Hitokoto-Nushi

XX – Aeon

Level 2

Hit Points: 42

Spell Card: Mafrei (T1 Nuclear)

Types:



Disposition: Noble, Devilish



Natural Skill: **Scattered by the Winds** – Once per day, increase your DDC by 1, but you deal half damage with all your attacks, for 3 rounds. This is a Quick action.

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

Resist

Meditate (Nuclear): 1 target within 8 meters. On hit: 5d4 (12)

Nuclear damage and Hitokoto-Nushi gains 1 Nuclear Counter.



Weak

Oracle of the Winds (Light): Spend 1 Nuclear Counter. One target Hitokoto-Nushi can see loses 20% of their current HP as Light damage.



A mountain deity who can predict the future with a single word. Often seen as the same deity as Kotoshironushi, although Hitokoto-Nushi is often depicted as male, while Kotoshironushi is portrayed as a goddess.

Evil Omen (P): At the start of each of its turns, Hitokoto-Nushi deals 1d6 Nuclear damage to all adjacent units (no dodge) for each Nuclear Counter on it.



Bicorn

IX – The Hermit

Level 2

Types

Hit Points: 56



Spell Card: Double Claw (T1 Physical)



Skill Bonus: --



Natural Skill: **Two-Timing** – Once per day, when starting negotiation with a Shadow, you gain +1 for the relevant Social Skill for each Persona on your list besides Bicorn.



Disposition:

Chaotic,

Anthropophagous



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

An evil creature with two curved horns that represents impurity and infidelity, becoming Unicorn's counterpart. Female Bicorn are known as *chichevaches*, or “thin cows”. Legends claim all Unicorns are Bicorn who learned to rise above carnal, mundane temptations.

Ukobach

XV – The Devil

Level 2

Types

Hit Points: 42

Spell Card: Evil Touch (T1 Status)

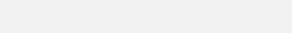
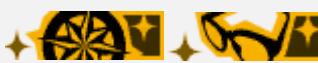
Natural Skill: **Stoking the Flame** – You can spontaneously set a small patch of flammable material ablaze. This fire is not strong enough to deal damage, but can spread as a Realized effect.

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

A lesser demon in the hierarchy of Hell, Ukobach do not possess free will and follow only the designs of other demons. Ukobach hold the responsibility of maintaining the furnaces of hell, tormenting the souls trapped within.

Disposition:

Snobbish, Devilish



Ha Agi: Up to 3 targets Ukobach can see take 4d4 (8) Fire damage on hit.

Evil Touch: 1 target within 8 meters has 45% chance of being afflicted by the Fearful Status.

Apsaras

II – The Priestess

Level 2

Hit Points: 42

Spell Card: Death's Edge (T1 Heal)

Types



Natural Skill: **Dancer** – You gain the ability to perform at a level that can impress the gods themselves. Grants Expression Tier +2 for all checks related to dancing.

Disposition:
Noble, Snobbish



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

Weak	Resist	Null		

Celestial Dancer: Up to 1d6 targets within 7 meters heal $5d4+8$ (18) HP or take 5d4 (8) Ice damage, on hit. Apsaras decides which target will suffer each effect.

Water elementals not unlike the Greek Nymphs who enjoy tormenting monks and easily fall in love with humans. Some myths claim that Apsaras ferry the souls of the dead to heaven where Indra, the god of thunder, awaits them.



Sandman

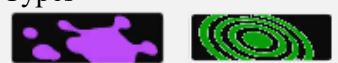
XI – Strength

Level 2

Hit Points: 98

Spell Card: Mark of Slaughter (T1 Intel)

Types



Disposition: Friendly



Skill Bonus: --

Natural Skill: **Sweet Dreams:** You can touch a sleeping target's head. Upon doing so, the target will have a comfortable, long night of sleep with pleasant dreams.

STR	MAG	TEC
1	1	3
AGI	VIT	LCK
6	7	2

Resist

Weak				

A Northern European fairy who brings pleasant dreams to children by throwing magic sand at their faces. Children who don't sleep after being visited by the Sandman are met with an unpleasant surprise: Sandman forcing their eyes shut by sitting on their heads.

Sleeping Powder: Any number of targets that Sandman can see have $20+X\%$ chance to fall unconscious, where X is the number of Sleep Counters on the target.

Tentarafoo: Any number of targets within 6 meters have 30% chance to suffer Panicked.

Sleepy Aura (P): At the start of each round, all targets Sandman can see receive 1 Sleep Counter. Unconscious targets cannot act until they've taken damage as long as Sandman is engaged in combat.



Omoikane

V – Hierophant

Level 2

Hit Points: 28

Spell Card: Sparking Touch (T1 Thunder)

Natural Skill: **A Gathering of Minds** – Grants +1 Knowledge to the wielder for each User they can see, once per day, until the end of the Scene.

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



Resist

Auto Rakunda (P): At the start of combat, apply the effects of Rakunda (Fortify Physical -8 and Fortify Elements -8 for 3 rounds) to the User(s) with the highest VIT. In case of a tie, the effect is applied to all tied Users.

The Shinto god of wisdom and intelligence. Omoikane was summoned to ponder and advise the deliberations of other divinities, becoming famous for being chosen by the gods to come up with a plan to bring Amaterasu back from her self-imposed exile.

Nue

XVIII – The Moon

Level 2

Hit Points: 42

Spell Card: Ha Mudo (T1 Dark)

Disposition:

Chaotic

Types



Natural Skill: **Storm Cloud** – You can move to an unoccupied, adjacent position to any target you can see suffering Status effects, ignoring your movement limitations, as your movement action.

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



Weak

Skull Cracker: 1 target within 2 meters. On hit: 4d4 (10) Physical damage. Stunned chance: 20%, +5% for each point on the hit check rolled above the dodge check.



Null

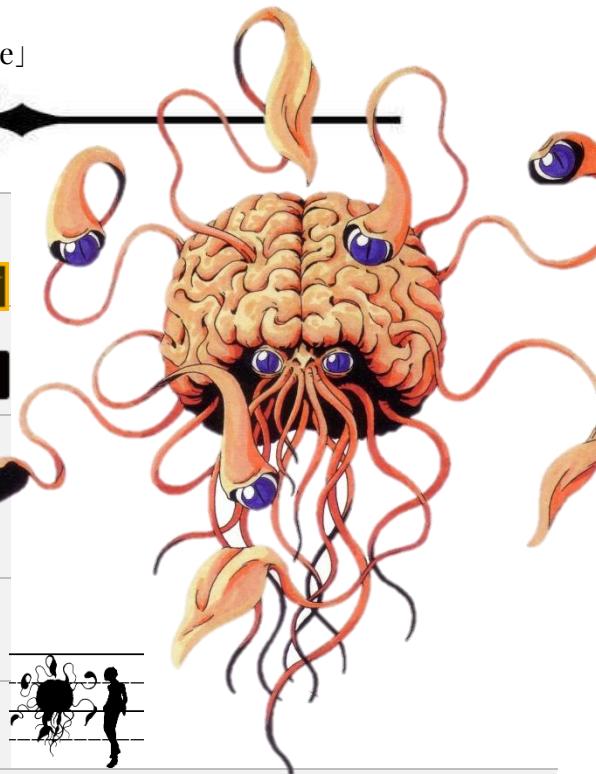


Weak

Mamudo: Any number of targets. Instantly kills targets below 10% HP.

Confunda: 1 target within 5 meters: 45% Stun chance

A legendary creature that travels within storm clouds and can place curses on humans. According to the Tale of Heike, in 1153 Emperor Konoe fell ill after having terrible nightmares every night and a dark cloud appearing every morning over his palace in Kyoto. A samurai named Minamoto no Yorimasa fired an arrow at the cloud, killing the Nue who lived within and saving the Emperor.



Sparking Touch: 1 adjacent target. On hit: 5d4 (12) Thunder damage. Deals double damage against Suppressor-class Users.
Simulation: Omoikane discovers 1 weakness from 1 target. If the target has no weaknesses, Omoikane can cast this spell again as a free action.





Orthrus

XII – The Hanged Man

Disposition:
Anthropophagous,



Aggressive

Level 2

Types

Hit Points: 28



Spell Card: Ha Agi (T1 Fire)

Natural Skill: **Two-Headed Beast** – You can spend 1 Aspect Point while casting a Fire spell to make it so it targets one extra target, adjacent to one of the targets of the original skill.



Weak



Resist

Double Claws: Up to 2 targets within 3 meters. On hit: $4d6+2$ (14) Physical damage. If two targets are chosen, deals half damage.

Fire Dance: Up to 1d6 targets within 6 meters. On hit: $4d4$ (10) Fire damage.

Beastly Vengeance (P): Orthrus gains +1 STR, +1 TEC for each Shadow defeated during this combat.

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

One of several siblings of mythological creatures such as Cerberus, Chimera and the Sphynx. Orthrus was the watchdog of the titan Geryon and guardian of the titan's red herd and was killed by Hercules during one of his 12 trials.

Kusi Mitama

XI – Strength

Level 2

Hit Points: 70

Spell Card: Magaru (T1 Wind)

Disposition:
Insane, Friendly



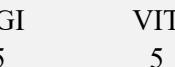
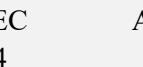
Types



Natural Skill: **Mitama of the Harvest** – You gain +1 Tier to the appropriate Social Skill to checks related to medicine.

Ha Garu: Up to 3 targets within 7 meters. $HDC+1$. On hit: $3d4$ (9) Wind damage.

Ha Dia: Kusi Mitama and all allies within 4 meters heal $3d10+10$ (26) HP.

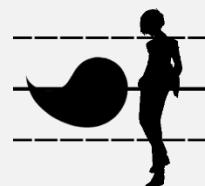


STR	MAG	TEC	AGI	VIT	LCK
1	3	4	5	5	2

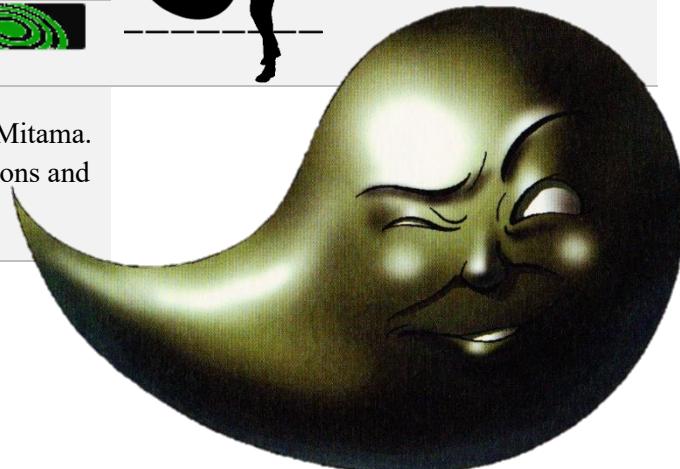
Weak

Reflect

Resist



The “wondrous spirit” of Shinto beliefs who appears alongside Saki Mitama. This creature has mysterious powers that include forcing transformations and healing sicknesses



**Anzu**

V – Hierophant

Level 2

Hit Points: 56

Spell Card: Shining Arrows (T1 Light)

Disposition:
Aggressive, Anthropophagous

Types



Natural Skill: **Deity of Storms** – As a free action, you may spend X Energy to gain Move X for the duration of the current round.

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



Weak



Resist

Shining Arrows: Up to 1d6 targets lose 15% of their current HP.**Garu:** 1 target within 8 meters. HDC +1. On hit: 4d6 (12) Wind damage.

A demon-bird of storms from Mesopotamia, known for stealing the Tablets of Fates from the lord of winds Enlil. It's believed that either Marduk or Ninurta recovered the Tablets.



Null Forgetfulness (P): Anzu cannot be restricted from using any of its actions.

Forneus

IV – The Emperor

Level 2

Hit Points: 70

Spell Card: Mabufu (T1 Ice)

Disposition:
Devilish, Noble

Types



Natural Skill: **Hellish Tutor** – Once per day, you can gain advanced knowledge of a language of your choice until the end of the current Scene.

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



Drain



Null



Weak

Marquis of Ice: Any number of targets. On hit: 4d4-3 (7) Ice damage and 20% Slowed chance.**Stagnant Air:** All combatants. Consider our LCK as 2 points lower to determine avoiding Status effects for 3 rounds.**Illusive (P):** All Intel spells cast while Forneus is in combat have a 25% chance to not trigger. Spells affected by Illusive do not spend counters or other resources.

The 13th spirit mentioned in the Goetia. A Great Marquis of Hell with 29 demonic legions under his command, Forneus appears before humans as a sea monster and can grant vast knowledge about rhetoric, besides making his caster to be seen more favorably amongst friends and foes alike.



Suzaku

XIX – The Sun

Level 3

Hit Points: 84

Spell Card: Zio (T1 Thunder)



Disposition:
Noble, Chaotic

Types



Skill Bonus: +1 AGI

Natural Skill: **Summer Flames** – As long as this is your Active Persona, you gain +X Charm, where X is the price of your equipped armor divided by 2. Consider Special Armor as 10RP for the effects of this Skill.



Weak

Agi: 1 target within 8 meters. On hit: 4d8 (16) Fire damage.



Resist

Mazio: Any number of targets within 6 meters. On hit: 4d4 (8) Thunder damage and 16% Shocked chance



Resist

STR

1

MAG

4

TEC

5

AGI

3

VIT

6

LCK

2

One of the Four Chinese Constellations, the Si Xiang, who represents the element of fire. Frequently confused with Feng Huang, an understandable mistake since some variations of beliefs consider them to be the same creature. Suzaku is an elegant, noble bird in behavior and appearance, being very selective of what it eats and where it roosts.

Saki Mitama

II – The Priestess

Level 3

Hit Points: 70

Spell Card: Recarm (T1 Heal)

Types



Disposition:

Friendly, Snobbish

Skill Bonus: +4 Empathy

Natural Skill: **Prosperity** – Once per week, add 0.5 RP to your reserves.



STR

1

MAG

4

TEC

4

AGI

4

VIT

5

LCK

2

Bufo: 1 target within 7 meters. On hit: 4d8 (16) Ice damage.



Resist



Weak



Ha Tarunda: Up to 2 targets Saki Mitama can see. -1 STR, -1 MAG for 3 turns.

Death's Edge: Revives a Shadow slain this combat with 1 HP. Slaying this Shadow yields no Experience or any other bonuses.

A part of the spirit that brings forth good fortune and blessings according to Shinto practices. It's said that Saki Mitama brings prosperity in hunting, fishing and harvesting.



Fuu-Ki

XVII – The Star

Level 3

Hit Points: 56

Spell Card: Rakukaja (T1 Buff)



Disposition:
Aggressive

Types



Skill Bonus: +1 TEC

Natural Skill: **Whirlwind Oni** – As your Interrupt action, or once per Scene out of combat, you can move an adjacent target up to TEC meters away in any direction. This effect cancels similar effects caused by Movement spells.

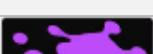
STR	MAG	TEC	AGI	VIT	LCK
1	4	5	4	4	4



Null



Drain



Weak

Auto-Tarukajamon (P): Fuu-Ki gains +2 STR, +2 MAG for the first 3 rounds of combat.

Vacuum Wave: Any number of targets between Fuu-Ki and a point within 4 meters. HDC +1. On hit: MAGd4 (10/15) Wind damage.



One of the four Oni commanded by Fujiwara-no-Chikata. Fuu-Ki can create powerful winds that drag its enemies away. Some people consider Fuu-Ki the original ninja.

Mokoi

XIII – Death

Level 3

Hit Points: 98

Spell Card: Gale Slash (T1 Physical)

Skill Bonus: +1 VIT

Natural Skill: **Hatred of Evil** – Grants Resist Dark and Critical Margin +1 against targets with the Dark Type.

Types



Disposition:
Insane, Childish



STR

MAG

TEC

AGI

VIT

LCK

5

1

2

2

7

4



Resist



Weak

In Australian folklore, Mokoi are evil spirits who kill practitioners of dark magic and kidnap and eat children at night.

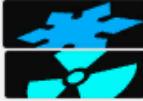


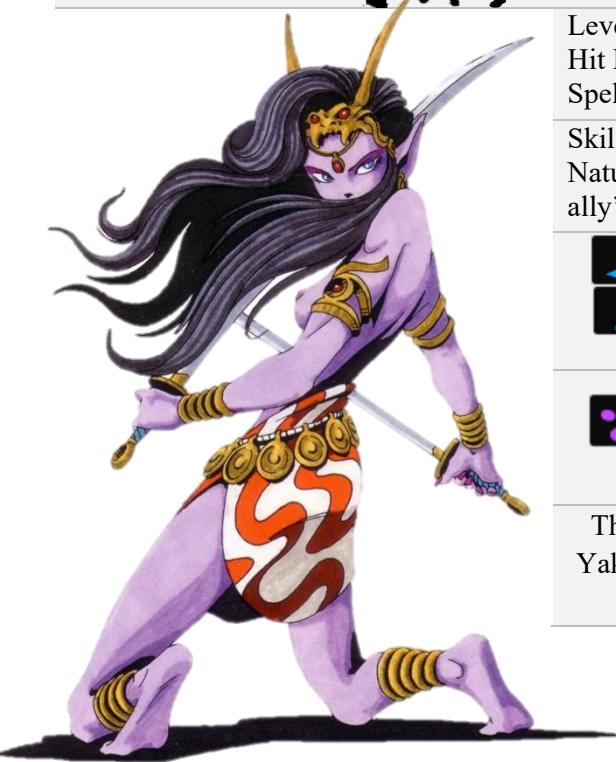
Pain Eater: Mokoi can transfer damage from an attack to any other target to itself, gaining Fortify (attacker's SKL) for 3 turns after damage calculation.

Crazy Chain: Any number of targets within 6 meters. On hit: 5d4 (10) Physical damage and 10% Enraged chance.

Enrage: 1 target within 8 meters. 45% Enraged chance.



Yaksini III – The Empress		STR 5	MAG 1	TEC 6	Types  
		AGI 3	VIT 3	LCK 2	
		Level 3			
		Hit Points: 42			
		Spell Card: Confunda (T1 Status)			
		Skill Bonus: +4 Courage			
		Natural Skill: Fertile Cannibal – Once per day, apply a -1 Tier penalty to an ally's Charm score to raise your own by 1, both until the end of the Scene.			
		 Resist			Sword II (P) : Choose a Sword that costs up to 2 RP and equip it to Yaksini. This replaces Yaksini's basic attack and is granted to the Users when Yaksini is defeated.
					Confunda : 1 target within 8 meters. 15+5TEC% (45%) Stunned chance.
		 Weak			Counterattack (P) : 30% chance to retaliate against a basic attack or Physical spell with her basic attack.
					The female counterpart to Yaksa, servants of the Hindi god of fortune Kubera. Yaksini are normally benevolent but some have evil characteristics. In Kerala, in southern India, Yaksini are normally described as enchanting vampires.



Oberon

IV – The Emperor

Level 3

Hit Points: 42

Spell Card: Holy Arrow (T1 Physical)

Skill Bonus: +4 Charm

Natural Skill: **King of Moonlight** – Consider your Charm Tier as +1 during Evening and Night blocks.Disposition:
Flirty

Types



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



Null



Resist



Weak

Mind Slice: 1 target within 2 meters. On hit: 4d6 (14) Physical damage, 20% Panic chance.

Thunder Tango: Up to 1d6 targets within 9 meters. On hit: 4d4 (10) Thunder damage and 12% Shocked chance.

Survive Darkness(P): Death Category spells reduce Oberon to 1 HP instead of killing him.

The King of Fairies and the husband of Titania. A curse was cast upon him, trapping him in a youthful facade forever. Oberon can be a pesky, egotistic king, but he usually approaches humans in an amicable and pacific way, taking all chances he can to flirt with human women.



Disposition:
Snobbish



Types



High Pixie

0 – The Fool

Level 3

Hit Points: 28

Spell Card: Soma (T1 Heal)

Skill Bonus: +1 MAG

Natural Skill: Faeric Commander – Once per day, you can grant +1 AGI to your ally with the lowest initiative, until the end of your next turn. This is not a Buff effect, and activating this Skill is considered a Quick action.

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



Resist



Resist

Dia: 1 target within 8 meters. Heals 5d4+5 (17) of target's max HP.



Weak

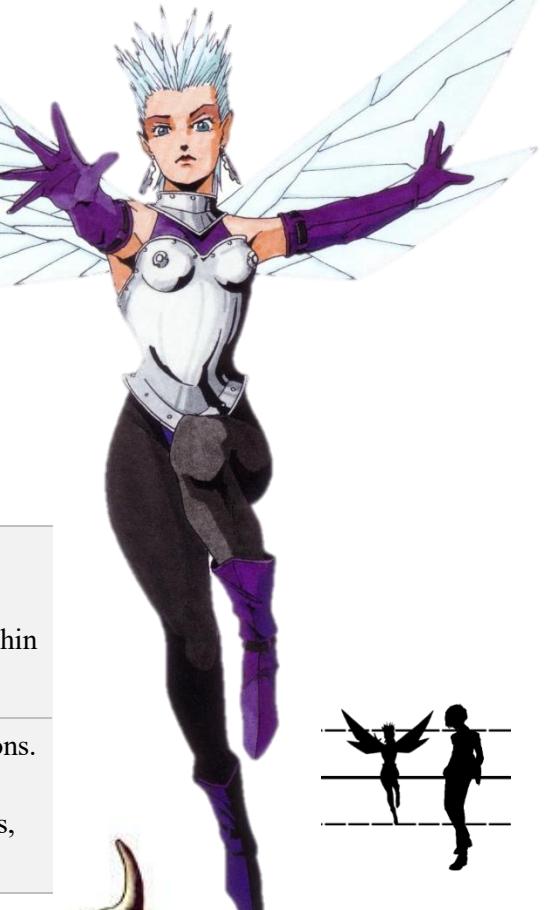


Weak

Tentarafoo: Any number of targets within 6 meters. Panicked chance: 35%

High-ranking Pixies who act as leaders or commanders of the younger generations.

Generally, a charismatic Pixie can obtain this rank by proving her skills and loyalty. They command other Pixies and act as their guardians and safekeepers, but they can still be tricky creatures.



Slime

VII – Chariot

Level 3

Hit Points: 84

Spell Card: Resist Physical (T1 Defense)

Skill Bonus: +1 VIT

Natural Skill: Insatiable – You can eat staggering amounts of food without gaining much weight and will only be sick if the food is rotten or poisoned.

Disposition:
Chaotic, Childish



Types



STR

MAG

TEC

AGI

VIT

LCK

4

1

4

4

6

2



Resist



Resist



Null



Weak



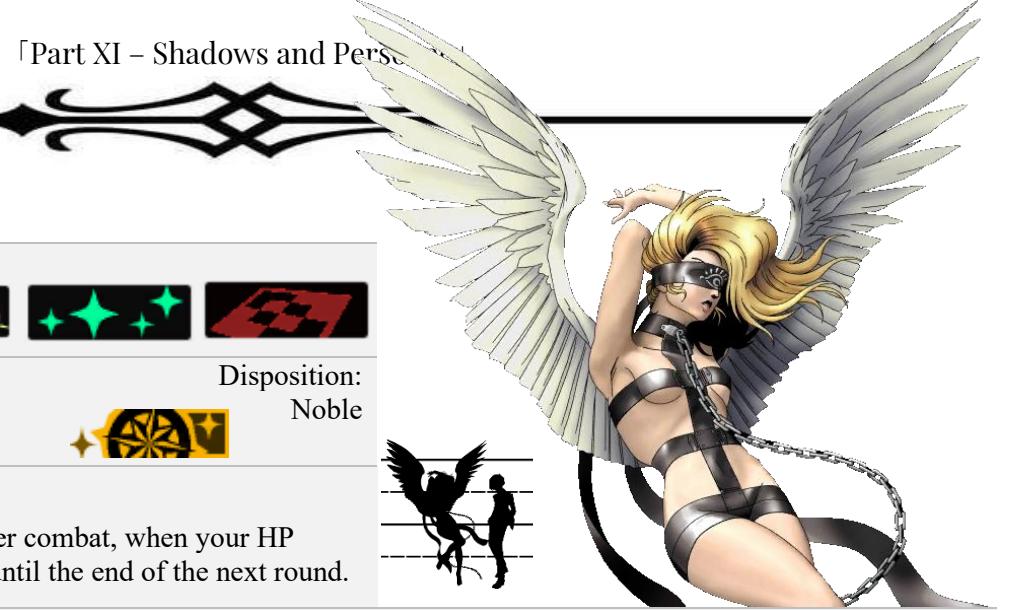
Corrode: 1 adjacent target. On hit: 4d6+2 (16) Physical damage. If this attack drops a target to under 1 HP, they enter Death's Door with 1 counter and their body is significantly damaged.



A traditional tabletop creature, Slimes can have several origins. Some sources describe them as natural, violent creatures, while others claim Slimes are born of botched demon-summoning rituals.

Blindsight (P): Slime can see normally in all circumstances.

Survive Dark (P): This Shadow cannot be killed by Death effects and is reduced to 1 HP instead.



Angel

VIII – Justice

Level 3

Hit Points: 56

Spell Card: Ha Tarunda (T1 Debuff)

Types



Disposition:

Noble



Skill Bonus: +4 Knowledge

Natural Skill: **Divine Comfort** – Once per combat, when your HP drops under 50%, you gain *Resist Dark* until the end of the next round.



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



Null Weak

Hama: One target loses 30% of its current HP, Light damage.

Ha Dia: Caster and all allies recover $4d8+6$ (24) HP

Ha Tarunda: Up to 2 targets Angel can see suffer -1 STR, -1 MAG for 3 turns.

The lowest-ranking creature of the divine hierarchy, messengers who never sleep. They obey the orders of higher ranks and take great pride in protecting human lives. Their leader is the Archangel Sandalphon.

Jack Frost

I – The Magician



Disposition:
Friendly, Childish



Types



Level 3

Hit Points: 42

Spell Card: Mabufu (T1 Ice)

Skill Bonus: +1 MAG

Natural Skill: **Winter Bre-hee-ze** – You can freeze liquids you can touch in the Metaverse. The resulting ice is resistant enough to be used as a platform or a supporting pillar.



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



Weak

Null



Bufo-hoo: 1 target within 10 meters takes $6d6$ (21) Ice damage on hit.

Dia: 1 target Jack Frost can see recovers $6d4$ (15) HP.

Ice Boost (P): Ice spells Jack Frost casts deal 25% more damage.

A fairy taking the form of a snowman that appears in the early winter. Although they look innocent, challenging or disobeying a Jack Frost can prove fatal, as their impressive ice powers can bury a human under a mountain of snow in the blink of an eye.

Onmoraki

XVIII – The Moon

Level 3

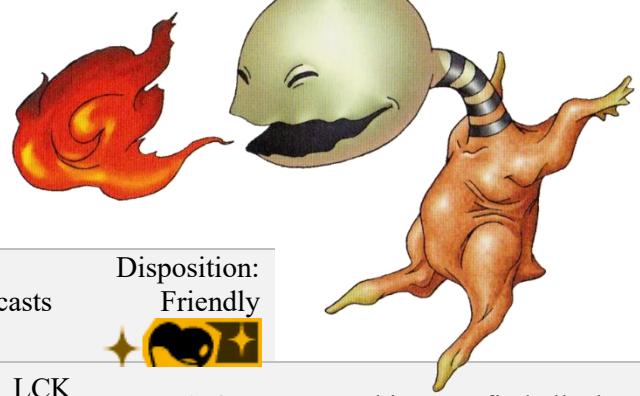
Hit Points: 56

Spell Card: Eiha (T1 Dark)

Skill Bonus: +1 TEC

Natural Skill: **Degenerating Sutra** – Once per combat, when a target casts an Intel spell, you can negate all its effects as an Interrupt action.

Types



Disposition:

Friendly



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

STR	MAG	TEC	AGI	VIT	LCK
		Null			

A Shinto specter born of the fury of dead humans who didn't get the proper burial rites, disturbing monks who are lazy or ignoring their duties.

Ha Agilao: Onmoraki spews fireballs that hit up to 2 targets within 8 meters, dealing 4d4 (10) Fire damage on hit.

Mudoon: Instantly kills one target

Onmoraki can see whose HP is under 40% of its maximum.

Resist Fear (P): All effects that can cause the Fear Status effect have their triggering chance halved.

Inugami

XII – The Hanged Man

Level 4

Hit Points: 90

Spell Card: Cleave (T1 Physical)

Skill Bonus: +1 VIT

Natural Skill: **Inu-tsuki** – Grants Expression Tier +1 to influence an emotionally shaken target.

Types



Disposition:

Chaotic, Aggressive



STR	MAG	TEC	AGI	VIT	LCK	
4	1	4	4	5	6	Fatal End: 1 target within 2 meters is struck by a sharp claw, taking 4d6+2 (16) points of Physical damage on hit.
		Null				

STR	MAG	TEC	AGI	VIT	LCK	
		Weak				

A powerful guardian spirit originated from a dog, wolf, racoon or similar, generally used by their summoner to exact revenge upon others. Inugami can survive without masters, and although they're extremely loyal, they're not above attacking their own owners if necessary.

Resistant Mind (P): All Mind Status have half their original triggering chance against Inugami
Revolution (P): Critical Margin +1 to Inugami and its allies.



Mishaguji

XX – Aeon

Level 3

Hit Points: 84

Spell Card: Hapsi (T1 PSY)

Skill Bonus: +1 TEC

Natural Skill: **Camouflage** – You take 10% less damage from the first attack declared against you in combat. This is applied last in damage calculation.

Types



Disposition: Flirty, Insane



STR

MAG

TEC

AGI

VIT

LCK

3

5

5

2

6

2



Resist

Nerve Pinch: 1 target within 5 meters. On hit: 5d6 (17) Thunder damage and 30% Shocked chance.

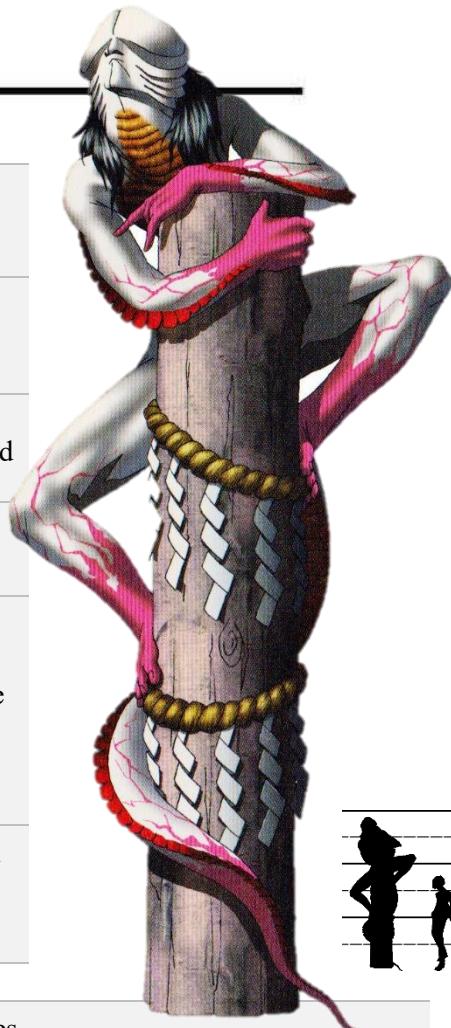


Weak

Psy: 1 target within 8 meters. Hit: 5d4+6 (18) PSY damage. If the target is suffering Shocked, target suffers **Knocked Down**.

Consume (Dark): 1 Knocked Down target adjacent to Mishaguji whose HP is below 100% is immediately put in Death's Door.

A native god worshipped in the Shinto region a long time ago. A sexual deity, it is said that if you leave offerings to Mishaguji, your sexual relations will improve. Most depictions of Mishaguji are phallic.



Seiten Taisei

XX – Aeon

Level 4

Hit Points: 36

Spell Card: Ha Garu (T1 Wind)

Types



Disposition: Noble



Skill Bonus: +1 MAG

Natural Skill: **The Greatest Journey** – You gain +1 HDC for each Status effect you're suffering from, but you cannot recover naturally from Status effects during combat.

STR

MAG

TEC

AGI

VIT

LCK

3

7

3

6

2

2

One of Sun Wukong's titles, given to him by himself as he tried to enter the realms of heaven a second time.



Evade I



Resist



Weak

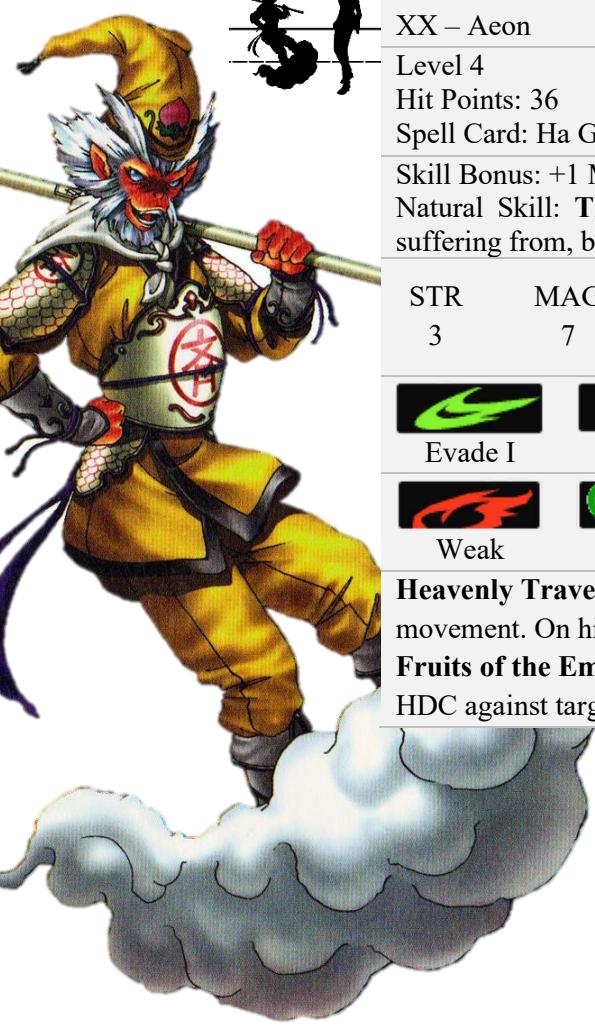


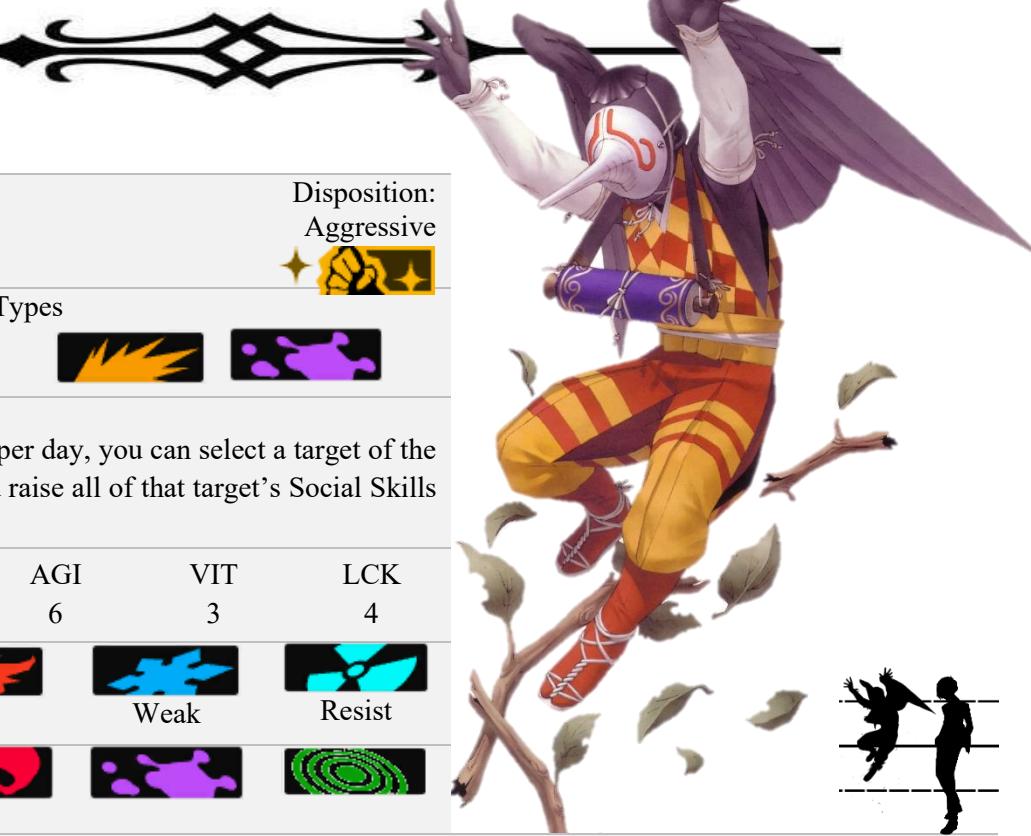
Weak

Struck from Record (P): As long as Seiten Taisei is alive, all other Shadows in combat gain *Null Dark*.

Heavenly Traveler: Any number of targets Seiten Taisei becomes adjacent to during its movement. On hit: 7d4 (17) Wind damage.

Fruits of the Emperor: 1 target within 7 meters. On hit: 7d6 (24) Nuclear damage. Gains +1 HDC against targets suffering from Status effects.





Koppa Tengu

XIV – Temperance

Level 4

Hit Points: 54

Spell Card: Force Wave (T1 Physical)

Skill Bonus: +1 AGI

Natural Skill: **Old Wolf's Howl** – Once per day, you can select a target of the same Arcana as your Active Persona and raise all of that target's Social Skills by 1 Tier until the end of the scene.

Disposition:
Aggressive



Types



STR	MAG	TEC	AGI	VIT	LCK
4	1	5	6	3	4



Weak



Resist



Resist

In Japanese mythos, those who become Tengu with ignorant or cruel hearts become ko-tengu (small tengu), and Koppa Tengu, or Tengu of the Leaves, are amongst the lower classes of ko-tengu, serving as messengers and assistants to the Tengu King Sojobo

Path of Blades: Any number of targets that become adjacent to Koppa Tengu during its movement. On hit: 4d4 (10) Physical damage.

Mabatma: Up to 2 targets within 6 meters have a 50% chance to suffer the Slowed Status.

Black Wings (P): Koppa Tengu can move 10 spaces per turn and its movement ignores obstacles shorter than this Shadow.



Nozuchi

XVIII – The Moon

Level 4

Hit Points: 54

Spell Card: Mazio (T1 Thunder)

Skill Bonus: +1 AGI

Natural Skill: **Temper** – Double your movement allowance while you're under the effects of Enraged.

Disposition:
Friendly, Chaotic



Types



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



Weak



Reflect

Discharge: Any number of targets within 8 meters. 50% (70%) Shocked chance. At the start of Nozuchi's next turn, as a free action: On hit: 5d4 (12/15) Thunder damage against any targets within 8 meters.

Static Generator (P): Spells Nozuchi cast have a 20% higher chance to trigger secondary effects.

Thunder Boost (P): Thunder spells Nozuchi cast deal 25% more damage.

A spirit of the earth found under the shadows of plants in the plains. Nozuchi aren't violent or wily, but they're wild, difficult creatures. Their name means "God of the Plains".



Genbu

XIV – Temperance

Level 4

Hit Points: 90

Spell Card: Ha Soma (T1 Heal)

Skill Bonus: +4 Courage

Natural Skill: **Winter Spring** – You're warned by the Narrator of active traps, trapdoors, unstable footing or other land-based dangers.

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

Bufo: 1 target is struck by icy crystals. On hit: 5d6 (17) Ice damage.

Soma: 1 target within 8 meters is healed of all Status effects, except Knockdown

Tarundamon: 1 target within 8 meters suffers -2 STR, -2 MAG for 3 (6) turns.

Eternal Melody (P): Increases the maximum duration of all Debuff spells Genbu casts by 3 turns.

The Black Turtle is one of the four Chinese constellation symbols, representing North, the color black, winter and water.
Also known as Gui Xian.



Kelpie

XI – Strength

Level 4

Hit Points: 54

Spell Card: Counter (T1 Misc.)

Skill Bonus: +1 AGI

Natural Skill: **Sticky** – Targets you hit with basic attacks cannot move for 1d4-1 turns.

Disposition:
Chaotic, Friendly

Types



Vortex: Select a point within 10 meters: All targets within 8 meters of it are pulled up to 5 meters towards it. Then all targets within 3 meters of the initial point take 5d4 (12) Wind damage on hit. This spell rolls for hit with TECd12 instead of TECd6.

Resist Charmed (P): Kelpie's chance to be put under Charm from any source is reduced by half.

STR	MAG	TEC	AGI	VIT	LCK
1	5	5	4	3	4
			Resist		
				Weak	

A water fowl of Celtic mythos who haunt rivers and lakes in Scotland and Ireland. Kelpie feed on humans, particularly children, pulling them into deep lakes to drown them. Kelpie are notably sticky and tend to lure humans into riding them, and once they're stuck, dragging them to the bottom of the lake.

Abaddon (Tyrant)



Types



Level 4

Hit Points: 220 (22/44)

Reward: Bandana of Resilience
(Accessory, +1 VIT)

XX – Judgement

Disposition:

Anthropophagous, Chaotic



Skill Bonus: +1 STR

Natural Skill: **Endless Hunger** – Restore 10% of your maximum HP every time a target adjacent to you dies or enters Death's Door.

STR



Drain

MAG



Null

TEC



Weak

AGI



Swallow Whole

VIT



Digest

LCK



Dreadful Growth (P)

A being known as the Angel of Abyss in the book of Revelations. Sometimes described as a massive insect with the head of a human, Abaddon was described by Salomon as a creature summoned by Moses to cause one of the great Egyptian plagues.

Swallow Whole: 1 adjacent target. On hit: 5d8 (22) Physical damage. If this attack drops the target to under 50% HP, the target is swallowed by Abaddon. Swallowed targets cannot move by any effects but can perform other actions normally. All Swallowed targets are freed if Abaddon is struck by a Critical hit or is inflicted with a Status effect. Swallowd targets bypass Abaddon's Drain Physical, dealing normal damage with Physical attacks.

Digest: As a Quick action, Abaddon can deal 5d6 (15) Almighty damage against a Swallowed target and heal HP equal to the damage dealt. This attack does not check for dodging.

Dreadful Growth (P): Abaddon gains +1 STR, +1 VIT for each target currently Swallowed.

Abaddon can perform 1 Hetelic Action per round.

Fed on Fear (Inserted): Abaddon heals VITd6 (21) HP.

Run, Cowards! (Reactive): When a player increases its distance to Abaddon through movement or Move spells: Abaddon can cast **Swallow Whole** against the character before movement concludes with a +1 bonus to his TEC.



**Incubus**

XV – The Devil

Disposition:
Flirty, Aggressive

Level 4

Hit Points: 90

Spell Card: Abatma (T1 Status)

Types



Skill Bonus: +1 AGI

Natural Skill: Repeated Exposure – When you successfully hit an attack that deals damage, the next Status Category spell against that target has a 10% higher chance of triggering.



Weak



Resist

Drain Soul: 1 target within 8 meters.

On hit: Reduces target's Energy by 1d4, raises Incubus' MAG and TEC by half the drained amount by 2 turns.

Maragi: Any number of targets Incubus can see. On hit: 4d4 (8) Fire damage.**Pulinpa:** 1 target within 8 meters. 55% Panicked chance.

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

The masculine counterpart to Succubus, Incubus are demonic creatures who lay on top of sleeping women to have sexual relations with them. Repeated intercourse with Incubus and Succubus can lead to sickness or even death.

Clotho

X – Fortune

Disposition:
Noble, Friendly

Level 4

Hit Points: 54

Spell Card: Destiny Seal (T1 Intel)

Types



Skill Bonus: +1 TEC

Natural Skill: By the Roots – Consider your TEC as 1 point higher against all targets that have not performed any actions during combat. This is not a Buff effect.



STR

MAG

TEC

AGI

VIT

LCK



Weak



Null



Weak

Fog of War: A 5-meter area around Clotho is obscured to any number of targets until the end of Clotho's next action. Targets within this area gain +1 DDC.

Dia: 1 target within 8 meters recovers 3d8+10 (23) HP**Hamaon:** 1 target loses 52% of its current HP, Light damage.**Maculate Punishment (P):** Light Type spells cast against targets suffering from Status effects deal 10% more damage.

The youngest of the three Moira sisters, derived from the Greek personification of destiny. The youngest, Clotho unravels the thread of fate.



Shiisaa

V – Hierophant

Level 4

Hit Points: 90

Spell Card: Arrow Rain (T1 Physical)

Skill Bonus: +4 Discipline

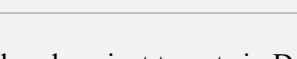
Natural Skill: Soul Barrier – Attacks declared against targets in Death's Door, including you, have a 50% chance to fail and not remove Death's Door counters.

Disposition:

Aggressive, Childish



Types



STR

4

MAG

4

TEC

3

AGI

2

VIT

5

LCK

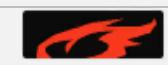
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Resist



Null



Weak



Chains of Death: One target within 3 meters and all targets adjacent to the original target. On hit: 4d6 (14) Physical damage.

Zio: 1 target within 8 meters. On hit: 4d6-2 (12) Thunder damage and 24% Shocked chance.

Null Rage (P): This Shadow cannot suffer the effects of Rage.

A creature considered a protecting spirit. Pairs of Shiisaa are placed on top of pillars at the entrance of houses and other buildings to ward off evil spirits.

Nata Taishi

VII – Chariot

Level 4

Hit Points: 54

Spell Card: Assault Dive (T1 Physical)

Skill Bonus: +1 AGI

Natural Skill: Lotus Roots – When you enter Death's Door, all your allies recover 25% of their maximum HP.

STR

5

MAG

1

TEC

4

AGI

6

VIT

3

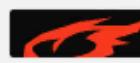
LCK

2

Disposition:
Noble, Aggressive



Types



Resist



Weak

Path of Blades: Any number of targets Nata Taishi becomes adjacent to during its movement. On hit: 5d4 (12) Physical damage. Nata Taishi also performs its movement during this attack.

Survive Dark (P): Nata Taishi survives Death Category spells with 1 HP as long as its HP is above 1.

Fire Walk (P): Consider Nata Taishi's AGI as 8 for the purposes of determining its movement. All spaces Nata Taishi occupies during its movement are set ablaze until the start of its next turn, dealing 5d4 (12) Fire damage to any target that occupies the affected space(s), except Nata Taishi, including as part of their movement, with no dodge check.



Also known as Nezha, born after a pregnancy that lasted three years and six months, exiting the womb fully capable of walking and speaking. Nata Taishi sacrificed himself at a young age, but was brought back by his instructor, who built Nezha a new body out of lotus roots.



Silky

II – The Priestess

Level 4

Hit Points: 36

Spell Card: Bufu (T1 Ice)

Skill Bonus: +4 Empathy

Natural Skill: **Sanctuary** – Grants Fortify Elements 1 per 5 Confidant Ranks of the Arcana of a unit in the current combat, once per combat, for 3 rounds.

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



Resist



Resist



Weak



Weak

Disposition:

Friendly, Snobbish



Types



Ha Bufu: Up to 3 targets within 7 meters. On hit: 6d4-2 (13) Ice damage.

Heat Sink: 1 adjacent target. 80% Slowed chance.

Cloak of Shadows: 1 target Silky can see DDC+1 until the end Silky's next turn.

Sharp Student (P): Attacks declared against Silky gain Critical Margin -1.

Tao Tie

XVI – The Tower

Level 5

Hit Points: 54

Spell Card: Astra (T1 Almighty)

Skill Bonus: +1 MAG

Natural Skill: **Ruinous Soul** – All Almighty Type spells cast during a combat you participate in deal 10% more damage, but cost 1 extra Energy to cast, even if Energy wouldn't be spent for this cast otherwise.

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

Disposition:

Childish



Reflect

Types



Megido: One target within 8 meters and all targets adjacent to it. On hit: 6d4 (15) Almighty damage.

Navas Nebula: One target within 5 meters and all targets adjacent to it. On hit: 4d4 (10) Physical damage. Applies Tarundamon (-2 STR, -2 MAG for 3 turns) on all hit targets.

A monster of Chinese origin, greedy and possessing an insatiable appetite. One of the Four Chinese Demons who represent evil virtues.



Phoenix

XIX – The Sun

Disposition:

Noble, Anthropophagous



Level 5

Types

Hit Points: 72



Spell Card: Maragi (T1 Fire)

Skill Bonus: +4 Empathy

Natural Skill: **Miracle Tears** – As a Quick action, you can spend X Energy and target an adjacent unit: Restore 10X% of the unit's HP.

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



Resist



Null



Weak

Cleave: All targets between Phoenix and a point within 3 meters. On hit: $4d4+2$ (12) Physical damage. Phoenix is moved to the chosen spot.

Purifying Flame: Any number of targets Phoenix can see. On hit: $5d4$ (14) Fire damage. Instantly kills targets below 20% HP.

Flapping Wings: A strong gust of wind blows in a specific direction, throwing a target and all adjacent units $1d4+5$ (7) meters away. If an obstacle stops this movement, each interrupted target takes 5 Wind damage to each meter of movement performed by this spell.

Enduring Mind (P): No effects can reduce this Shadow's MAG score.

A legendary bird who is reborn from its own ashes once it dies. Its tears have the capacity to cure wounds and illnesses.

Ghoul

XIII – Death

Disposition:
Chaotic, Insane



Types



Level 5

Hit Points: 162

Spell Card: Sukunda (T1 Debuff)

Skill Bonus: +1 VIT

Natural Skill: **Soul of Calamity** – You take half damage from spells that designate “adjacent targets” if you’re not the main target.

STR

5

MAG

1

TEC

5

AGI

1

VIT

9

LCK

2



Weak



Null



Weak

Necrotic Bite: One target within 2 meters. On hit: $5d6$ (17) Physical damage and 50% Poisoned chance.

Ha Poisma: Up to 2 targets within 8 meters. 40% Poisoned chance.

Tarundamon: 1 target Ghoul can see suffers -2 STR, -2 MAG for 3 turns.

An old demon of Arabian folklore, creatures who stalk in cemeteries and abandoned places, feeding on human flesh. Their feminine forms are known as *Ghouleh*.



Hua Po

XII – The Hanged Man

Level 5

Hit Points: 54

Spell Card: Poisma (T1 Status)

Skill Bonus: +4 Expression

Natural Skill: Spirit of the Trees – Once per day, you can replicate the singing of the Hua Po. You gain Expression Tier +2 for the duration of the current scene, but all artistic works you produce during this scene inspire sadness and melancholy.



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

Agi: 1 target within 8 meters. On hit: 6d6 (21) Fire damage.

Terrible Fascination: Any number of targets within 6 meters. 50% Charmed chance.

A woodland sprite formed from the spirits of humans when three or more people are hanged on the same tree. They appear as beautiful women wearing white. Hua Po are unable to speak, but they can reproduce the sounds of songbirds with mastery.



Oni

XI – Strength

Level 5

Hit Points: 90

Spell Card: Counter (T1 Misc.)

Skill Bonus: +1 STR

Natural Skill: Looter – You can search through or loot an area much faster than normal.

Disposition:
Chaotic, Aggressive



Types

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

Crush: One target within 3 meters. On hit: 5d6 (17) Physical damage. On Critical: +5d4 (12) Physical damage.

Shura Tensei (P): At the start of each of its turns, Oni loses 10 HP and gains +1 STR (this effect stacks with previous activations and other Buff actions) and 1 Luck Charge.

Evil Eyes (P): All Attacks Oni declares gain Critical Margin +2.



Famous creatures from Japanese lore, featured prominently in art, literature and theater. Oni are notable as vicious, ravenous looters.





Ara Mitama

VII – Chariot

Level 5

Hit Points: 54

Spell Card: Ha Zio (T1 Thunder)

Skill Bonus: +1 STR

Natural Skill: **Wrathful Mitama** – Attacks and spells you declare gain

Critical Margin +1 if you're under the effects of Enraged.

Disposition:
Aggressive, Snobbish

Types



STR	MAG	TEC	AGI	VIT	LCK
6	5	4	3	3	2



Resist

Weak

The representation of aggression in Shinto beliefs, and the source of bravery, anger and other extreme emotions. Considered the opposite of Nigi Mitama.

Shell (P): Ara Mitama has Fortify Physical/Gun 10 during the first 3 rounds.**Menis (P):** Rage does not reduce Ara Mitama's HDC.**Counterattack (P):** 30% chance to retaliate against a basic attack or Physical spell with Flying Strike.

Intercept: As its Interrupt action, Ara Mitama can change one target of a basic attack or Physical spell to itself and suffer the Rage Status after damage calculation.

Flying Strike: 1 target within 6 meters. On hit: 6d8 (22) Physical damage. If Ara Mitama is under the effects of Rage, this attack deals (12) extra Thunder damage and cures Ara Mitama of all Status effects.

Yomotsu-Shikome

0 – The Fool

Level 5

Hit Points: 36

Spell Card: Maeisha (T1 Dark)

Disposition:
Devilish, Chaotic

Types



Skill Bonus: +1 AGI

Natural Skill: **Chaser** – Once per combat, you can choose one target: It cannot be moved further than 5 meters from you. Effects that would force movement past that threshold are automatically stopped at 5 meters of your position.

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



Weak



Resist



Weak



Resist



Aeon Rain: Up to 3 targets within 4 meters are struck by whip-like strands of hair. On hit: 6d4 (15) Physical damage (Gun).

Mamudo: Any number of targets whose HP are below 32% are killed immediately.

Crushing Strength: 1 target within 8 meters. 110% Knockdown chance.

Residents of the underworld, or Yomi. In the myth, Izanagi wished to see his departed wife once more, and tried to track her down in the underworld. Once he witnessed the demonic form of his beloved, Izanagi ran, being chased down by a horde of the *old hags of Yomi*, Yomotsu-Shikome.





Archangel

VIII - Justice

Level 5

Hit Points: 54

Spell Card: Dekaja (T1 Buff)

Skill Bonus: +1 TEC

Natural Skill: **Third Sphere** – Once per day, you can subtly influence the thoughts of a person giving their Shadow or similar Metaverse being a message.

STR	MAG	TEC	AGI	VIT	LCK
1	1	7	5	3	2



Null

Weak

Disposition:
Noble, Aggressive



Types



Eight in the Christian order of angels, Archangels are known for contacting the material world directly, acting as messengers of the divine plane to mortals. An order of warriors that's in constant conflict with the fallen orders lead by Lucifer.

Orobas

V – Hierophant

Level 5

Hit Points: 54

Spell Card: Sukukaja (T1 Buff)

Skill Bonus: +4 Knowledge

Natural Skill: **Goetian** – Once per day, you can learn a considerable amount of information about an event that's happened at your current location in the past.



Disposition:
Aggressive, Devilish

Types

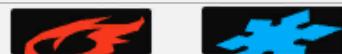


STR	MAG	TEC
1	4	6
AGI	VIT	LCK
6	3	2

Resist Stun (P): Orobas has half the specified chance to suffer from the Stunned Status from any sources.



Weak



Evade I



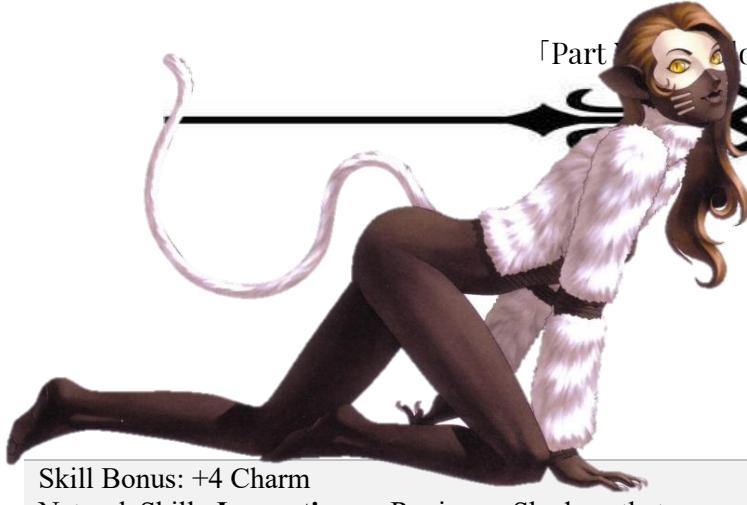
Resist



Ha Agilao: Up to 3 targets within 7 meters are pierced by burning lances that deal 4d6 (14) Fire damage on hit.

Ha Tarukajamon: Up to 2 targets Orobas can see gain +2 STR, +2 MAG for 3 turns.

A Prince of Hell who can grant perfect, unbiased knowledge of the past to his summoner and protect him from the temptation of other demons.



Nekomata

I – The Magician

Level 5

Hit Points: 54

Spell Card: Magaru (T1 Wind)

Types



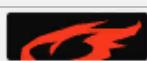
Disposition:

Flirty, Anthropophagous



Skill Bonus: +4 Charm

Natural Skill: Invocation – Revive a Shadow that was slain during this combat and immediately start negotiation. This revived Shadow will not grant any bonuses or Experience, or trigger any death-related effects upon being slain again.

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

Weak

Resist
Evade I

Storm Slice: One target within 3 meters. On hit: 4d6 (14) and roll a second attack. On hit: 4d4 (10). Both attacks deal Physical damage

Ha Garula: Critical Margin +2 or HDC +2. On hit: 4d4 (10) Wind damage to up to 3 targets within 7 meters.

A yokai born when the tail of a legendary *bakeneko* splits into two. Normally inoffensive and sometimes even benevolent, Nekomata are also known for being highly vindictive creatures. Some Nekomata possess necromantic powers and can force the dead to do their bidding.

Leanan Sidhe

VI – The Lovers

Level 5

Hit Points: 72

Spell Card: Mudo (T1 Dark)

Skill Bonus: +4 Expression

Natural Skill: Muse – You can gain Expression Tier +2 and Knowledge Tier -3 until the end of the current Scene, once/day.

STR
1MAG
1TEC
8AGI
5VIT
4LCK
2

A creature from Celtic folklore whose name means “Concubine of the Mountain of Faeries”, a beautiful woman who often falls in love with humans. A human who rejects the advances of a Leanan Sidhe makes her his slave, but any who falls for a Leanan Sidhe forfeits their life to her.



Types



Disposition:
Noble, Flirty



Mudo: Leanan Sidhe kills a target whose HP is under 40% of its maximum.

Marin Karin: One target within 6 meters has 70% (90%) chance to suffer Charmed.

Tarundaou: One target suffers -3 STR and -3 MAG for 3 turns

Irresistible (P): This Shadow has a 20% higher chance to inflict Charmed.



Weak





Helldog

XX – Aeon



Types



Level 5

Hit Points: 54

Spell Card: Mapsi (T1 PSY)

Disposition:

Aggressive, Anthropophagous



Skill Bonus: +1 AGI

Natural Skill: **Hound of Shadows** – Once per combat, you may choose to teleport as your movement action. You gain +AGI movement allowance and your movement does not trigger any effects.

STR

3

MAG

4

TEC

5

AGI

6

VIT

3

LCK

2



Null

Fangs of Hades: One target within 6 meters. Hit: 3d6+7 (17) PSY damage and move the target to a space adjacent to Helldog
Circle of Flame: All targets within 3 meters. HDC +1. Hit: 4d4 (10) Fire damage.



Weak



Resist

A creature from many different folklores said to take the form of canines and guard the gates to the underworld, or hunt those with links to the afterlife.



Shax

XX – Aeon

Level 6

Hit Points: 132

Spell Card: Freila (T2 Nuclear)

Skill Bonus: +1 VIT, +1 LCK

Natural Skill: **Lord of Treasures** – Once per day, if you were the first User to deal damage to a Shadow, and were the User who dealt the killing blow to that same Shadow, you gain 1 RP.

STR

1

MAG

4

TEC

4

AGI

5

VIT

6

LCK

4



Resist



Resist



Weak

Types:



Disposition: Devilish



Atomic Spark: Up to 3 targets Shax can see. On hit: 4d4 (10) Nuclear damage, grants 1 Nuclear Counter to Shax.

Avalanche: One target Shax can see. On hit: Xd8+X Ice damage, where X is the number of Nuclear Counters Shax currently has.

One of the spirits of the Ars Goetia. A demon who appears as a dove and can take away senses, and steal treasure from the homes of kings, bringing riches back to its summoner.

Ritual Core (P): Each time Shax takes damage, it loses 1 Nuclear Counter.



Andras

XV – The Devil

Level 6

Hit Points: 88

Spell Card: Zionga (T2 Thunder)

Skill Bonus: +4 Expression, +4 Empathy

Natural Skill: **Goetian Assassin** – Once per day, you can use your Interrupt action force an enemy to re-roll a dodge check against one of your attacks.

STR	MAG	TEC	AGI	VIT	LCK
1	5	4	6	4	4

Mazio: Any number of targets. On hit: 5d4-4(8) Thunder damage, 30% Shocked chance, 20% Enraged chance. Critical Margin +1

Mediarama: Any number of targets. Heals 5d8+8 (35) HP, 20% Enraged chance.

Somafuri: One adjacent target or Andras. Heals all negative Status, except Knockdown, and applies the effect of Enraged.

Blazing Rage (P): All spells Andras cast have a 20% chance to cause Enraged on the targets and Andras.

Apt Pupil (P): Attacks declared by Andras have Critical Margin +1.

The sixty-third spirit listed in the Goethia. A Great Marquis of Hell with thirty legions of demons under his command. Andras is extremely violent and difficult to summon: if the summon abandons their magic circle, Andras will certainly kill the summoner where they stand. If brought under control, Andras can kill any target the summoner wishes.



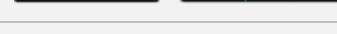
Weak

Disposition:

Devilish



Types



Resist



Jikokuten

XIV – Temperance

Level 6

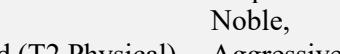
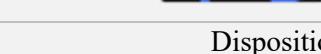
Hit Points: 88

Spell Card: Fatal End (T2 Physical)

Skill Bonus: +1 STR, +1 LCK

Natural Skill: **Melody and Harmony** – Decreases your chance to suffer from any Status effect by 10% for each ally adjacent to you.

Types



Weak

Disposition:

Noble,
Aggressive



Resist



Resist



Weak

Revolution: Critical Margin +1 to all combatants for 3 turns.

Fatal End: 1 target within 3 meters. On hit: 5d6 (17) Physical damage.

Sukunda: A target within 8 meters suffers -1 TEC, -1 AGI for 3 turns.

Master of the Revolution (P): As long as Jikokuten is alive, Jikokuten and all its allies gain Critical Margin +2 to all their Attacks.

One of the four Heavenly Guardians who protect Buddha's realm. Jikokuten guards the East and is considered harmonious and full of compassion, playing an instrument known as a pipa to convert humans to Buddhism. He's the leader of the Gandharvas, celestial musicians and messengers.



Isis

II – The Priestess

Level 6

Hit Points: 66

Spell Card: Magarula (T2 Wind)

Skill Bonus: +1 MAG, +4 Empathy

Natural Skill: **Divine Body** – Your chance to recover from all Nerve Status becomes 50%.

Disposition:
Friendly, Noble



Types



STR 1	MAG 7
----------	----------

TEC 5	AGI 5
----------	----------

VIT 3	LCK 1
----------	----------



The mother-goddess of Egyptian mythology, sister of Osiris.

Ha Agi: Up to 3 targets within 7 meters. On hit: 7d4 (17) Fire damage

Mazio: Any number of targets. On hit: 7d4-6 (11) Thunder damage and 28% Shocked chance

Garu: 1 target within 8 meters. On hit: 7d6-3 (15) Wind damage. HDC +1 or Critical Margin +1.

Resist Fear (P): This Shadow has half the normal chance to suffer from Fear.

Boundless Knowledge (P): At the start of Isis's turn, it can discover one weakness of one User.

Ame-No-Uzume

VI – The Lovers

Level 6

Hit Points: 88

Spell Card: Materialistic Perception (T2 Intel)

Skill Bonus: +4 Expression, +1 AGI

Natural Skill: **Ama-no-Iwato** – You can create a zone of pure darkness around you with a radius of up to TEC meters, once per day.

Disposition:



STR 1	MAG 5	TEC 5	AGI 6	VIT 4	LCK 1
----------	----------	----------	----------	----------	----------



Drain



Weak

Absolute Zero: Up to 4 targets. You can decrease the number of targets to deal 5 extra points of damage to each target not hit. If this spell hits only 1 target, halve their movement allowance for 1 round. On hit: 5d4 (12) Ice damage.

Zionga: 1 target, On hit: 5d6-3 (14) Thunder damage, 40% Shocked chance.

Blessing of the Great Liar (P): All information acquired by Intel while Ame-No-Uzume is present in combat is incorrect.



The Shinto goddess of dawn. When Amaterasu, goddess of the Sun, hid in a cave, Ame-no-Uzume placed herself on top of a turned-over tub and started dancing, tearing her own clothes off. The other gods laughed uproariously at such a display, causing the curious Amaterasu to emerge from her exile.



Principality

VIII – Justice

Level 6

Hit Points: 110

Spell Card: Evil Smile (T2 Status)

Skill Bonus: +1 TEC, +1 VIT

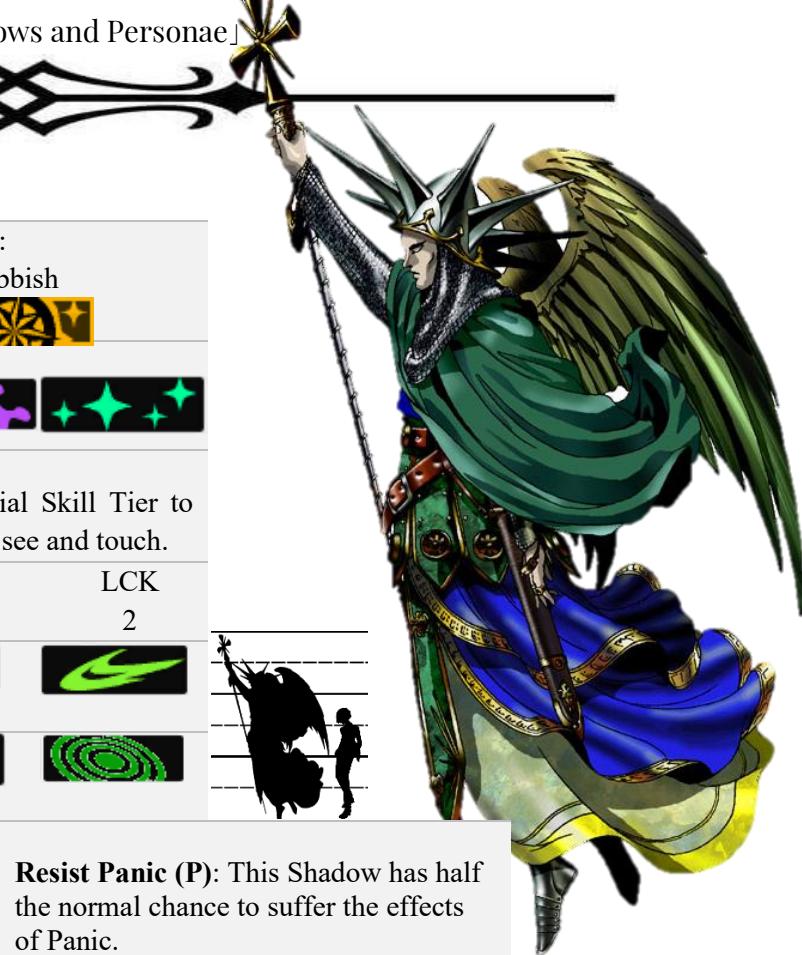
Natural Skill: **Materialist** – +2 Tiers to the relevant Social Skill Tier to appraise the origin, value and purpose of items the User can see and touch.

STR	MAG	TEC	AGI	VIT	LCK
1	1	8	5	5	2
Resist	Weak	Weak	Null		

Hamaon: One target loses 65% of its current HP (Light)

Divine Decree: One target that can hear. 70% Charmed chance.

Bless: One target within 8 meters recovers up to 30% of its maximum HP.



Resist Panic (P): This Shadow has half the normal chance to suffer the effects of Panic.

The sixth in the divine Christian hierarchy, receiving direct orders from the Dominions. Their main function is to safeguard large crowds and grant blessings to the material world. As they're tightly related to the world of ideas, they can inspire the living in fields such as arts and science.



Naga

IX – The Hermit

Level 6

Hit Points: 110

Spell Card: Zionga (T2 Thunder)



Disposition:
Aggressive, Snobbish

Types

--	--

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

Skill Bonus: +4 Courage, +1 TEC

Natural Skill: **Constellation of the Serpent** – Poison caused by the wielder of this Skill cannot be healed naturally at the end of the turn, but can be healed by any HP-restoring effect or item, besides the usual ways.

Weak

Creatures from a tribe of half-serpent humans, lifelong enemies of Garuda and followers of Koumokuten, one of the Four Heavenly Kings. Considered by the Indians as gods of fertility, harvest and rebirth, their feminine forms are known as Nagini.

Zionga: 1 target within 8 meters. On hit: 5d6-5 (12) Thunder damage and 40% Shocked chance.

Venomous Spear: One target within 3 meters. On hit: 5d6(30) Physical damage and 40% Poisoned chance.

Sudama

IX – The Hermit

Level 6

Hit Points: 110

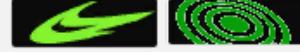
Spell Card: Vacuum Wave (T2 Wind)

Skill Bonus: +1 MAG, +4 Empathy

Natural Skill: Guide of the Forest – In areas with natural vegetation, you are warned of possible dangers by the Narrator. Add +2 Tier to any relevant Skill to search or investigate in areas of natural vegetation.

Disposition:
Childish

Types



STR	MAG	TEC	AGI	VIT	LCK
1	7	4	4	5	2



Weak



Resist



Reflect

Shuffle: Sudama can alter the initiative score of a target to place it anywhere in the combat's initiative queue. This effect starts at the start of the next round.

Murderous Phobia: One target within 6 meters rolls an attack against itself, dealing SKLd6 Intel damage.

Tempest: 1 target within 8 meters. On hit: 7d4 (17) Wind damage and Knockdown. Can be cast as an Interrupt action.

Spirits of the mountains. Their names mean “spirits who lurk”. Sudama are born from the pure essence of rocks and trees from mountains where few humans dwell.

Sudama can take human forms to protect their homes. If you're ever in the forest and get the distinct feeling you're being watched, be certain there's a Sudama nearby.



Setanta

IV – The Emperor

Level 6

Hit Points: 88

Spell Card: Ha Rakukaja (T2 Buff)

Skill Bonus: +1 STR, +4 Courage

Natural Skill: Watchdog – Grants +1 STR as long as your spot in the initiative queue is immediately after an ally and before an enemy.

STR	MAG	TEC
7	1	4

AGI	VIT	LCK
4	4	2

Resist	Null	Resist



Weak

Disposition:
Friendly, Aggressive

Types



Giant Fist: One target within 2 meters. On hit: 7d6-2 (22) Physical damage and Knockdown.

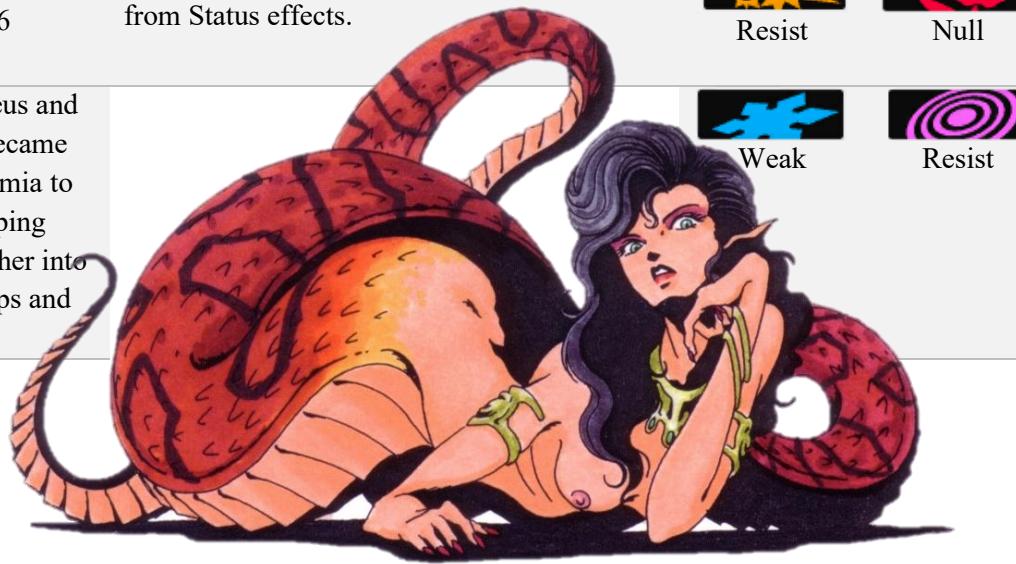
Auto-Sukukajaou (P): +2 AGI, +2 TEC during the first three rounds of combat.

Loyal Guardian (P): As his Interrupt action, when an attack is declared, Setanta may change one of the attack's targets to itself.

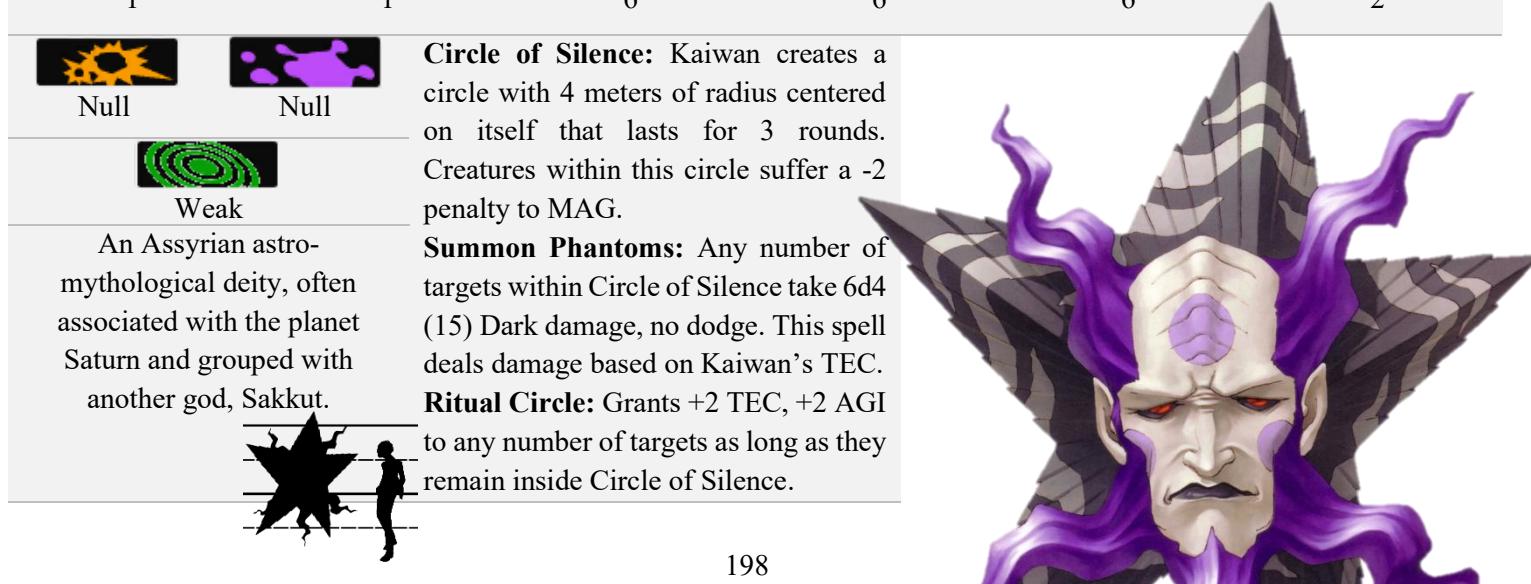
The birth name of the legendary hero, Cu Chulainn, son of the Sun god Lugh and wielder of the spear Brionac. His mother was the sister of a human king, and some sources suggest Setanta was himself a real historical figure.



Lamia III – The Empress Level 6 Hit Points: 88 Spell Card: Agilao (T2 Fire)	Disposition: Flirty, Anthropophagous	Types			
	Skill Bonus: +1 TEC, +4 Charm Natural Skill: Grieving Eyes – Your chance to recover from Mind Statuses becomes 50%.				
STR 1	MAG 5	TEC 6	AGI 5	VIT 4	LCK 4
Agilao: 1 target within 8 meters. On hit: 5d6+3 (20) Fire damage. Macofunda: Up to 2 targets within 6 meters. 45% Stunned chance.	Ghastly Wail: HDC-1. On hit: Kills any number of targets suffering from Status effects.			Resist	Null
A princess who fell in love with Zeus and bore a few of his children. Hera became enraged at the affair and forced Lamia to kill and eat all her children, warping Lamia's grieving mind and turning her into a cannibalistic monster who kidnaps and feasts upon infants.				Weak	Resist



Kaiwan XVII – The Star Level 6 Hit Points: 132 Spell Card: Dark Boost (T2 Dark)	Disposition: Noble	Types			
STR 1	MAG 1	TEC 6	AGI 6	VIT 6	LCK 2
Null	Null				
Weak					
An Assyrian astro-mythological deity, often associated with the planet Saturn and grouped with another god, Sakkut.	Circle of Silence: Kaiwan creates a circle with 4 meters of radius centered on itself that lasts for 3 rounds. Creatures within this circle suffer a -2 penalty to MAG. Summon Phantoms: Any number of targets within Circle of Silence take 6d4 (15) Dark damage, no dodge. This spell deals damage based on Kaiwan's TEC. Ritual Circle: Grants +2 TEC, +2 AGI to any number of targets as long as they remain inside Circle of Silence.				



Yamata-No-Orochi

XX – Judgement

Level 6

Hit Points: 176

Reward: Comfortable Parka (Armor, 3 RP)



Disposition:
Chaotic, Noble



Types



Skill Bonus: +1 STR, +1 VIT

Natural Skill: **Kusanagi-no-Tsurugi** – You can spend 1 Aspect Point to remove any immediate danger from the current Scene, such as hazardous terrain and traps, including those you have not seen yet.

STR	MAG	TEC	AGI	VIT	LCK
5	5	5	2	8	2
				Null	
				Resist	

An eight-headed serpent from Japanese folklore who was slain by Susano'o as one of his tasks to marry Kushinada-Hime.

Some tales describe Yamata-no-Orochi as a serpent the size of a mountain, with trees and moss growing along its massive body.

Blizzard Fangs: Up to 3 targets within 4 meters. On hit: 5d4 (18) Physical damage and 5d4-8 (10) Ice damage

Devastating Winter: All combatants within 5 meters. HDC +1. On hit: 5d4 (12) Ice damage and *Weakness to Ice* until the end of this Shadow's next turn. This spell can only be cast once, but creates an area with 5 meters of radius around this Shadow that lasts until the end of the combat and rolls damage for all targets within it at the start of each round.

Serpent's Gaze (P): This Shadow takes no damage from Interrupt actions.

Unshakable Will (P): This Shadow is immune to Mind Status.





Lilim

XV – The Devil

Level 7

Hit Points: 88

Spell Card: Heatsink (T2 Ice)

Types



Skill Bonus: +4 Charm, +4 Empathy

Natural Skill: **Irresistible** – Add +1 to negotiation checks against Flirty Shadows.

Disposition:

Flirty, Snobbish

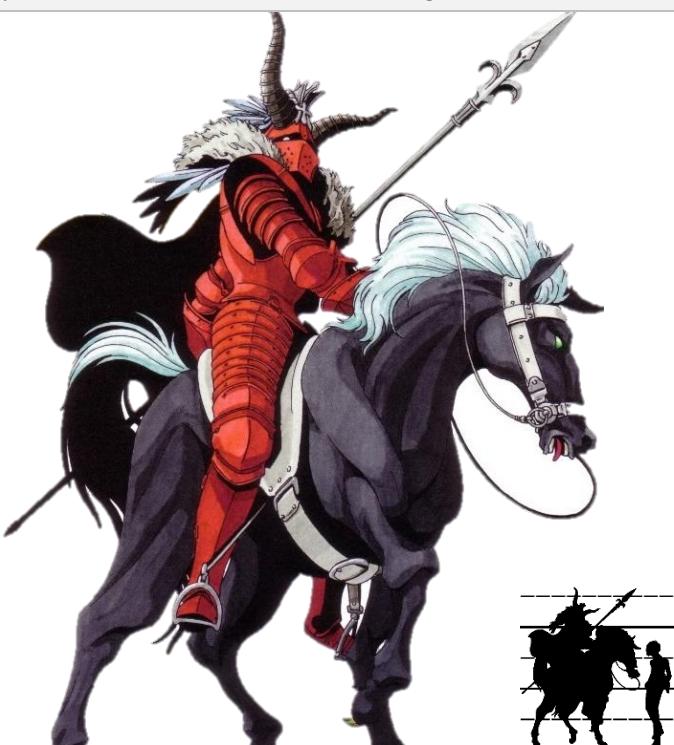


STR	MAG	TEC
1	5	5
AGI	VIT	LCK
5	4	2

Resist

Weak Null

In Jewish folklore, Lilim are demons, daughters of Lilith and Samael, the angel of death. Lilim appear in men's dreams and carry out intercourse with them, draining their lives, or attack and kidnap children. In Greece, Lilim were known as Empusa.



Eligor

IV – The Emperor

Level 7

Hit Points: 154

Spell Card: Cruel Impulse (T2 Physical)

Disposition:
Noble, Aggressive

Types



Skill Bonus: +1 STR, +1 VIT

Natural Skill: **Strategist** – At the start of the combat, you can discover an enemy's interaction with a Type of your choice.

Resist	STR	MAG	TEC
	5	5	5

Weak	AGI	VIT	LCK
	1	7	1

Maragion: Any number of targets this Shadow can see take 5d4 (12) Fire damage on hit.

Mounted Charge: One adjacent target. On hit: 5d8 (22) Physical damage. If this Shadow moved at least 4 meters before attacking, apply Knockdown to the target on hit.

Glory to the Flag! Any number of targets who can hear this Shadow gain +1 STR, +1 MAG, and +1 TEC for 3 turns.

The 15th spirit of the Goethia, a fallen angel who became a Duke of Hell, reigning over sixty demonic armies. He can find hidden objects, spur love and attraction towards the summoner and gain favor amongst nobles and knights

Bloody Vanguard (P): Targets this Shadow attacked this turn take 20% extra damage from all other sources.

Knightly (P): This Shadow can move 10AGI meters per turn.

Mithra

XIV – Temperance

Level 7

Hit Points: 110

Spell Card: Caduceus (T2 Heal)

Skill Bonus: +1 TEC, +4 Empathy

Natural Skill: **An Offer You Can't Refuse** – At the start of each combat, roll TECd6 and write the result down. During combat, you may substitute one of your attack rolls by that value.

Types



Disposition:



STR

1

MAG

2

TEC

6

AGI

5

VIT

5

LCK

2

Recarm: One previously slain Shadow returns to life with 50% of its maximum HP.

Divine Judgement: One target Mithra can see loses 62% of its current HP (Light damage)



Null



Weak

Null Fear (P): This Shadow does not suffer the effects of Fear.

Persian god of contracts, protector of truth and enemy of error. Created by the supreme deity Ahura Mazda as the greatest of the Yazata, Mithra played a fundamental part in the fight against Ahriman's demonic hordes. Mithra is one of the three Yazata, along Rashno and Sraosha, who judge the souls of the departed.

Anubis

XII – The Hanged Man

Level 7

Hit Points: 132

Spell Card: Eiga (T2 Dark)

Skill Bonus: +1 TEC, +4 Knowledge

Mummified – Enter negotiation with a Shadow defeated during this combat, but suffer a -2 Tier Penalty to your chosen Social Skill during this round.

Types:



Disposition:



STR

2

MAG

1

TEC

5

AGI

5

VIT

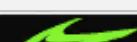
6

LCK

2

Ammit: One target within 10 meters suffers the *Judgement* Status. This visually obvious affliction creates an *ankh* of dark energy over the target's chest and can be cured by any Status removal effect.

Hama: 1 target loses 40% of its current HP as Light damage.



Weak



Null

Null

Egyptian god of mummifications who presides over burial rites. Anubis possesses the ability to extract the heart from a dead human and place it over a balance: If the evil thoughts and deeds of the person are heavier than an ostrich's feather, the departed's heart is devoured by Ammut, prohibiting the person to continue their journey to Osiris and immortality.

Final Sentence (P): At the start of Anubis's turn, it heals 3d10 (13) HP and reduces one target under the effects of *Judgement* HP's to 0. The Status and its effects can be discovered through a Knowledge Tier II check, and disappears when Anubis is defeated.



Succubus

XV – The Devil

Level 7

Hit Points: 44

Spell Card: Haeiga (T2 Dark)

Skill Bonus: +4 Expression, +4 Charm

Natural Skill: **Lady of Dreams** – Targets suffering Charmed automatically fail dodge checks against you.

Disposition:
Flirty, Anthropophagous
Types



STR	MAG	TEC	AGI	VIT	LCK
1	6	5	7	2	2



Null

Sulfur's Kiss: 1 target within 8 meters. On hit: 6d4+2 (17) Fire damage and 5TEC% (25%/45%) Charmed chance.

Eternal Dream: 1 target Succubus can see whose HP is under 25% dies immediately. If the target is suffering from Charmed, increase the cap of this spell to 40%.

Ghastly Wail: Any number of targets suffering Status effects. HDC -1. On hit: Target is put into Death's Door immediately.

Status Boost (P): Succubus has 20% more chance to cause any Status effect.

Soul Syphon (P): Targets that fail a dodge check against Succubus lose 2 Energy.

A demon from German folklore. Succubus can invade the dreams of men and rape them, throwing them into endless, restless sleep. Legends say Succubus take the semen of these men to Incubus, who use it to fertilize women with monsters.



Mithras

XIX – The Sun

Level 7

Hit Points: 66

Spell Card: Thunder Boost (T2 Thunder)

Skill Bonus: +1 MAG, +1 TEC

Natural Skill: **Bloodbath** – Whenever you kill a target using a Death category spell, any number of targets adjacent to the original target lose 2TEC% of their current HP as Light damage.

STR	MAG	TEC	AGI	VIT	LCK
1	7	6	4	3	2

	Drain
	Null

Disposition:
Noble

Types



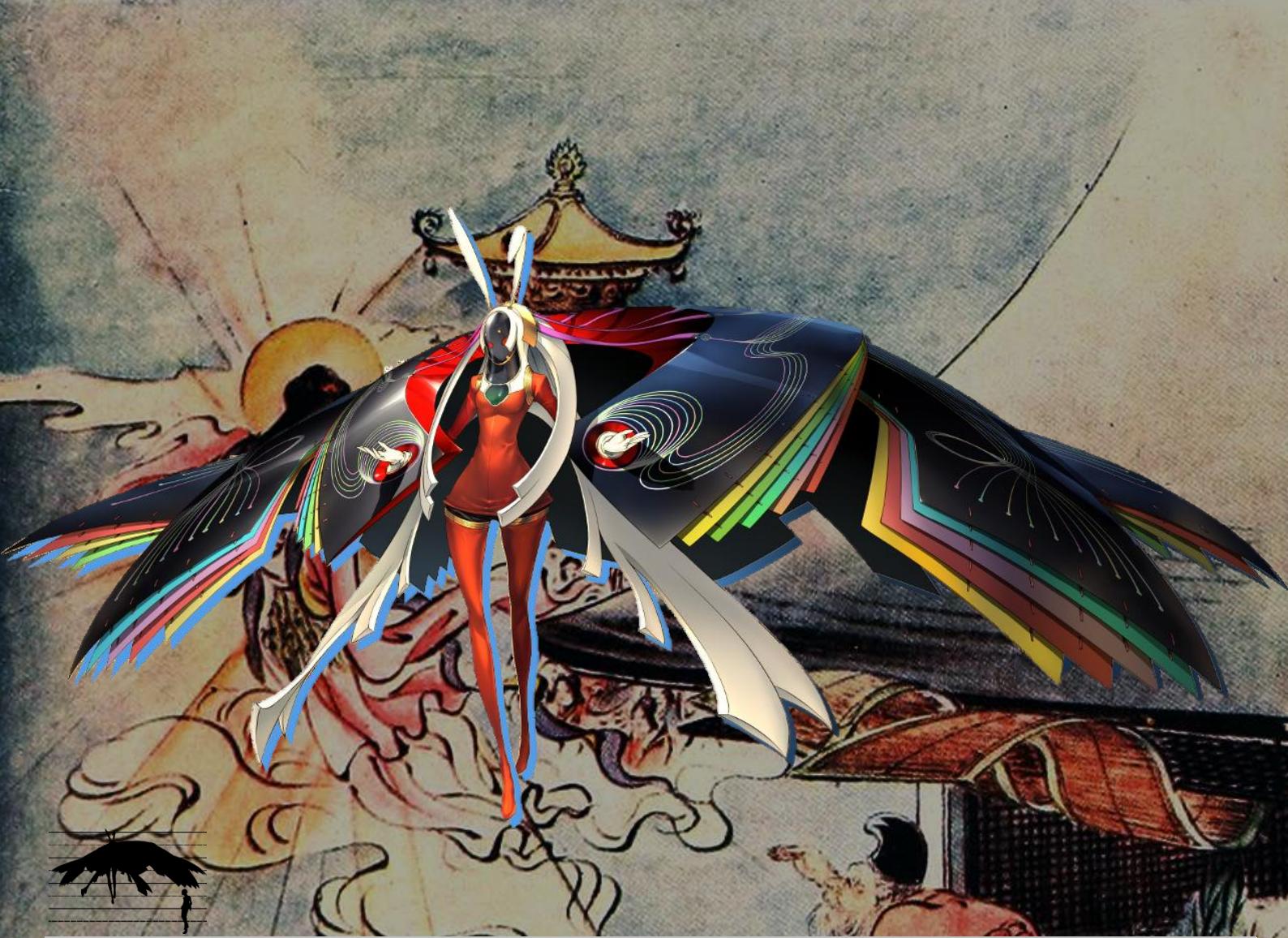
Sacrificial Dagger: Mithras can kill a Shadow, with no check and as a Quick action, to raise all its Combat Skills by 2 for 3 turns.

Divine Judgement: One target loses 50+2TEC% (62%) of its current HP, Light damage.

Mudoon: One target whose HP is under 30+3TEC% (40%) of its maximum is killed.

Zio: 1 target within 8 meters. On hit: 7d6 (24) Thunder damage e 21% Shocked chance.

The god of a Roman cult that existed in the 1st century AD, popular amongst military officers and whose adoration by women was strictly prohibited. Mithras was born out of a stone as an adult, wielding a knife to be used in sacrificial rituals.



Kaguya

XVIII – The Moon

Disposition:
Noble, Friendly



Impossible Request: Kaguya will refuse all negotiation attempts unless she receives a Special item or 20 RP in items and RP as an offering.

Level 7

Hit Points: 132

Reward: Prayer Bead (Consumable)

Skill Bonus: +4 Charm, +4 Expression

Natural Skill: **Moon Kingdom's Princess** – Once per session, you may null the damage and secondary effects you would receive from an attack of the following Types: Physical, Fire, Ice, Thunder, Wind, Nuclear, PSY.

Types



STR

1

MAG

4

TEC

7

AGI

4

VIT

6

LCK

2



Weak

Moon's Blessing (P): Kaguya can nullify all effects of 1 attack per round.

Rejection (Light): Reduces 1 target's current HP to 1.

Selene (Almighty): Deals 1 point of Almighty damage to all combatants, no dodge check.

Stunning Galaxy (Intel): All targets whose HP are below 15+5TEC% (50%) are rendered unconscious (cannot perform any actions until attacked)

Lydia: One target Kaguya can see restores 25% of its HP at the end of each of its turns until the target or Kaguya dies. Lydia can only be active on one target at a time.

A princess from the Moon Kingdom, found inside a bamboo shoot. Her peerless beauty drew the attention of several suitors, each one of them failing in gaining Kaguya's favor through her increasingly complex demands.

The striking appearance of this Shadow somehow reminds one of the Velvet Room and one of its inhabitants, a shy assistant with vast potential.



Null



Null

Takeminakata

XII – The Hanged Man

Level 7

Hit Points: 66

Spell Card: Chains of Madness (T2 Physical)

Disposition:
Chaotic



Types



Skill Bonus: +1 STR, +1 TEC

Natural Skill: **Fallen Avenger** – You gain +1 STR, +1 TEC while your HP is below 50%. This is not a Buff effect.

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



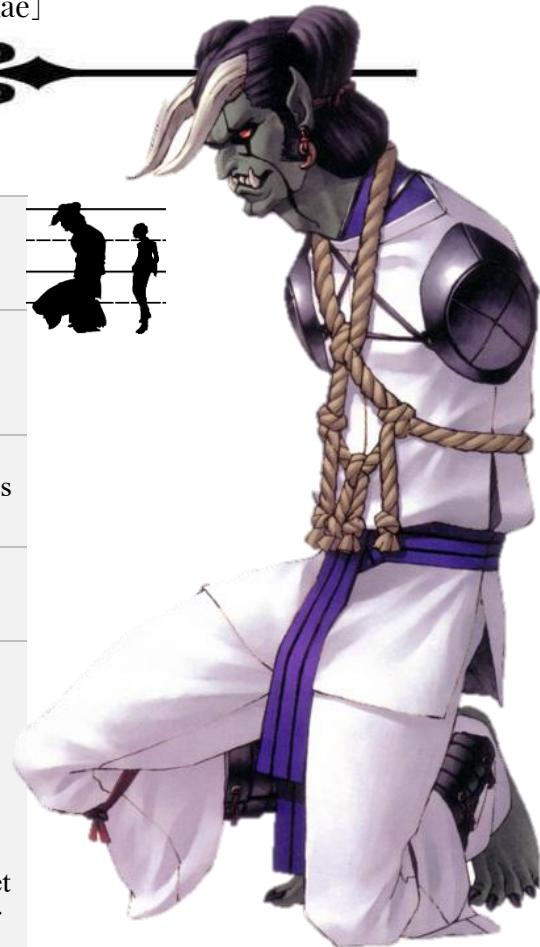
Evade 1

Akasha Arts: One target within 4 meters.

On hit: 6d6 (21) Physical damage.

Takeminakata can sacrifice 10X HP para to hit X extra targets.

Electrical Current: For each 10 HP below Takeminakata's maximum, declare one attack with the following parameters: 1 target within 6 meters. On hit: 4d4+2 (12) Thunder damage.



Auto-Rakukaja (P): Resist Physical and Elements +8 for the first 3 rounds of combat.

One of Okuninushi's children, considered to be history's first sumo fighter, defeated by Take-Mikazuchi. Every year, Takeminakata crosses Lake Suwa to meet his bride, Yasakatome.



Legion

0 – The Fool

Level 7

Hit Points: 154

Spell Card: Wage War (T2 Status)

Disposition:

Anthropophagous



Types



Skill Bonus: +1 TEC, +1 VIT

Natural Skill: **Made of Many** – Casters that use Intel against you or your allies acquire one false info, of your choice. This can include the number of combatants and apparent combat prowess.

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



Resist



Weak



Resist



Weak

Possess: 1 target within 6 meters. 100% Charmed chance and -3 AGI. Both effects are healed at the end of target's turn.

Ha Sukundamon: Up to 2 targets Legion can see. -2 TEC, -2 AGI for 3 turns.

A conglomeration of demons mentioned in Christian literature. In the tale, Jesus was healing a man possessed by several demons. Jesus expelled the demons from the man and allowed them to inhabit pigs instead. The term "Legion" is

Roman and means a troop of up to 6000 soldiers.

Toppled Walls (P): As long as Legion is alive, all Shadows ignore Karn category effects.

Dakini

Resist

Disposition:
Flirty, Noble

Types



III – The Empress

Level 7

Hit Points: 88

Spell Card: Path of Blades (T2 Physical)

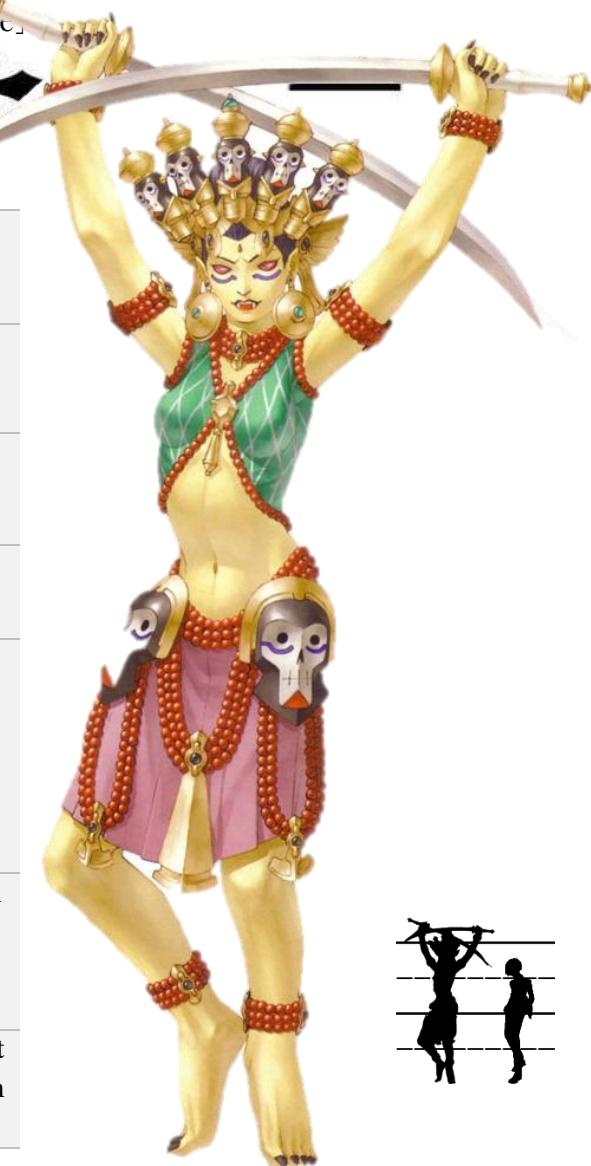
Skill Bonus: +1 STR, +1 AGI

Natural Skill: **Cleave the Sky** – Grants +2 AGI to determine your movement during leaps or flight.

STR	MAG	TEC	AGI	VIT	LCK
8	2	5	2	4	2

Honed Swords: The next Physical attack declared by Dakini deals 50% more damage.**Tempest Slice:** 1 target within 3 meters. On hit: 8d4 (20) Physical damage and declare a second attack. On hit: 8d4-5 (15) Physical damage.**Sword V:** Dakini wields a sword that costs up to 5 RP. This replaces her basic attack and is granted to the Users when Dakini is defeated.**Hyper-Counter (P):** 30% chance to retaliate against a basic attack or Physical spell with a basic attack or Tempest Slice.**Auto-Sukukajaou (P):** +2 TEC, +2 AGI to Dakini for the first 3 rounds of combat.

A Dakini is a tantric deity described as the personification of transcendent energies. Dakini are also connected to the “fox goddess” beliefs in Japan, shown riding a white fox through the skies.

**Kikuri-Hime**

II – The Priestess

Disposition:
Snobbish

Weak

Types



Level 7

Hit Points: 66

Spell Card: Diarama (T2 Heal)

Skill Bonus: +1 MAG, +1 AGI

Natural Skill: **Plea to the Divine** – Once per day, in a Scene that features a recently-deceased corpse, you can uncover a critical hint regarding the circumstances of death or regarding the scene when the death took place.

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

Ha Agilao: Up to 3 targets within 7 meters. On hit: 6d6-2 (19) Fire damage.**Diarama:** 1 target within 8 meters heals 6d8 (27/40) HP.**Ring of Fire:** Any number of targets within 5 meters. Allies within this area gain Resist Fire for the duration of this spell. Deals MAG (6) Fire damage at the end of the turn of each User within 5 meters of Kikuri-Hime. This effect lasts 3 turns.**Divine Grace (P):** Heal Type spells cast by Kikuri-Hime restore 50% more HP.

The priestess who allowed the living Izanagi to contact his departed wife, Izanami. This event established the main role of Japanese sorceresses: communicating with the underworld of Yomi through the world of the living.



Heqet

XX – Aeon

Level 7

Hit Points: 44

Spell Card: Shirk (T2 PSY)

Skill Bonus: +4 Empathy, +1 TEC

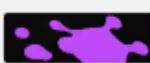
Natural Skill: **Matriarch of the Waters** – Once per week, whenever you or another user gains a new Persona, grant that Persona +1 SP. This has no action cost and can be activated even if this isn't your active Persona.

STR	MAG	TEC	AGI	VIT	LCK
2	5	7	4	2	2



Resist

Item Knowledge: Heqet declares an Almighty Type attack against one target within 7 meters. On hit, she can use one non-Special consumable in the target's inventory on herself or any other Shadow.



Weak

Mapsio: Any number of targets within 6 meters. On hit: 5d4 (12) PSY damage. If Heqet is suffering from a Status effect, Heqet is healed from this Status and each hit target has a 60% chance to suffer that Status.

The Egyptian frog-goddess of fertility and childbirth, responsible for breathing life into Horus's new body.



Kotoshironushi

XX – Aeon

Level 8

Hit Points: 88

Spell Card: Martyr's Shield (T2 Intel)

Skill Bonus: +4 Knowledge, +4 Expression

Natural Skill: **Lord Who Knows** – Whenever you declare a single-target attack against an Analyzed target, you gain +1 TEC to determine hit, and +1 SKL to calculate damage, for that attack.

Odd Visions (P): Kotoshironushi uses his STR score for both STR and MAG checks.

Amano Sakate: Kotoshironushi surrounds himself by a cage of reeds until the end of his next turn. Whenever Kotoshironushi takes damage from any source while under this effect, reduce that damage by 50% and the originator of this damage has a 5TEC (35%) chance to suffer Fearful.

Psiō: One target within 7 meters. On hit: 7d6 (24) PSY damage and the target cannot roll a LCK save for the next Status declared against them.

Disposition:

Insane



STR

MAG

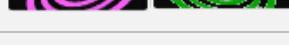
TEC

7

1

7

Types



AGI

VIT

LCK

4

4

2

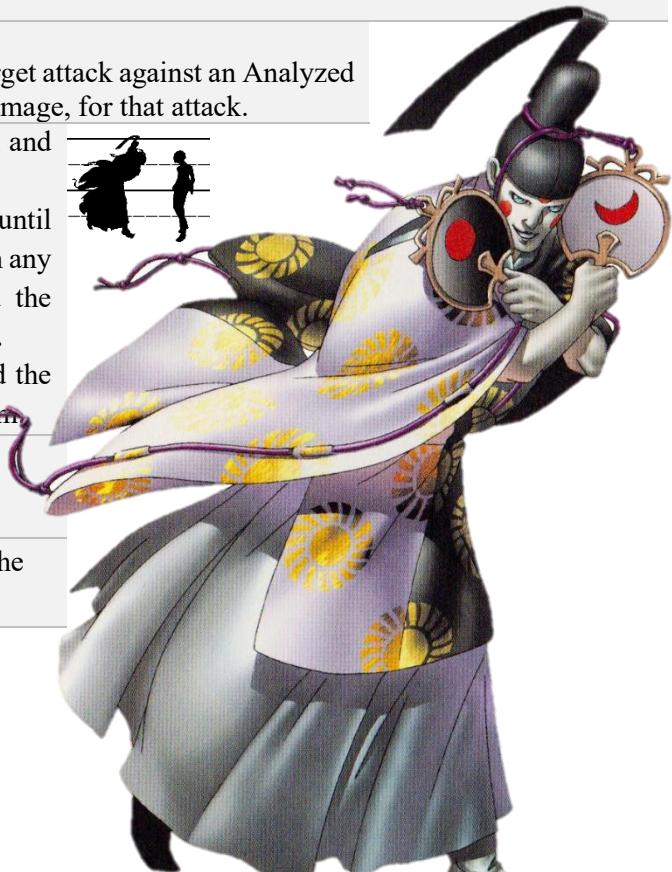


Resist



Resist

Okuninushi's son and an envoy of the gods, who's also related to the Seven Lucky Gods and is usually depicted fishing.





Flauros

XV – The Devil

Level 8

Hit Points: 44

Spell Card: Eyes of Fire (T2 Fire)

Skill Bonus: +1 STR, +1 AGI

Natural Skill: **Flame Manipulator** – As an Interrupt action: You can spend 1 Aspect Point to change the targets or area of effect of a Fire spell.

STR	MAG	TEC	AGI	VIT	LCK
6	6	5	6	2	4



Null

Circle of Despair: A circle with 3 meters of radius centered on Flauros, that lingers on the arena for 3 rounds. Any number of targets that start their turn within the circle have a 20+5TEC% (45%) chance to suffer Panicked.



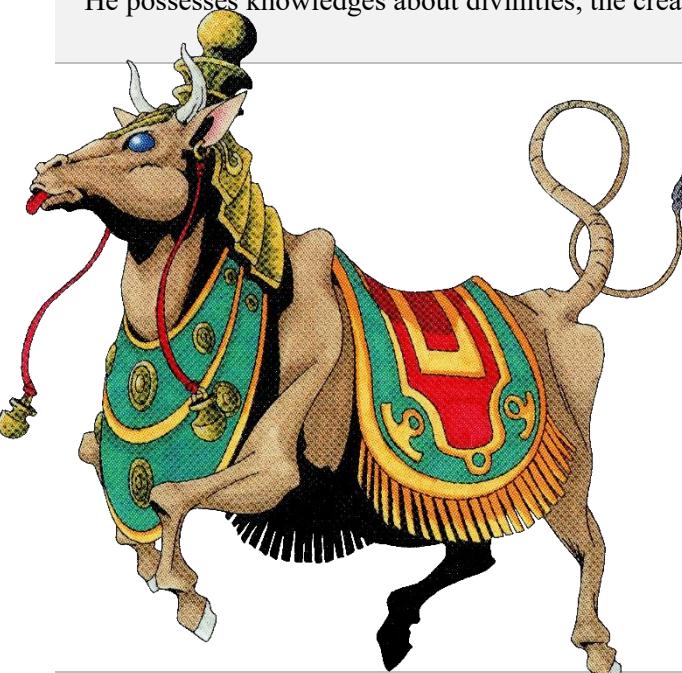
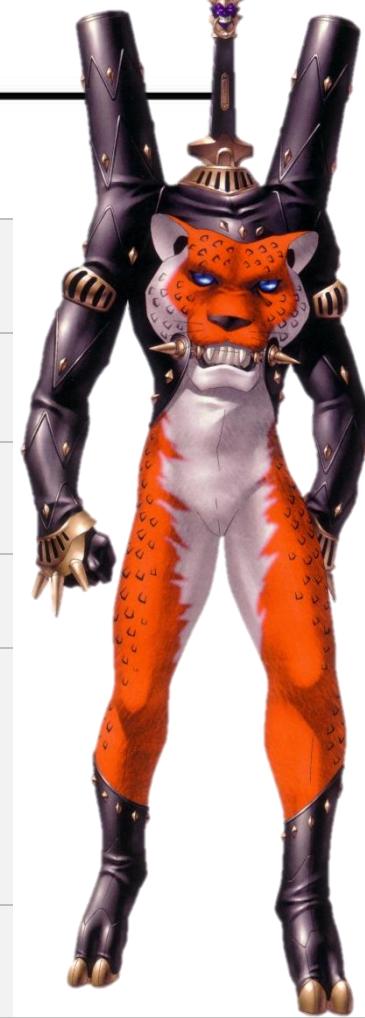
Weak

Vile Assault: One target within 4 meters. On hit: 6d6 (21) Physical damage. Deals 10 extra Physical damage to Knocked Down targets.

Agilao: 1 target within 8 meters. On hit: 6d6 (21) Fire damage.

Lemegeton (P): As long as Flauros stays alive, Shadows within the area of any *Circle* spell gain +2 STR, +2 MAG.

The 64th Goethean spirit, able to see both past and future, but will willingly lie about his visions if not properly controlled. He possesses knowledges about divinities, the creation of this world and the ability to control flames and use them against his targets.



Nandi

XVII – The Star

Level 8

Hit Points: 88

Spell Card: Stagnant Air (T2 Status)

Skill Bonus: +1 TEC, +4 Expression

Natural Skill: **Artist of the Heavenly Temple** – Grants Expression Tier +1 to all checks that involve musical performances. Songs you play inspire and relax all that hear it.

STR	MAG	TEC	AGI	VIT	LCK
1	6	8	3	4	4



Weak

Garula: 1 target within 10 meters. On hit: 6d6 (21) Wind damage. Critical Margin +2

Crushing Might: 1 target within 8 meters. 115% chance of Knockdown

Ha Diarama: Caster and all allies within 4 meters heal 6d8+5 (33) HP

Breeze of Renewal (P): Restores 20% of this Shadow's maximum HP each time it hits a target with a Wind spell.

Shiva's mount, born from Vishnu's right side. Nandi serves as the guard to Shiva and Parvati's residence.

Queen Mab

I – The Magician

Level 8

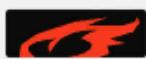
Hit Points: 88

Spell Card: Ha Zionga (T2 Thunder)

Skill Bonus: +1 MAG, +4 Empathy

Natural Skill: **Midwife from the Kingdom of Dreams** – Each one of your allies, and yourself, can change Personae as an Interrupt action, once per day.

STR	MAG	TEC	AGI	VIT	LCK
1	7	5	4	4	6



Null



Weak



Resist

Ha Rakundamon: Up to 2 targets Queen Mab can see.

Fortify Physical -8, Fortify Elements -8

Maragion: Any number of targets Queen Mab can see. On hit: 7d4-2 (15) Fire damage

Mazionga: Up to 3 targets within 7 meters. On hit: 7d4-5 (12) Thunder damage and 28% Shocked chance.

Rune Mantle (P): 50% chance to Resist an Ice, Nuclear or PSY spell.

A queen from Celtic myths, considered a goddess of harvest. Mab, enraged

by Cu Chulainn's prowess in combat, forced him to break his vows, weakening him enough to kill the hero through her army of spellcasters.

Disposition:
Flirty, Devilish



Types



Decarabia

0 – The Fool

Level 8

Hit Points: 88

Spell Card: Ha Agilao (T2 Fire)

Disposition:
Devilish



Types



Resist

Resist

Skill Bonus: +1 MAG, +4 Knowledge

Nat. Skill: **Hellish Metamorphosis** – Once per day, you can summon a giant bird and gain the effects of *Magnificent Wings+* (Pg. 143) until the end of the scene.

STR	MAG	TEC
1	7	6

AGI	VIT	LCK
4	4	4

Healing Sigil (P): Decarabia heals 5VIT% (20%) of its maximum HP at the start of each turn it spends inside a Circle spell.

Dazzling Circle: A circle with a 4m radius centered on Decarabia. Any number of targets within the circle have a 40% chance to be Stunned at the start of each round. The circle lingers in the arena for 3 rounds.

Swamp of the Will O' Wisps: A 4-meter radius circle around Decarabia is flooded with thick, abrasive fog. Combatants within the circle cannot see or attack targets outside the circle. This effect lasts for 1 round.

Blazing Whirlwind: Up to 3 targets within 7 meters. On hit: 7d4 (17) Fire damage.



A spirit of the Goethia. Decarabia controls thirty demonic legions and can grant his summoner knowledge over herbs and precious minerals.

Ardha

XX – Judgement

Level 8

Hit Points: 132

Spell Card: Herculean Strike (T2 Physical)

Disposition:
Noble, Flirty



Types



Skill Bonus: +1 STR, +1 MAG

Natural Skill: **God and Goddess** – Grants Expression Tier +2 for disguise checks and Charm Tier +1 for flirting checks.

STR	MAG	TEC	AGI	VIT	LCK
7	7	6	3	6	2



Null



Drain



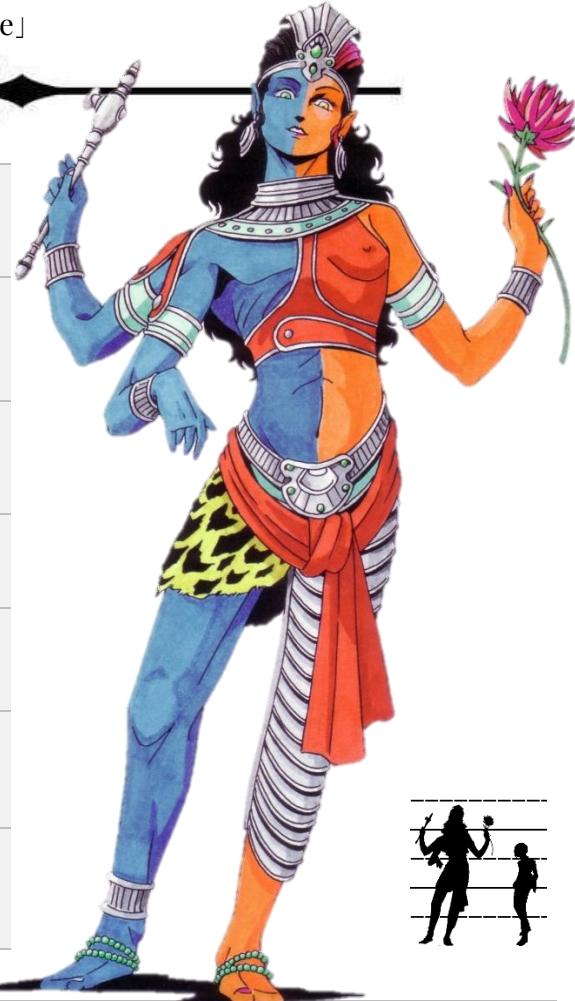
Null

Brave Blade: 1 adjacent target. HDC +1. On hit: 7d6 (24) Physical damage.

Cosmic Flame: All combatants. On hit: 7d4 (17) Fire damage

Paired Step (P): +1 DDC against Physical, Nuclear and Wind Type attacks

A Hindu god whose body is split between a man's and a woman's. One of the most common depictions of the Divine in Hindi art, considered by some an incarnation of Shiva, and by others the fusion of Shiva and Parvati.



Take-Mikazuchi

IV – The Emperor

Level 8

Hit Points: 66

Spell Card: Tarukajamon (T2 Buff)

Skill Bonus: +1 MAG, +4 Courage

Natural Skill: **The First Sumotori** – Effects that move you without your consent can move you only up to half its stated distance, rounded down.

STR	MAG	TEC
5	6	5

AGI	VIT	LCK
5	3	2



Weak

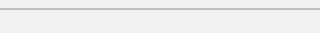


Resist

Disposition:
Aggressive, Friendly



Types



Gaburi-Yori: Any number of targets Take-Mikazuchi can see. On hit: 5d6-3 (15) Physical damage and Fortify All +3 for Take-Mikazuchi for 3 turns for each hit target.

Zionga: 1 target within 8 meters. On hit: 6d6 (21) Thunder damage and 48% Shocked chance.

Auto-Tarundaou (P): At the start of the combat, the User with the highest STR suffers -3 STR, -3 MAG for 3 rounds.

Born of the blood from Izanagi's sword, shed after killing his son, Kagutsuchi.

When Take-Mikazuchi descended to Earth to pacify the deities of Izumo, Takeminakata refused to cooperate and had his arms torn off by Take-Mikazuchi during what's considered the world's first sumo match.



Pisaca

XIII – Death

Level 8

Hit Points: 88

Spell Card: Tentarafoo (T2 Status)

Skill Bonus: +1 STR, +1 TEC

Natural Skill: **Possessor** – You can spend 1 Aspect Point to force a target to fail the recovery check for a Status effect as an Interrupt action.

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



Weak

Mind Slice: One adjacent target. On hit: 7d4 (17) Physical damage and 25% (45%) Panicked chance.

Pralaya: Any number of targets within 5 meters. On hit: 7d4-5 (12) Physical damage and 30% (50%) Fearful chance.

Tentarafoo: Any number of targets within 6 meters. 55% (75%) Panicked chance.

Spring of Despair (P): Spells Pisaca casts have a 20% higher chance to causes Fearful or Panicked.

Demonic creatures who feed on human flesh, particularly those of corpses. Pisaca thrive in dark places and hide in cremation grounds with other demons, like Vetala, and have the ability to possess humans and shapeshift.

Ganga

II – The Priestess

Level 8

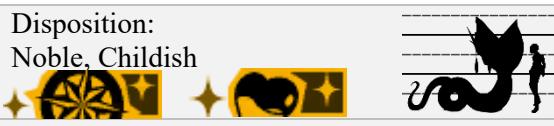
Hit Points: 132

Spell Card: Mabufula (T2 Ice)

Skill Bonus: +1 MAG, +1 TEC

Natural Skill: **Purity of the Waters** – Once per combat, you can remove all Nerve Status of a target who can hear you as a Quick action.

STR	MAG	TEC	AGI	VIT	LCK
1	7	7	3	6	2



Drain

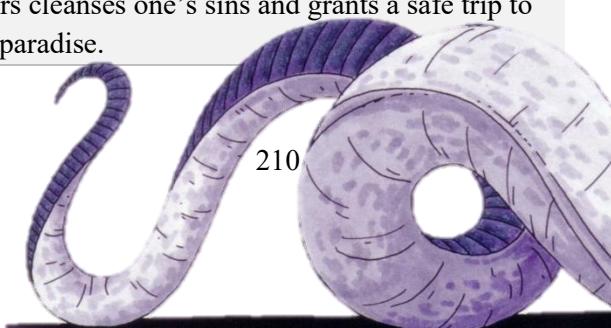
Bufula: 1 target within 10 meters. On hit: 7d8 (31) Ice damage

Source of Renewal: All adjacent targets are healed of all Status effects and recover 30% of their maximum HP.

Challenge: Ganga and a target within 6 meters. 80% Enraged chance. Ganga can fail the test automatically.

Swift Orb (P): Grants +2 TEC, +2 AGI for 3 rounds to the Shadow with the lowest initiative score.

The personification of the Ganges River, Parvati's sister, born from Vishnu's feet. It's believed that bathing in her waters cleanses one's sins and grants a safe trip to paradise.





Mothman

XVIII – The Moon

Level 8

Hit Points: 44

Spell Card: Lightning Rod (T2 Thunder)

Skill Bonus: +1 TEC, +1 AGI

Natural Skill: **Prediction** – At the start of combat, roll AGId6 and write down the result. Once during the combat, you may substitute the result of one of your dodge checks by the rolled result.

STR	MAG	TEC
1	6	6

AGI	VIT	LCK
8	2	2

Weak	Null

Null	Weak

Disposition:
Childish



Types



Zio: 1 target within 10 meters. On hit: 6d8 (21) Thunder damage and 36% Shocked chance.

Ha Zionga: 3 targets within 10 meters. On hit: 6d4+2 (17) Thunder damage and 18% Shocked chance.

Poison Breath: Any number of targets within 6 meters. 45% Poisoned chance.

Prediction (P): This Shadow gains 3 extra Luck charges and can re-roll a hit or dodge check, once per combat, by spending one Luck Charge.

A North-American Cryptid sighted for the first time in the 60s. Its red eyes glow in the dark and its diet consists of fresh blood, something Mothman can detect easily over great distances.



Unicorn

V – Hierophant

Level 8

Hit Points: 110

Spell Card: Seal Bomb (T2 Physical)

Skill Bonus: +1 STR, +4 Empathy

Natural Skill: **Purity** – You instinctively know routes that can lead you to spots within the Metaverse where you can return safely to the Universe.

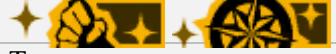
STR	MAG	TEC
6	1	6

AGI	VIT	LCK
5	5	2

Evade I	Null

Weak	Null

Disposition:
Chaotic, Noble



Types



Primal Strength: All targets between Unicorn and a spot within 8 meters. On hit: 6d8-5 (22) Physical damage and Knockdown. Unicorn moves to the chosen spot.

Hamaon: One target loses 58% of its current HP, Light damage.

Stallion (P): Double this Shadow's AGI score to determine movement.

Counterattack (P): 30% chance to retaliate against a Physical attack with a basic attack.

A creature from European folklore. Its original image had the beard of a goat, the tail of a lion and a sheep's hooves. Its horns are considered valuable, resistant materials.

Hariti

III – The Empress

Level 8

Hit Points: 176

Spell Card: Physical Wall (T2 Defense)

Skill Bonus: +1 STR, +1 VIT

Natural Skill: **Buddha's Wisdom** – Gain Empathy Tier +2 to understand and predict the suffering caused by your actions, intentionally or not.

A Pakistani demon, an ogre who murdered children to feed her own litter.

Buddha hid one of her children and made her realize the pain of losing a child, turning Hariti into a guardian of mothers giving birth.

Weak	Resist			

Disposition:

Flirty, Anthropophagous



Types



Unarmed Attack: One adjacent target. On hit: 6d6+5 (25) Physical damage

Diarahan: One target restores 100% of its maximum HP

Change of Heart: Any number of targets within 6 meters: 55% Charmed chance.

Ogre Bones (P): Fortify Physical +10.

Power

VII – Justice

Level 8

Hit Points: 154

Spell Card: Rakukajamon (T2 Buff)

Skill Bonus: +1 STR, +4 Courage

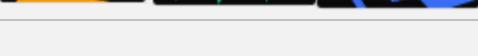
Natural Skill: **Sixth Order** – Studying a Palace or Shadow out of combat for a few minutes reveals a rule, guideline or limitation applied to the scene.

Disposition:

Noble



Types



STR	MAG	TEC	AGI	VIT	LCK
6	3	6	1	7	2

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Resist

--	--	--	--	--

Weak

Fatal End: A target within 2 meters. On hit: 6d8 (27) Physical damage.

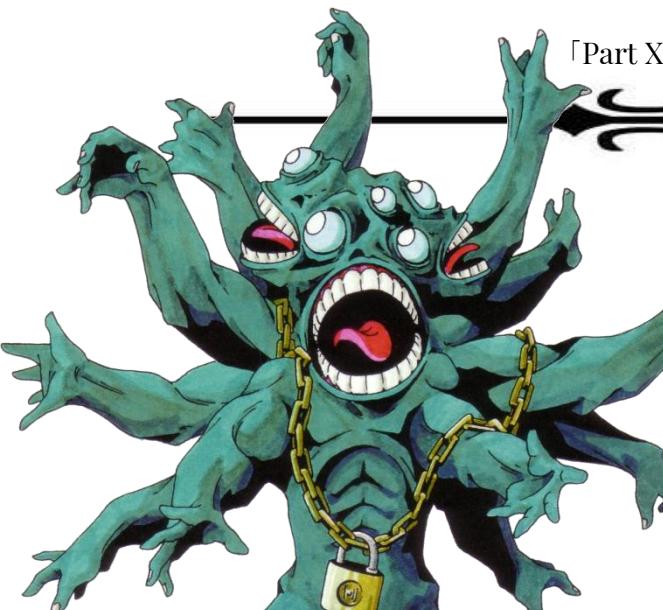
Ha Diarama: Caster and all allies within 4 meters recover 3d8+15 (28) HP.

Light Shield (P): Light spells cast against Power deal 1/3 of its original damage.

Auto-Tarukajamon (P): At the start of combat, Power gains +2 STR, +2 MAG for the first 3 rounds of combat.



The sixth order of angels, also known as Authorities. Historians concerned with ideologies, philosophy, theology and religion. Their order is perfectly loyal to God, and their role is to distribute power amongst humans.



Hecatoncheires

Disposition: Insane



XII – The Hanged Man

STR 8	MAG 1	Type Skill Bonus: +1 STR, +1 TEC, +1 VIT Freed – Your first hit check during each combat gains +1d10.
TEC 7	AGI 1	
VIT 7	LCK 2	Giant (P) : Hecatoncheires occupies four spaces, two spaces “wide” and two “tall”.



Null



Null



Evade I



Weak



Giants from Greek folklore. With one hundred arms and fifty heads, the Hecatoncheires were cast into Tartarus by their father, Uranus, and were freed by Zeus to fight the Titans.

Titan’s Fist: One adjacent target. -1 HDC. On hit: 8d8 (36) Physical damage.

Gigantic Aspect: Any number of targets within 5 meters suffer from DDC -1 and have a 55% Fearful chance.

Martyr’s Shield: When an ally is hit by an attack, Hecatoncheires can transfer this damage to any other ally, including itself.

Horus

XIX – The Sun

Level 9

Hit Points: 130

Spell Card: Mediarama (T2 Heal)

Skill Bonus: +2 TEC, +1 AGI

Natural Skill: Eyes of Horus – Revive effects heal up to 75% of your HP, unless stated as more than that amount.

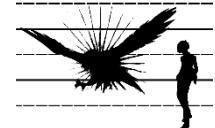
STR
1MAG
1TEC
10AGI
7VIT
5LCK
2

Weak



Reflect

Types



Disposition:

Friendly, Snobbish



Diarahan: One target within 8 meters recovers 100% of its HP.

Samsara: Any number of targets loses 40% of their current HP, Light damage.

The most powerful god of the Egyptian pantheon. Osiris’s son, Horus seeks vengeance for the murder of his father by the hands of Seth. Horus’s Eye, ripped off during his battle against Seth and recovered by Thoth, is a symbol of healing.

Wings of Light (P): This Shadow can perform its full movement in any direction through flying or soaring.



Sarasvati

II – The Priestess

Disposition:
Friendly

Level 9

Types

Hit Points: 156



Spell Card: Tarundamon (T2 Debuff)



Skill Bonus: +4 Expression, +4 Empathy, +4 Discipline

Natural Skill: **Benzaiten** – Once per week, add +1 to your Yield or add an extra work block to your tally.

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

Null				

Weak				

Musicality (P): Sarasvati can spend one Luck Charge to re-roll any Status-related check for any target.

Fascinate (P): Grants -1 STR, -1 MAG to any target suffering from Status effects, for each Status, for the duration of the Status.

Resist Rage (P): Sarasvati has half the stated chance to suffer from Rage.

Sensual Melody: Any number of targets: 50% Charmed chance.

Tentarafoo: Any number of targets: 60% Panicked chance.

Evil Riff: Any number of targets: 50% Fearful chance

Mabatvati: Any number of targets: 50% Slowed chance

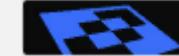
The Hindu goddess of knowledge, music and arts, considered the mother of the Vedas, the most ancient writings of Hindu religion, and one of the Seven Auspicious Gods.



Okuninushi

XI – Strength

Types



Level 9

Hit Points: 104

Spell Card: Aeon Rain (T2 Physical)

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

Disposition:
Friendly, AggressiveNatural Skill: **Squire** – Once per combat, you may use a consumable as a Quick action.

Susano'o Blade: One adjacent target. On hit: 6d8 (27) Physical damage.

Reflect	Weak	Weak

STR MAG TEC AGI VIT LCK

6 1 6 6 4 4

The emperor of the invisible realm of spirits and magic, and god of medicine. Okuninushi was the victim of countless assassination attempts and cruel tasks given by his brothers and Susano'o, whose daughter was in love with Okuninushi.

Prediction (P): Gains 3 extra Luck Charges at the start of combat. Once per combat Okuninushi may spend one Luck Charge to re-roll a check, choosing the second roll.

Merciless Pupil (P): All attacks this Shadow declares gain Critical Margin +2

Revolution (P): Okuninushi and all its allies gain Critical Margin +1 for 3 turns.

Wrath Blade (P): Okuninushi can pick two targets for all his attacks, but attacks declared this way deal half damage.



Gdon

XIX – The Sun

Level 9

Hit Points: 78

Spell Card: Maragion (T2 Fire)

Skill Bonus: +2 MAG, +1 AGI

Natural Skill: **Assistant to the Promised Fate** – Grants TEC +1 and Critical Margin +1 for attacks declared outside of your turn. These are not Buff effects.Disposition:
Friendly, Chaotic

Types



STR

MAG

TEC

AGI

VIT

LCK

5

8

5

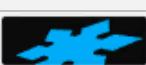
7

3

2



Drain

Frozen Breath: Any number of targets between Gdon and a point within 6 meters. On hit: 8d6 (28) Ice damage

Weak

Flaming Fangs: 1 target within 7 meters. On hit: 8d8 (36) Fire damage**Shred:** 1 that was hit by Flaming Fangs this round. HDC+1. On hit: 8d6 (28) Fire damage and -1 TEC, -1

AGI until the end of the target's next turn. Can be cast as an Interrupt action.

A tigress, mount of the Hindu goddess Durga, given to the goddess as an offering, assisting her when Nirvana requires protection. In combat, Gdon uses her claws and teeth to shred her enemies.

Makami

XII – The Hanged Man

Level 9

Hit Points: 78

Spell Card: Ha Agilao (T2 Fire)

Disposition:
Friendly

Types



Skill Bonus: +1 MAG, +1 AGI, +4 Empathy

Natural Skill: **Warding Beast** – Once per day, you can cast a 3m radius area centered on you. This area follows your movement for its duration. Until the end of the scene, this area puts out flames, decreases the temperature of hot materials and makes it so Fire spells cast by targets other than the caster of this skill have a 75% chance to fail without triggering any other effects. In combat, this lasts 3 rounds.

STR

MAG

TEC

AGI

VIT

LCK

1

7

5

7

3

4



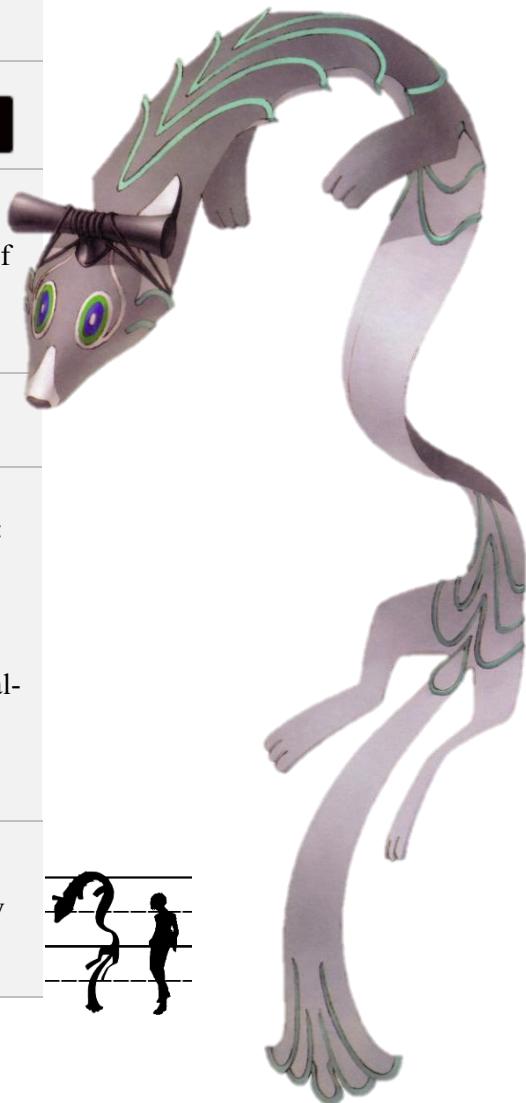
Evade I

Purifying Flame: Any number of targets Makami can see. On hit: 7d4 (17) Fire damage. Instantly kills targets below 20% HP.

Weak

Ring of Fire: Grants Null Fire to any number of targets until the end of Makami's next turn.

Null

Ha Rakundamon: up to 2 target Makami can see. Fortify Physical -8, Fortify Elements -8 for 3 turns.**Amrita:** All targets within 5 meters. Cures all Status effects.

A divine beast of Japanese mythos. They're used to ward off disasters, theft and fires. Some people believe that wolves can become Makami and that particularly discontent Makami can eat the humans who try to summon them.



Black Ooze

XVIII – The Moon

Level 9

Hit Points: 234

Spell Card: Poismaja (T2 Status)

Skill Bonus: +2 TEC, +1 VIT

Natural Skill: **Blind Hunger** – Grants Critical Margin +1 for each Status effect you're suffering from. This is not a Buff effect.

STR	MAG	TEC	AGI	VIT	LCK
1	1	9	5	9	2
Resist	Resist	Null			
Weak	Weak	Weak			

Disposition:
Insane

Types



A generic descriptor for a class of creatures in fantasy games. Ooze are generally composed of acidic materials and possess extremely simple nervous systems.

Poison Breath: Any number of targets within 6 meters. 60% Poisoned chance.

Pulsate: All targets suffering Status effects lose 25% of their maximum HP, Almighty damage.

Shapeless Monstrosity (P): At the start of each of Black Ooze's turns, it occupies an extra adjacent space in any direction. This Shadow can occupy the same spaces as other characters. If that happens, including as part of its movement, that target suffers 50% Poisoned chance and has its movement allowance decreased to 1 per turn as long as they remain in a space occupied by Black Ooze.



Xiezhai

XIV – Temperance

Level 9

Hit Points: 130

Spell Card: Wage War (T2 Status)

Skill Bonus: +2 MAG, +4 Empathy

Natural Skill: **Thunderstruck** – When a unit casts a Thunder spell, you may spend 1 Aspect Point as your Interrupt action so the spell targets you instead, rolling dodge for each in case of a multi-target attack. If you take no damage from these attacks, your next Thunder attack gains Critical Margin +5.

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

Disposition:
Noble, Chaotic

Types

Zionga: 1 target within 8 meters. On hit: 8d6 (28) Thunder damage and 25% Shocked chance.

Discharge: A point within 8 meters. At the start of the next round, all targets within 6 meters of the chosen point take 8d4 (20) Thunder damage, no dodge, and 80% Shocked chance.

Thunder Boost (P): Thunder spells cast by Xiezhai deal 50% more damage.

Static (P): Xiezhai can cast Zionga against any target that occupies a position adjacent to itself, including during movement, as an Interrupt action.

A creature from Chinese folklore who can take the form of a goat or a sheep. Xiezhai seek out liars and pierces them with its single, massive horn

	Weak
--	------

Ariadne

X – Fortune

Level 9

Hit Points: 130

Reward: Bus Stop Sign (Polearm, 4 RP)



Disposition:

Snobbish, Friendly



Types



Skill Bonus: +2 STR, +1 VIT

Natural Skill: **Spool of Yarn** – You are always able to find your way back to the point where you accessed the Metaverse. In the Universe, you may choose a landmark or building you've visited: For the next 24 hours you'll instinctively know your direction relative to this location and can +2 Tiers to a Social Skill to gain entry to the chosen spot if entry is restricted.

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



Weak



Null Weak

The daughter of Minos, king of Crete. Ariadne fell in love with the hero Theseus, gifting him with a sword and a woollen thread to assist him in navigating the minotaur's labyrinth.

The peculiar appearance of this Shadow reminds one of a steely-eyed Suppressor-class User, whose determination would be the envy of any student council leader.

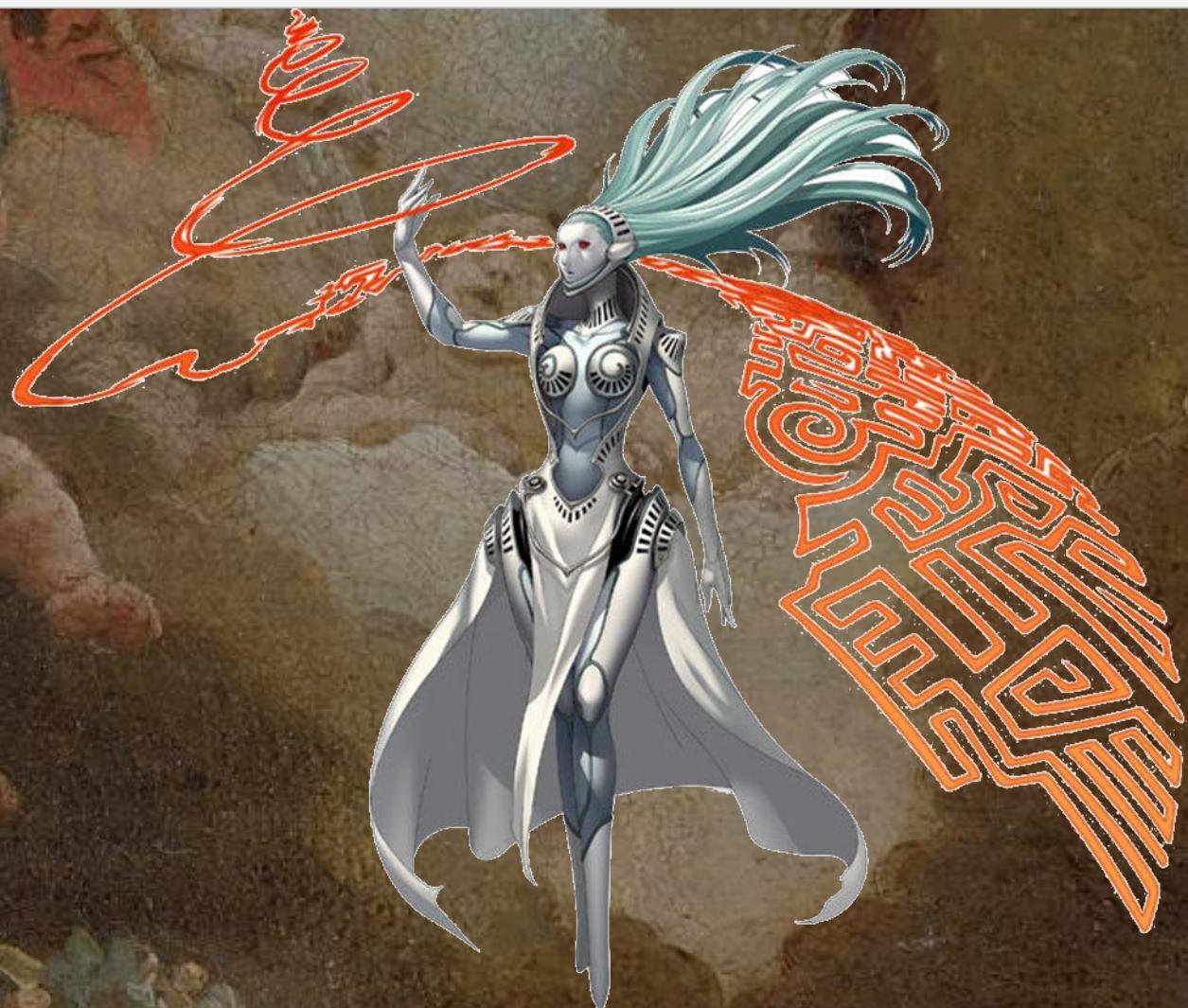
Beast Weaver: 1 adjacent target. HDC+1. On hit: STRd8 (40) Physical damage and Ariadne suffers -2 STR until the end of combat.

Charge: Ariadne's next attack deals double damage.

Take Off! All targets within 2 meters. On hit: STRd6 (31) Gun damage.

Critical Margin +2, HDC-1. This attack gains Critical Margin equal to the difference between Ariadne's default and current STR scores.

Attack Master (P): At the start of the combat, Ariadne casts Matarukajamon as a free action. (+2 STR, +2 MAG for 3 turns to any number of targets)



Rakshasa

XI – Strength

Level 9

Hit Points: 52

Spell Card: Chains of Madness (T2 Physical)

Skill Bonus: +1 STR, +2 AGI

Natural Skill: **Disturb the Ritual** – Once per day, you may spend 1 Aspect Point when a target casts a spell that deals damage and rolls for hit. Grant HDC -1 for that attack.

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



Resist



Resist



Weak

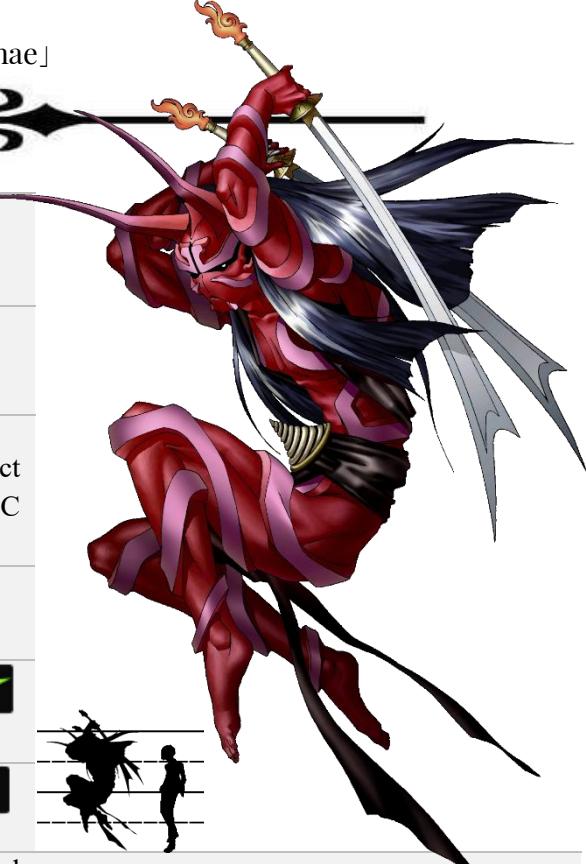
Mad Chain: Any number of targets within 6 meters. On hit: 7d4 (18) Physical damage and 10% Enraged chance

Zionga: 1 target within 8 meters. On hit: 5d8 (22) Thunder damage and 42% Shocked chance.

Auto-Sukukajamon (P): Rakshasa gains +2 TEC, +2 AGI for the first 3 turns.

Sword II (P): Choose a sword that costs up to 5 RP to equip to Rakshasa and replace her basic attack.

High Counter (P): 70% chance to retaliate against a basic attack or Physical spell with a basic attack.



A demon of Buddhist mythology.

According to the Ramayana, Rakshasa were created from the foot of Brahma, but several legends claim that many Rakshasa were once particularly evil humans. Rakshasa are notorious for disturbing religious rites and violate tombs.

Gorgon

III – The Empress



Null



Weak



Weak

Disposition:
Chaotic, Flirty



Level 9

Hit Points: 104

Spell Card: Mabufula (T2 Ice)

Types



Ice Boost (P): Ice spells cast by Gorgon deal 25% more damage.

Skill Bonus: +1 MAG, +4 Empathy, +4 Charm

Natural Skill: **Cursed Gaze** – The last target to attack the wielder of this ability suffers -1 AGI until the start of the wielder's turn.

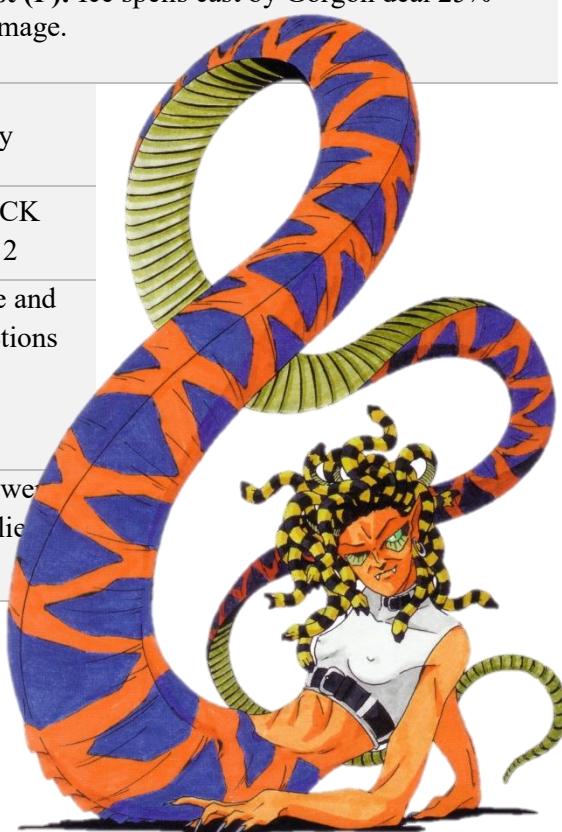
STR	MAG	TEC	AGI	VIT	LCK
5	6	5	4	4	2

Crystal Gaze: One target that can see Gorgon. On hit: 6d6 (21/26) Ice damage and inflicts the *Frozen* Miscellaneous Status. Frozen targets cannot perform any actions and suffer -2 DDC, both until the end of Gorgon's next turn.

Shatter: One Frozen target. On hit: 5d10 (27) Physical damage.

Ice Waltz: Up to 1d6 targets within 7m. On hit: 6d4 (15/19) Ice damage.

A female monster of Greek mythology. It was said that these creatures' hair were serpents and seeing a Gorgon's face would turn you into stone. The Greek believed in the existence of three Gorgon, of which only Medusa was mortal.



Ose

0 – The Fool

Level 9

Hit Points: 156

Spell Card: Mind Slice (T2 Physical)

Skill Bonus: +2 STR, +1 TEC

Natural Skill: **Goethean Illusionist** – Expression Tier +1 during negotiations.

STR	MAG	TEC	AGI	VIT	LCK
8	1	6	3	6	2



Reflect



Reflect



Weak



Weak

Bloody Vanguard (P): The last target hit by Ose's attacks takes 20% more damage from all sources.

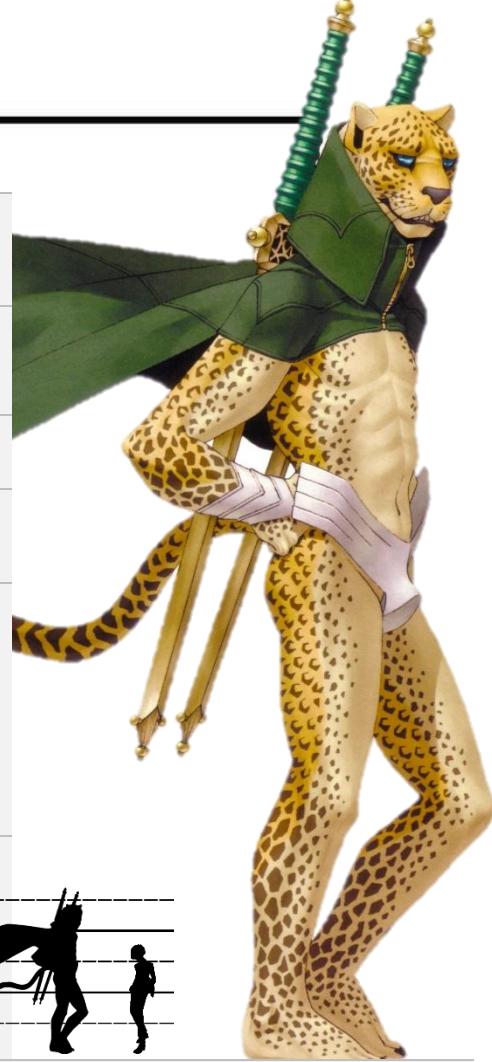
Poison Boost (P): Spells cast by Ose have a 25% higher chance to cause Poisoned.

Poison Stab: 1 target within 6 meters. On hit: 8d6 (28) Physical damage and 15% (35%) Poisoned chance, plus 5% for each point rolled for hit above target's dodge check.

Poison Needle: 1 target within 6 meters. 110% Poisoned chance.

Bleed Out: 1 target within 3 meters. On hit: 8d4 (20) Physical damage. If target is Poisoned, roll a second attack. On hit: 8d4+5 (25) Physical damage.

The 57th Goethia spirit, a President of Hell who grants knowledge over liberal sciences and truthful answers regarding the divine and the secret.



Vetala

XV – The Devil

Level 10

Hit Points: 130

Spell Card: Abatmaja (T2 Status)

Disposition:
Chaotic, Anthropophagous



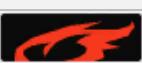
Types



Skill Bonus: +2 STR, +1 TEC

Natural Skill: **Possess Corpses** – Once per combat, when you slay a target, for no action cost, you can choose to detonate its corpse, dealing MAGd4 Fire damage to all adjacent units, no dodge check.

STR	MAG	TEC	AGI	VIT	LCK
7	1	7	3	5	4



Weak



Resist



Resist

Evil Touch: 1 target within 8 meters. 60% (80%) Fearful chance.

Navas Nebula: One target and all adjacent targets within 5 meters. On hit: 7d4+6 (23) Physical damage and -2 STR, -2 MAG for 3 rounds.

Fear Boost (P): Spells cast by Vetala have a 20% higher chance to trigger Fearful.

An evil spirit that haunts graveyards and possess corpses. They can drive humans mad, kill children and induce abortions.



Botis

XX – Aeon

Level 9

Hit Points: 234

Spell Card: Beta Bubble (T2 Nuclear)

Skill Bonus: +2 MAG, +1 VIT

Natural Skill: **Vile Snake** – If you take damage for exceeding your Nuclear Counter limit, gain +2 STR, +2 MAG for 3 rounds.

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

Cursed Form (P): If Botis has 6 or more Nuclear Counters, he explodes, dealing 2MAG (16) Nuclear damage to all adjacent units on hit and gaining a permanent +2 MAG, +2 TEC bonus. This can only happen once per combat.

Forked Tongue: Up to 2 targets within 8 meters. On hit: 8d4 (15) Nuclear damage and Botis gains 2 Nuclear Counters.

Satellite: Any number of targets Botis can see. On hit: 8d4 (15) Thunder damage and Botis gains 1 Nuclear Counter.

The 17th spirit of the Goetia, who first appears as a giant serpent but can take the form of a man who can tell the future and reconcile the summoner with lost friends.

Ouroboros

XX – Aeon

Level 10

Hit Points: 155

Spell Card: Metamorphosis (T2 Nuclear)

Skill Bonus: +1 MAG, +1 AGI, +1 LCK

Natural Skill: **Infinite Impermanence** – If you are under the effects of both a Buff and a Debuff effect, you may use a Quick action to change the remaining duration of both effects to 3 rounds.

STR	MAG	TEC
6	6	6

AGI	VIT	LCK
6	6	6



Resist



Resist

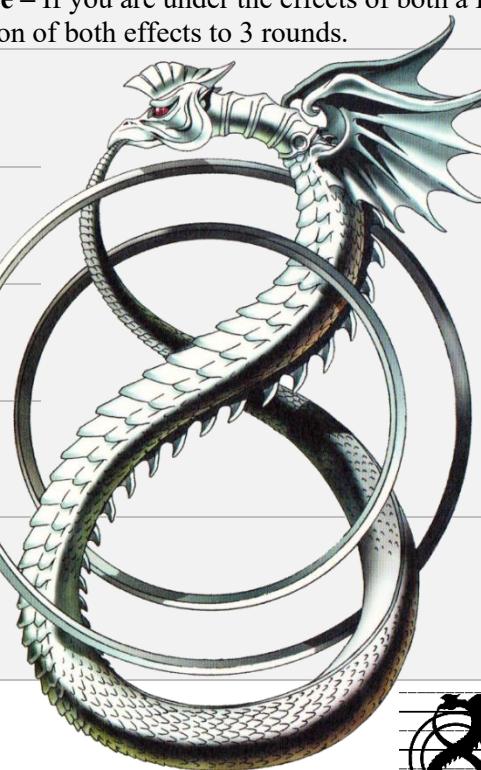


Weak



Weak

A dragon or serpent swallowing its own tail. An important religious symbol, and a purifying sigil in alchemy.



Types



Disposition:
Noble, Insane



Endless Presence (P): Each time Ouroboros deals damage, the space that target occupied at damage calculation and all spaces adjacent to Ouroboros deal 1d6 Nuclear damage, no dodge check, to any creature who starts or ends their turns on them. This lasts until the end of combat.

Mafreila: Any number of targets Ouroboros can see. On hit: 6d6 (21) Nuclear damage.

Megido Storm: All units within 6 meters, except Ouroboros. HDC +1. On hit: 6d4-5 (10) Almighty damage.

Although its depiction as a symbol of infinity is somewhat modern, the Ouroboros has historically been seen as a symbol of endlessness.





Fortune

X – Fortune

Disposition:

Noble, Childish



Level 10

Hit Points: 156

Spell Card: Sukukajamon (T2 Buff)

Types



Skill Bonus: +2 LCK, +1 MAG

Natural Skill: **Wheel of Fortune** – Start each day with an extra Luck Charge. Once per day, during any roll, you may re-roll all dices that have rolled a 1 or 2, but you must keep the second result.

Unusual Luck (P): Fortune and all its allies gain Critical Margin +1 and start combat with 3 extra Luck Charges.

STR

1

MAG

7

TEC

4

AGI

6

VIT

6

LCK

9

Resist

Null

The goddess of luck and fortune in Roman mythology, daughter of Jupiter, originally a goddess of fertility worshipped by mothers.

Weak

Resist

Pazuzu

XV – The Devil

Disposition:

Noble, Devilish



Level 10

Hit Points: 130

Spell Card: Garula (T2 Wind)

Types



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

Natural Skill: **Greater of Two Evils** – Grants +1 to intimidation checks.

STR

1

MAG

5

TEC

6

AGI

7

VIT

5

LCK

3

Null



Null



Weak

Null

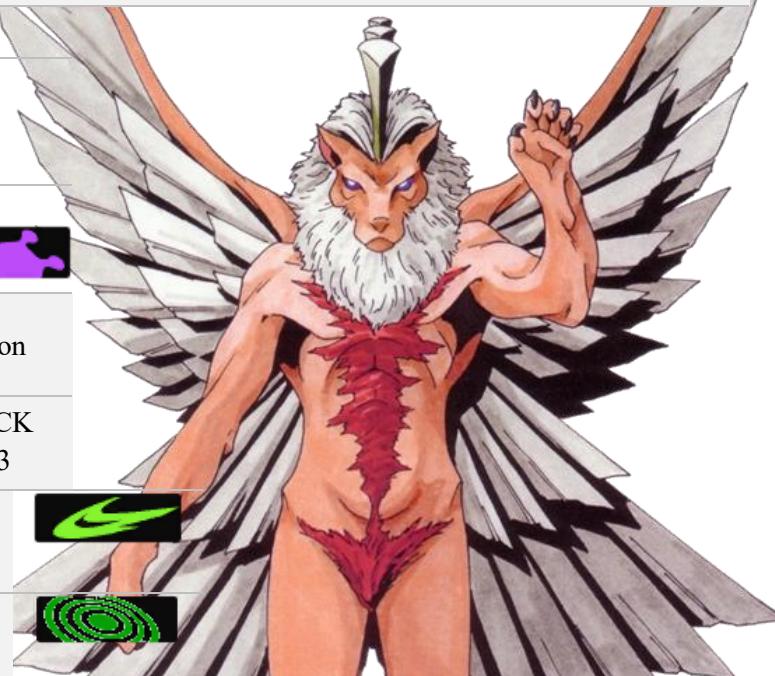
The god of southeastern winds who brings famine during dry seasons and locusts during rainy seasons. Pazuzu can be summoned with amulets that counter the powers of its rival, Lamashlu. Pazuzu is considered an evil spirit, but is still willing to fight other evil creatures.

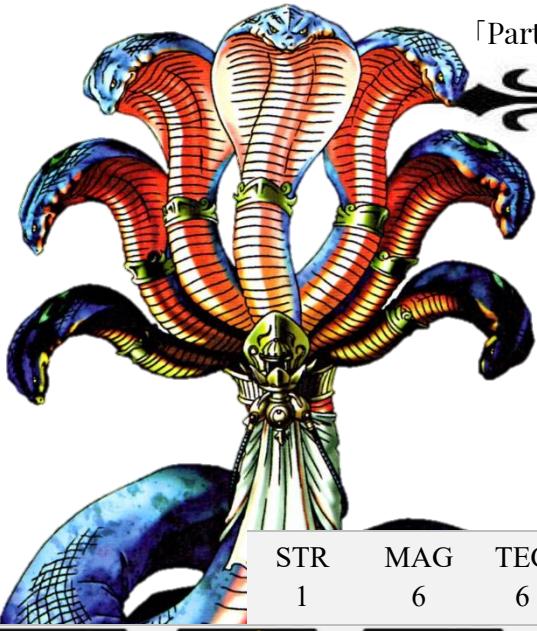
Breath of Hanbi: 1 target within 10 meters. On hit: 5d8 (22) Wind damage. Critical Margin: +1

Mudoon: Instantly kills one target whose HP is under 48%

Pestilent Breath: Any number of targets within 6 meters have 45% (65%) chance to become Poisoned.

Stagnated Air (P): 20% higher chance to cause any Status ailment.



**Ananta**

XVII – The Star

Level 10

Hit Points: 156

Spell Card: Glacial Glaze (T2 Ice)

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

Natural Skill: **Devourer of Kalpa** – Once per day, if you cast a spell that decreases the number of valid enemies to 1, you may perform another action immediately.



Disposition:
Chaotic
Types



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



Evade II



Drain



Evade I



Weak

Ruler of all the Naga, a massive serpent who houses the entire universe under her hood and has up to one thousand heads decorated with beautiful crowns. Vishnu uses Ananta's body as a bed while Ananta sings his praises from its many mouths.

Hell Biker

0 – The Fool

Level 10

Hit Points: 104

Spell Card: Ignition (T2 Fire)

Skill Bonus: +2 AGI, +1 TEC

Natural Skill: **Hell, and Back** – Once per day, you can manifest your presence in the Universe, through the Metaverse, for 1 minute. This presence initially appears at the point you entered the Metaverse from.

Disposition:

Friendly, Devilish



Types

STR

MAG

TEC

AGI

VIT

LCK

1

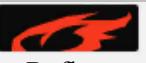
6

6

7

4

1



Reflect

Reflect

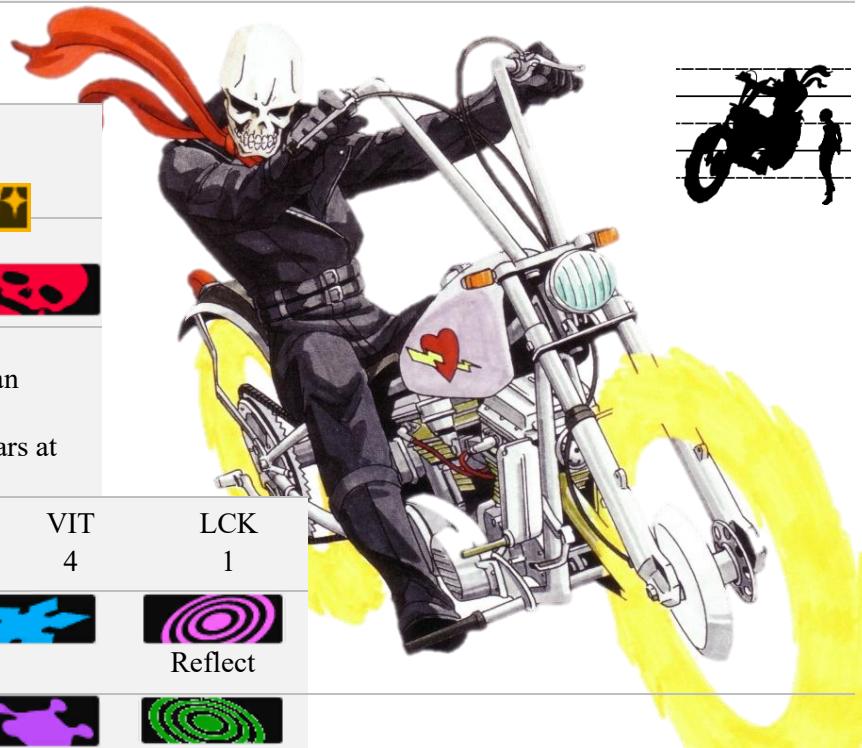


Weak

Road to Hell: Any number of targets Hell Biker becomes adjacent to during its movement. On hit: 6d8+3 (30) Fire damage.

Mamudoon: Any number of targets whose HP are below 30% die instantly.

Speed Master (P) - +10 Initiative, Movement allowance +5



A biker who became a demon and claims he came from Hell itself. Full of anger at himself and the world, his overconfidence turned him into this terrifying creature.

Matador



Weak

Disposition:
Aggressive, Friendly



XIII – Death

Level 10

Hit Points: 104

Spell Card: Despair (T2 Misc.)



Reflect

Types



Skill Bonus: +1 STR, +4 Courage, +4 Discipline

Natural Skill: **I Challenge You to a Duel** – Once per day, choose a non-Tyrant Shadow. All your attacks must include the target as a valid target but all target's attacks must designate you as all valid targets, multiple times if necessary.

STR	MAG	TEC	AGI	VIT	LCK
7	5	4	5	4	2

Tempest: 1 target within 8 meters. On hit: 5d4+5 (17) Wind damage and Knockdown. Matador can cast this spell as an Interrupt action.

Andalusia: 1 target within 5 meters. On hit: 7d8 (30) Physical damage.

Bullfight: 1 target Matador can see loses STR and MAG equal to the difference between Matador's current and default TEC scores, for 3 turns. After casting this spell, Matador's TEC returns to its default value.

Red Cape (P): Matador gains +1 TEC each time it dodges an attack. This skill overrides any active Debuff effects applied to Matador's TEC at the time of triggering.

A Spanish bullfighter born from the search for increasingly artistic slaughters.



Lachesis

Disposition:
Snobbish



X – Fortune

Level 10

Hit Points: 78

Spell Card: Auto-Rakukaja (T2 Buff)

Types



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

Natural Skill: **Measuring the Thread** – Once per combat, you can remove X HP from an ally to heal another by the same amount. This Skill is unaffected by any effects that would change the healing amount recovered from any source.

Eternal Melody: Lachesis can add 3 more turns to the duration of any time-limited effects on any number of targets.

Blizzard: Lachesis and all its allies within 3 meters deal +7 Ice damage in all their attacks until the end of each target's next turn. All enemies within 3 meters have a 100% chance to be Slowed.

Mabufula: Any number of targets Lachesis can see. On hit: 7d4 (17/24) Ice damage

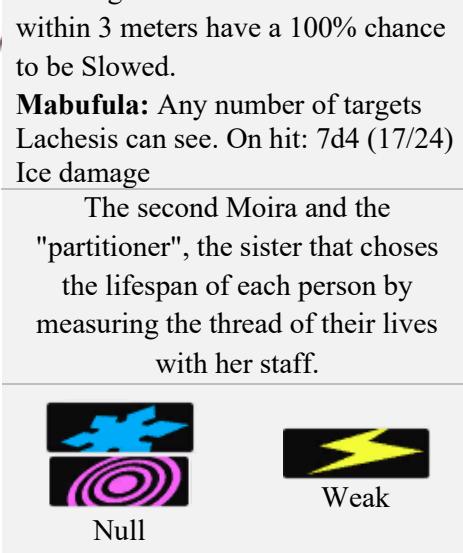
The second Moira and the "partitioner", the sister that chooses the lifespan of each person by measuring the thread of their lives with her staff.



Null



Weak





Hanuman

XVII – The Star

Level 10

Hit Points: 156

Spell Card: Seal Bomb (T2 Physical)

Skill Bonus: +1 STR, +1 VIT, +4 Courage

Natural Skill: **Scarlet Face** – Once per day, you can spend 1 Aspect Point to transform all Buffs to one Combat Skill into a Debuff of the same intensity and duration, as your Interrupt action against 1 target you can see.

STR	MAG	TEC	AGI	VIT	LCK
6	5	5	3	6	2



Weak



Resist



Resist

Cruel Impulse: 1 target within 6 meters. On hit: 6d8+1 (28) Physical damage.

Aeon Rain: Up to 3 targets within 4 meters. 6d6 (21) Gun damage.

Ha Diarama: Hanuman and all its allies within 4 meters recover 5d10+20 (47) HP.

The son of Vayu, god of winds. His face shines a crimson red and he can grow to be as big as a mountain. Hanuman fought alongside Prince Rama in the Hindu epic Ramayana.

Ares

VII – Chariot

Level 10

Hit Points: 104

Spell Card: Challenge (T2 Misc.)

Skill Bonus: +1 STR, +2 LCK

Natural Skill: **Devastation** – Critical Margin +1 for all spells with the Combo, Line or Move categories.

STR	MAG	TEC	AGI	VIT	LCK
7	1	6	3	4	8

Blade of Olympus: 1 target within 3 meters. On hit: 7d8 (31) Physical damage. Critical: 2STR (14) extra damage.

Hymn of Victory: Any number of targets whose initiative values are lower than Ares receive Critical Margin -3 for 3 rounds.

Orb of Strength (P): Grants +2 STR, +2 MAG for 3 turns to Ares' ally with the lowest initiative.

Warrior's Title (P): Initiative +5 to Ares and +3 to all its allies.

The Greek god of war and conquest, son of Zeus and Hera. Ares represents the violent, brutal side of war, being considered opposite of the tactical and wise Athena.

Disposition:
Noble, Aggressive



Types



Masakado (Tyrant)

XVI – The Tower

Level 10

Hit Points: 350 (35/70)

Reward: Storm Katana
(Sword, 4 RP)

Types



Disposition:

Snobbish



Warlord – Consider your Social Skill Tier as 0 for all interactions with Masakado.

Skill Bonus: +1 STR, +1 TEC, +4 Empathy

Natural Skill: **Massive Armor** – You take 25% damage from all Critical hits.

STR

9

MAG

1

TEC

9

AGI

5

VIT

5

LCK

2



Null



Null



Weak



Weak

Considered history's first Samurai, Masakado led a revolution during Emperor Suzaku's reign that was marked by earthquakes, unnaturally vivid rainbows, lunar eclipses and pirate insurrections throughout the coast of Japan, making it one of the most dramatic events of recorded history.

Banishment: Reduces one target's HP to 1.

Cast Down: Every unit between Masakado and a point within 8 meters.

On hit: 9d4+3 (25) Physical damage and Knockdown Weakness.

Decapitate: 1 target Masakado can see. On hit: 9d6+4 (35) Physical damage. Masakado can sacrifice X TEC before rolling to hit to add Xd6+X Light damage to this attack. Targets killed by this attack enter Death's Door with 1 counter.

Masakado may perform up to 2 Hetelic Actions per round

Enfeeble: One random User becomes Weak to Physical or Light for 2 rounds.

Shatter Shield: When the original target of an attack is changed due to the effects of items, spells, Aspects, etc., the attack deals full damage against the new target and half damage to the intended target.

Revolution Cry (P): At the start of each round, Masakado and all its allies gain Critical Margin +1. This effect stacks with itself.

Enduring Soul (P): Survives any attack that would kill it with 1 HP if its HP is above 1. Upon triggering this effect, Masakado gains an extra turn immediately.





Yatagarasu

XIX – The Sun

Level 11

Hit Points: 208

Spell Card: Mind Shackle (T3 Intel)

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

Natural Skill: **Incarnation of the Sun** – Once per day, you can grant Fire Boost and Resist Fire to one ally for the duration of the combat.

Disposition:
Noble

Types



STR	MAG	TEC	AGI	VIT	LCK
1	6	6	2	8	4



Null

Maragion: Any number of targets Yatagarasu can see. On hit: 6d4 (15) Fire damage.

Comforting Song: All allies within 4 meters recover 40% HP and are healed of all Mind Status.

Circle of Lethargy: A 6-meter area around Yatagarasu that lasts for 3 rounds. Any number of targets within this area must consider their AGI score as 1 for movement allowance and suffer -1 DDC.



Guide of Paradise (P): At the start of combat, Yatagarasu negotiates with the character with the highest initiative value. Users must pass an Empathy check, difficulty 5, while Shadows fail the check automatically. If the target fails the check, the target and Yatagarasu change places in the initiative queue.

First Star (P): Gains the effects of Mind Charge for its first attack if Yatagarasu is the first character in the initiative queue.

A great bird that represents divine intervention and the will of the gods cast upon mortal matters.

Raja Naga

XIV – Temperance

Level 11

Hit Points: 104

Spell Card: Ziodyne (T3 Thunder)

Skill Bonus: +2 MAG, +1 TEC

Natural Skill: **Reptilian Majesty** – As long as your HP is at its maximum value, Counter Category spells cannot be triggered against you and you take no Reflected damage.

Disposition:
Aggressive

Types



STR	MAG	TEC	AGI	VIT	LCK
3	7	6	5	4	4



Null



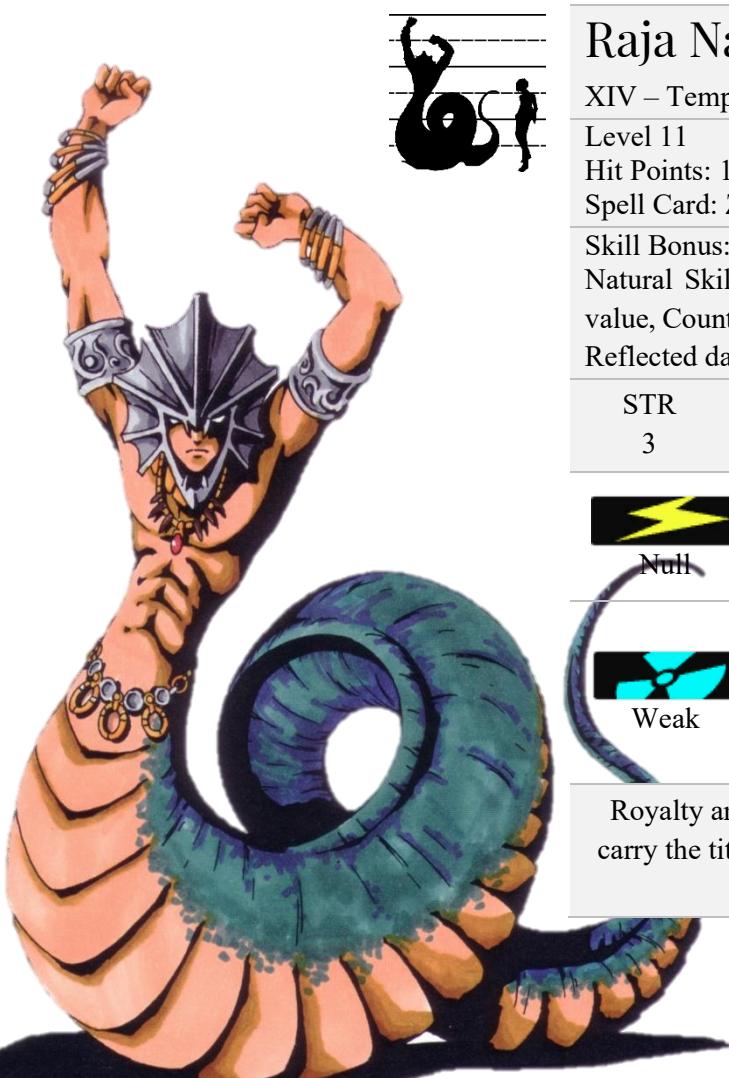
Weak

Unreal Blade: 1 target within 4 meters. Until the end of Raja Naga's next turn, the target is forced to use STR or MAG (whichever is lowest) to all STR and MAG checks.

Zionga: 1 target within 8 meters. On hit: 7d8 (31) Thunder damage and 48% Shocked chance.

Summon Servants (P): At the start of combat, Raja Naga summons 1d2 Naga (Level 6, Pg. 196) whose initiative values are equal to Raja Naga's.

Royalty amongst the Naga in Hindu folklore. Some notable creatures who carry the title of Raja Naga include the thousand-headed serpent Ananta and the god Vasuki.





Yomotsu-Ikusa

XII – The Hanged Man

Level 11

Hit Points: 182

Spell Card: Vile Assault (T3 Physical)

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

Natural Skill: **Chaser of Yomi** – Once per combat, you can choose one target you can see. Reduce that target's AGI for movement allowance by half and add the difference to your own movement allowance for the duration of combat.

STR	MAG	TEC	AGI	VIT	LCK
6	6	5	4	7	2



Weak

Crush Fangs: 1 target within 3 meters. On hit: 6d8 (27)

Physical damage and Tarundamon (-2 STR, -2 MAG for 3 turns)

Crush Stomach: 1 target within 3 meters. On hit: 6d6 (21)

Gun damage, Rakundamon (Fortify Physical & Elements -8 for 3 turns) and 35% Panicked chance.



Null

Crush Legs: 1 target within 3 meters. On hit: 6d4+5 (20) Ice damage and Sukundamon (-2 TEC, -2 AGI for 3 turns)

A guardsman of the Yomi underworld, where Izanami dwells. Upon seeing the horrifying visage of his lover, the god Izanagi attempted to escape the underworld, being chased by hordes of Yomotsu-Ikusa soldiers and hags known as Yomotsu-Shikome.



Daisoujou

V – Hierophant

Level 11

Hit Points: 182

Spell Card: Hamaon (T3 Light)

Disposition:
Noble, Friendly



Types



Resist



Null



Weak

Skill Bonus: +2 TEC, +1 AGI

Natural Skill: **Virtuous** – Reduces your natural chance of recovering from Status effects to 10%. At the end of the second consecutive turn you suffer from any one Status, remove that Status automatically.

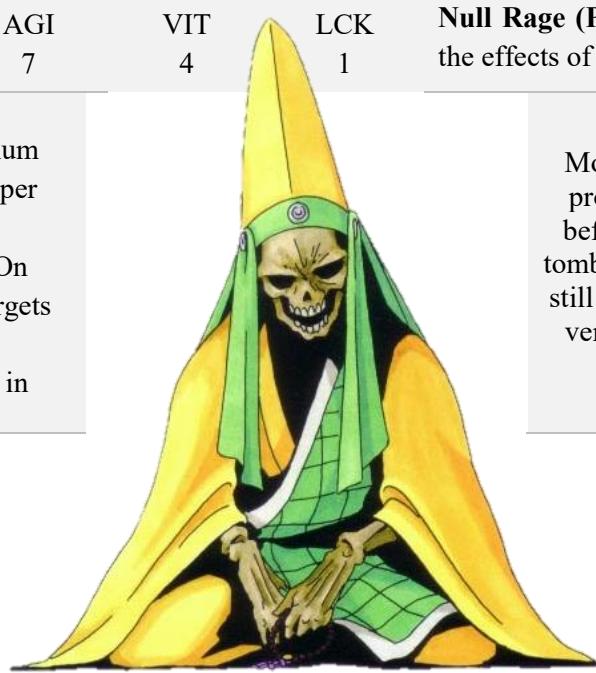
STR	MAG	TEC	AGI	VIT	LCK
1	5	7	7	4	1

Null Rage (P): This Shadow cannot suffer the effects of Enraged.

Mandala (Light): Any number of targets Daisoujou can see lose 30% of their maximum HP. Daisoujou can only use this spell once per combat.

Purifying Flame: Any number of targets. On hit: 5d6 (16) Fire damage. Instantly kills targets below 20% HP

Death's Edge: Revives a Shadow defeated in this combat with 1 HP.



Monks who undergo a grueling process of self-mummification before being sealed within their tombs for 1000 days. If the body is still preserved once unearthed, it's venerated as a god amongst the monks.

Triglav

VII – Chariot

Level 11

Hit Points: 130

Spell Card: Death Chain (T3 Physical)

Skill Bonus: +1 MAG, +4 Knowledge, +4 Discipline

Natural Skill: **Trinity** – Consider your SKL as +1 to calculate damage for Multi Category spells.

STR	MAG	TEC	AGI	VIT	LCK
5	7	5	2	5	2



Reflect

Rain of Arrows: Up to 2 targets within 4 meters. On hit:
5d6+4 (6d6+4) (21/25) Gun damage.



Weak

Divine Spark: 1 target Triglav can see. On hit: 7d4 (17)
Thunder damage.

Null Stun (P): Triglav cannot be Stunned.

Static Tower (P): Each time Triglav takes damage, it has a 40% chance to cast Divine Spark against the unit that dealt it damage, or 100% chance if the damage dealer is Shocked.

A complex of Slavic gods not dissimilar to the Holy Trinity in Christian faith.

The members who compose the Triglav vary according to the age and region that describes it.

Disposition:
Childish, Aggressive



Types



Bugs

0 – The Fool

Level 11

Hit Points: 130

Spell Card: Desperate Punch (T3 Physical)

Skill Bonus: +2 STR, +1 AGI

Natural Skill: **Thriller** – Shadows within 2 meters of your position whose level are lower than yours suffer -1 TEC, -1 AGI.

STR	MAG	TEC	AGI	VIT	LCK
7	1	5	6	5	4



Miracle Punch: 1 target within 2 meters. Critical Margin +2.
On hit: STRd6+4 (28) Physical damage.

Regurgitate: All targets within 4 meters. On hit: 1d8 Light damage per STR point Bugs has above 7. After casting, Bugs' STR returns to its original value.

A creature similar to the boogeyman, used in folk tales to scare children into behaving. Its name is derived from the Celtic word "bug" that means "wicked spirit".

Accursed Stuffing (P): Units defeated in positions adjacent to Bugs are added to its "stuffing", increasing its STR by 1.

Escape Route (P): Bugs can perform its full movement as its Interrupt skill.

Titania

III – The Empress

Level 11

Hit Points: 104

Spell Card: Wind Amp (T3 Wind)

Skill Bonus: +2 MAG, +4 Empathy

Natural Skill: **Queen of Fairies** – If your HP and Energy are at their maximum values, you deal 10% more damage and take 1 point of Almighty damage at the end of your turn after casting a spell or declaring an attack, no dodge check.



Disposition:
Snobbish, Friendly



Types



STR

1

MAG

7

TEC

7

AGI

5

VIT

4

LCK

2



Resist



Resist



Weak

Vacuum Wave: HDC +1. Any number of targets between Titania and a point within 5 meters. On hit: 7d4+1 (18) Wind damage.

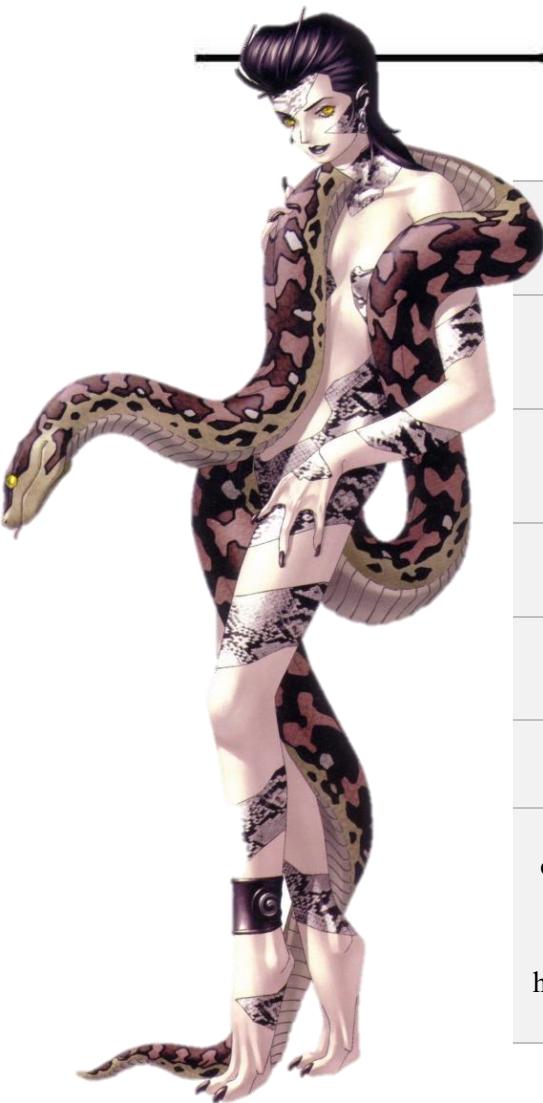
Mediarama: All Shadows recover 7d10+7 (45) HP.

Fairy Ring: One target is surrounded by a circle with 4 meters of diameter. If any target declares an action that would remove it from the circle, target takes TECd6 (25) Wind damage and has a 70% chance to suffer Charmed. This circle exists for 3 rounds.

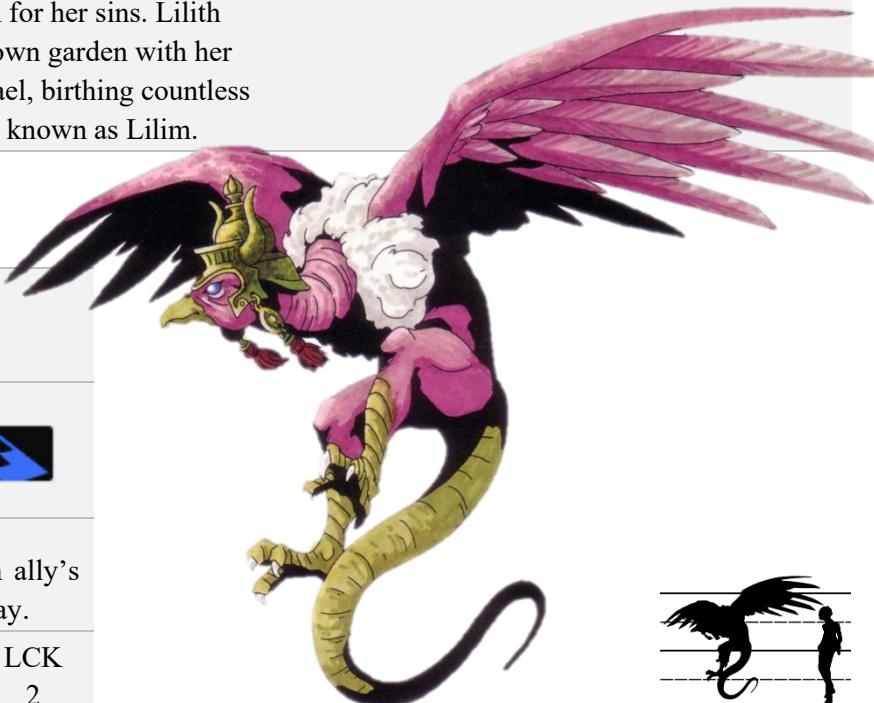
Wind Wall (P): As long as Titania remains in combat, all other Shadows have Resist Wind.

The queen of fairies mentioned in *Midnight Summer Dream* and had no name in traditional folklore. Titania is a beautiful and proud fairy, with powers comparable to her husband's, Oberon.





STR 1	Lilith		Disposition: Flirty, Devilish
MAG 7	XVIII – The Moon		Types
TEC 5	Level 11 Hit Points: 104 Spell Card: Mudoon (T3 Dark)		Skill Bonus: +1 MAG, +1 AGI, +4 Charm Natural Skill: Vengeful – You deal 20% more damage against the last target that dealt damage to you, applied last in damage calculation.
AGI 7	VIT 4	LCK 4	Mudoon: Instantly kills a target whose HP is below 45% Ha Bufula: 3 targets within 5 meters. On hit: 7d8+8 (40) Ice damage. Ha Garula: 3 targets within 7 meters. On hit: 7d6 + 6 (30) Wind damage. HDC+2 or Critical Margin +2 Eternal Rest (P): If Lilith hits a target's weakness, decrease that target's Energy by 1d4
	 Weak	 Reflect	
A nocturnal demon of Jewish culture and Adam's first wife, cast out of Eden for her sins. Lilith created her own garden with her husband Samael, birthing countless Succubus known as Lilim.			



Jatayu

IX – The Hermit

Level 11

Hit Points: 104

Spell Card: Magarudyne (T3 Wind)

Skill Bonus: +2 MAG, +1 AGI

Natural Skill: **Loyal Servant** – Upon Assisting an ally's check, grant one extra point to the check, once per day.

Disposition:
Chaotic, Aggressive

Types

STR	MAG	TEC	AGI	VIT	LCK
1	8	6	6	4	2



Weak



Drain



Weak



A brave bird from Hindu legends. Its wings were cut off when Jatayu attempted to fight Ravana and it was defeated by its uncle, Garuda, attempting to save a Chinese princess.

Ha Garula: 3 targets within 7 meters. On hit: 8/11d8+6 (42/56) Wind damage. HDC+2 or Critical Margin +2
Quick Finish (P): Jatayu gains flight and +3 STR, MAG and TEC for the first 3 rounds of combat.

Hare of Inaba

XX – Aeon

Level 11

Hit Points: 104

Spell Card: Freidyne (T3 Nuclear)

Skill Bonus: +1 TEC, +1 AGI, +4 Empathy

Natural Skill: **Blessing of Pure Water** – If you take damage for exceeding your Nuclear Counter limit, gain +2 AGI, +2 TEC for 3 rounds. This is a Buff effect.

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



Null



Resist



Weak

Reed Armor (P): For each Nuclear Counter on Hare of Inaba, it gains *Fortify All 4*.

Freila: One target within 8 meters. On hit: 6d10 (33) Nuclear damage and grants 1 Nuclear Counter to Hare of Inaba.

Bathed in the Stream: Spend X Nuclear Counters. For each Counter spent this way, Hare of Inaba recovers 20% (20) of its maximum HP.

A rabbit who wished to meet the Princess of Inaba, but was gravely wounded by sharks as he was trying to use the sharks to cross a body of water. However, he was saved by Okuninushi, who bathed him in clean water and used reeds to replace the Hare's lost fur.

Disposition:

Friendly



Types



Dormarth

XX – Aeon

Level 12

Hit Points: 210

Spell Card: Imprint (T3 PSY)

Types



Disposition:

Flirty, Devilish



Skill Bonus: +2 VIT, +1 STR, +1 MAG

Natural Skill: **At the Gates** – Lower your Energy penalty for entering Death's Door by 2.

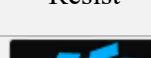
STR	MAG	TEC	AGI	VIT	LCK
5	5	4	4	7	2



Null



Resist



Weak

Binding Voice: Any number of targets within 6 meters. On hit: STRd6 (12) PSY damage and 10TEC% (40%) Shocked chance.

Ruffle (Buff): Any number of targets Dormarth becomes adjacent to during her movement. Dormarth and all targets gain +2 AGI, +2 TEC for 3 rounds.

Static Discharge (Debuff): Any number of targets Dormarth becomes adjacent to during her movement. All targets suffer -2 AGI, -2 TEC for 3 rounds.

The Celtic “gatekeeper dog” who guards the gates to the realm of the dead.





Neko Shogun

XVII – The Star

Level 12

Hit Points: 210

Spell Card: Vitals Monitor (T3 Intel)

Skill Bonus:

+1 STR, +1 MAG, +1 VIT, +4 Courage

STR	MAG	TEC
6	6	5



Weak



Reflect



Weak



Null

Basic Attack: At the start of combat, roll 1d6 to determine this Shadow's weapon, which substitutes its basic attack.

1-2: **Kataneko:** 1 adjacent target. On hit: 6d10 (33) Physical damage. A supremely sharp sword.

3-4: **Yumeow:** One target within 15 meters. On hit: 6d8 (27) Gun damage. A cute composite bow.

5-6: **Gunnyanpai:** One adjacent target. On hit: 6d8 (27) Physical damage. +1 HDC outside of Neko Shogun's turn and +1 DDC during Neko Shogun's turn. A fascinating fan.

Sharp Eyes (P): All targets of Neko Shogun's Geas or Purring Strategist become Analyzed.

Disposition:
Noble, Snobbish



Types



Nat. Skill: **Divine Grace** – Heals 25% more HP from all sources.

AGI	VIT	LCK
6	7	3

A Taoist god known originally as Mao Shogun. Due to a translation error, the name was interpreted to read Neko Shogun, gaining humorous notoriety throughout the years.

Tempest Link (P): When a Shadow attacks an Analyzed target, Neko Shogun can declare a basic attack after its ally's action as its Interrupt action.

Powerful Perception (P): Gains 3 cognitive counters at the start of each round.

Geas: When any Shadow hits a target, Neko Shogun can spend 1 counter to increase the dealt damage by 50%.

Ha Diarama: Neko Shogun and one target that can hear it recover (6d8) * 3 (81) HP.

Purring Strategist: Spend 1 counter: Changes the elemental interaction of 1 target against any Type to Neutral.

Byakko

XIV – Temperance

Skill Bonus: +2 MAG, +1 TEC, +1 AGI

Nat. Skill: **Autumn Winds** – Once per day, you can call a number before Risking a dice. If the called number is equal to the roll's result, do not roll the subtraction dice.

Level 12

Hit Points: 120

Spell Card: Bufudyne (T3 Ice)

Disposition:
Chaotic
Noble



Types

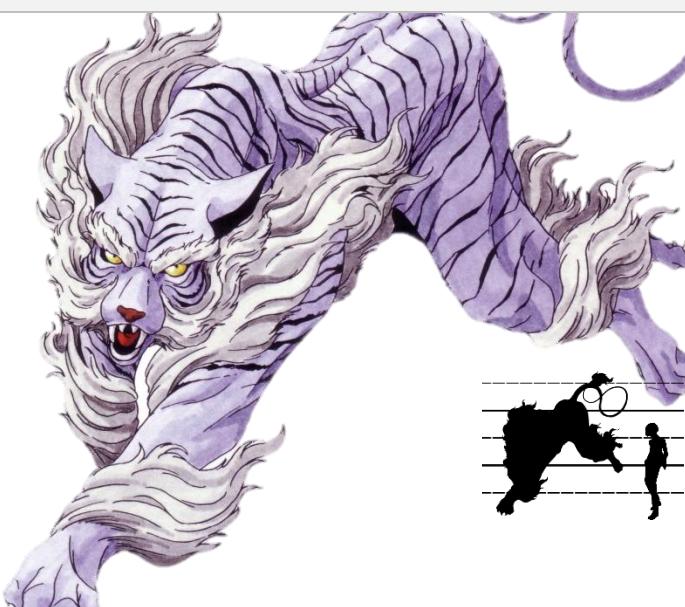


Fire Null: One target Byakko can see gains Null Fire for 1 round. This spell can be cast as an Interrupt action.

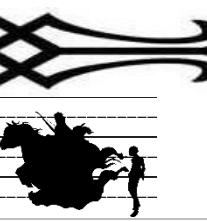
Bufula: One target within 10 meters. On hit: 7d10 (38/57) Ice damage.

Ha Bufula: 3 targets within 5 meters. On hit: 7d6 (24/36) Ice damage. 100% Stun chance and Weakness to Physic until the start of Byakko's next turn.

Ice Amp (P): Ice spells this Shadow cast deal 50% more damage.



The White Tiger of the Four Chinese Constellations. Represents West, Autumn and the element of Metal. During the Han dynasty, people believed the tiger was the king amongst all beasts. Byakko is said to only appear when there is peace throughout the world.



White Rider

Level 11

Hit Points: 156

Spell Card: Akasha Arts (T3 Physical)

VII – Chariot

Types



Disposition:
Aggressive,
Noble



Skill Bonus: +4 Courage, +1 STR, +1 TEC

Natural Skill: **Conquest** – At the end of each combat, heal 20% of your maximum HP.

STR 6	MAG 1	TEC 7	AGI 5	VIT 6	LCK 2
----------	----------	----------	----------	----------	----------



Weak

Null



Reflect

The first horseman witnessed by John the Apostle. Traditionally represents Conquest, but is also attributed to Pestilence. Some interpretations say the Rider is Jesus Christ, whose conquest represents the dissemination of Christian beliefs.

Condemnation: One target whose HP is below 80% of its maximum value dies immediately. If this spell kills a target, Repress this spell.

Terrifying Visage: Any number of targets within 6 meters have a 60% chance to suffer Fearful.

Gillotine: One target within 10 meters. On hit: 6d10 (33) Physical damage. This spell deals double damage against targets suffering from any Status.

Red Rider

XVI – The Tower

Level 11

Hit Points: 156

Spell Card: Decipher Techniques (T3 Intel)

Skill Bonus: +1 STR, +1 TEC, +4 Knowledge

War – If you slay an enemy, all targets within 2 meters of that target suffer the effects of Tarunda or Tarukaja, your choice, for no action cost

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



Weak



Null

Disposition:

Insane, Devilish



Types



Blood-Red Path (P): No combatants can escape combat against this target.

Defensive Duelist (P): As Red Rider's Interrupt action:

Grants Fortify All TECd6 (25) against one attack. Grants DDC -1 to Red Rider until the start of its next turn.

Fog of War (P): An area around this Shadow, 5 meters wide, is obscured to any number of targets, granting them DDC +2 for 1 round.

War's Blade: One adjacent target. On hit: 7d10 (38) Physical damage.

Illusory Terrain: Distorts a section of the map up to 3 meters long in any configuration.

One of the Four Horseman of the Apocalypse, representing War.
It wields a sword pointed skywards as a declaration of bloodshed.

Black Rider

XVII – The Star

Level 12

Hit Points: 150

Spell Card: Eigaon (T3 Dark)

Skill Bonus: +4 Expression, +4 Charm, +1 STR, +1 AGI

Natural Skill: **Famine** – You can drain an adjacent ally's Energy, with their consent, to raise yours by the same amount.

STR	MAG	TEC	AGI	VIT	LCK
7	1	6	7	5	2



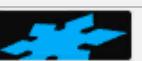
Weak



Weak



Resist



Resist



Null



Pralaya: Any number of targets within 5 meters. On hit: $7d4+7$ (25) Physical damage and 30% Fearful chance.

Hellish Miasma (P): Debuff and Status effects do not expire naturally or by duration and can only be cured through items or spells as long as this Shadow remains in combat.

Ravenous (P): Any combatant suffering from Debuff or Status effects loses 2 points of Energy at the start of each of its turns.

Disposition:
Insane, Noble
Types



The third Horseman of the Apocalypse, representing Famine. Its balance symbolizes the lack of resources and soaring prices, possibly a result of the wars and plagues brought by the previous horsemen



Pale Rider

XIII – Death

Level 12

Hit Points: 240

Spell Card: Mamudoon (T3 Dark)

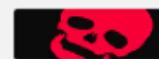
Skill Bonus: +2 TEC, +2 VIT

Natural Skill: **Death** – All Dark Type spells you cast must hit one extra target. You may choose yourself.

Disposition:
Noble



Types



Weak



Reflect

The final Horseman of the Apocalypse, Death incarnate. Pale references the putrefied skin of a corpse. This horseman brings oblivion wherever it travels.

Pestilence: 1 target. 100% Poisoned chance.

Death's Scythe: One target within 10 meters dies immediately if its HP is below 90%, or deals 20 points of Dark damage otherwise.

Hyper-Counter (P): 30% chance to retaliate against a Physical spell or basic attack with Death's Scythe.

Shield of Shadows (P): 50% chance to resist any magic attack. -1 DDC against all spells.

STR	MAG	TEC	AGI	VIT	LCK
1	1	9	6	8	4



Girimekhala

XVIII – The Moon

Level 12

Hit Points: 180

Spell Card: Crushing Force (T3 Status)

Skill Bonus: +2 STR, +2 TEC

Natural Skill: **Ominous Eye** – At the start of combat, you may choose one Non-Tyrant target. That target cannot recover HP or be revived by any effects for the duration of combat.

Disposition:
Chaotic



Types



STR	MAG	TEC	AGI	VIT	LCK
7	1	7	5	6	2



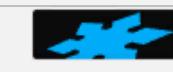
Reflect



Reflect



Weak



Null



A demonic elephant from Sri Lanka lore. Known as the demon lord Mara's mount. Its one eye carries a powerful curse: Any human who gazes upon it is beset by painful, unending, incurable diseases.

Eye of Pestilence: Any number of targets within 5 meters. On hit: 7d4 (17) Physical damage and TEC*5% (35%) Poisoned chance.

Crush: 1 target whose HP is below 25% dies instantly

Seiryu

XIV – Temperance

Disposition:
Noble, Snobbish



Level 12

Hit Points: 150

Spell Card: Ha Ziodyne (T3 Thunder)

Types



STR	MAG	TEC
1	6	7

AGI	VIT	LCK
6	5	4

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

Natural Skill: **Trees of Spring** – Once per day, you spend 1 Aspect Point to make plants grow, shrink, bloom or wither in the Metaverse.



Resist



Weak

Magnetize: 1 target within 6 meters. On hit: 6d8+2 (30/37) Thunder damage and applies the following effect: -2 TEC, -2 AGI. Whenever this target is hit by a Thunder spell, deals 3d4 (8) extra Thunder damage to all adjacent targets. This effect lasts for 3 rounds.

Gigantic Aspect: 1 target Seiryu can see suffers -1 HDC until the end of Seiryu's next turn.

Thunder Boost (P): Thunder spells cast by Seiryu deal 25% more damage.

One of the four symbols of the Chinese constellations, representing East, spring and wood.



Atropos

X – Fortune

Level 12

Hit Points: 90

Spell Card: Discharge (T3 Thunder)

Disposition:
Noble, Childish

Types



Skill Bonus: +2 MAG, +2 AGI

Natural Skill: A Hair's Breadth – Once per session, when your HP drops to 0 or lower, you gain an extra turn immediately, with no penalties. After this extra turn, you enter Death's Door with 2 counters instead of 3.

STR	MAG	TEC	AGI	VIT	LCK
1	8	6	7	3	4



Null



Weak

Unravel: Heals 10% HP to 1 target Atropos can see. Can be cast as an Interrupt action.

The Thread: Two points Atropos can see, both within 8 meters. Targets that cross the space between these two points take $8d4+4$ (24) Thunder damage (no save) and restores Atropos's ability to cast Interrupt actions if she's already done so this round.

Cut the Line (P): As long as this Shadow remains in combat, Users enter Death's Door with 1 counter.

The oldest Moira sister, Atropos is responsible for severing the thread of fate, signifying one's death.

Narasimha

XI – Strength

Level 12

Hit Points: 150

Spell Card: Hamaon (T3 Light)

Disposition:

Aggressive, Friendly



Types

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

Skill Bonus: +2 STR, +2 TEC

Natural Skill: Cleave Immunity – Once per day, you may choose a target and a Type: this target's interaction with the Type becomes Neutral until the end of the scene.



Null



Weak

Deadly Chain: One target and all adjacent targets within 4 meters. On hit: $8d6$ (28) Physical damage.

Hamaon: One target Narasimha can see loses 61% of its current HP.

Sword breaker (P): Shadows that are adjacent to Narasimha gain Resist Physical.

Vishnu's fourth avatar, used to kill a monster who could not be defeated by any man, god, weapon or animal anywhere in space or time.





Kushinada

VI – The Lovers

Level 12

Hit Points: 120

Spell Card: Inferno (T3 Fire)

Skill Bonus: +1 MAG, +1 TEC, +1 AGI, +4 Charm

Natural Skill: **Uddokomu** – Once per day, you may choose a target. As long as you're adjacent to an ally, this ally receives -1 DDC and you gain +1 DDC, both against the chosen target. These are not Buff effects.

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



Reflect



Weak

Incinerate: 1 target within 8 meters. On hit: 7d8 (31) Fire damage. Ignores Resist and treats Null as Resist.

Pulinpaja: One target within 8 meters. 50+5TEC% (85%) Panicked chance.

Blur: Kushinada becomes invisible and cannot be chosen as a target for attacks or spells until she declares a non-movement action.

Hidden in Mist (P): Targets that cannot see Kushinada are incapable of acquiring any information from her through Intel or affect her with any abilities. Upon using Blur, Kushinada loses the Analyzed condition and any counters placed on her.



The daughter of minor divinities of the Kunitsu and husband of the storm god Susano'o, who rescued her from being sacrificed to the serpent Yamata No Orochi.

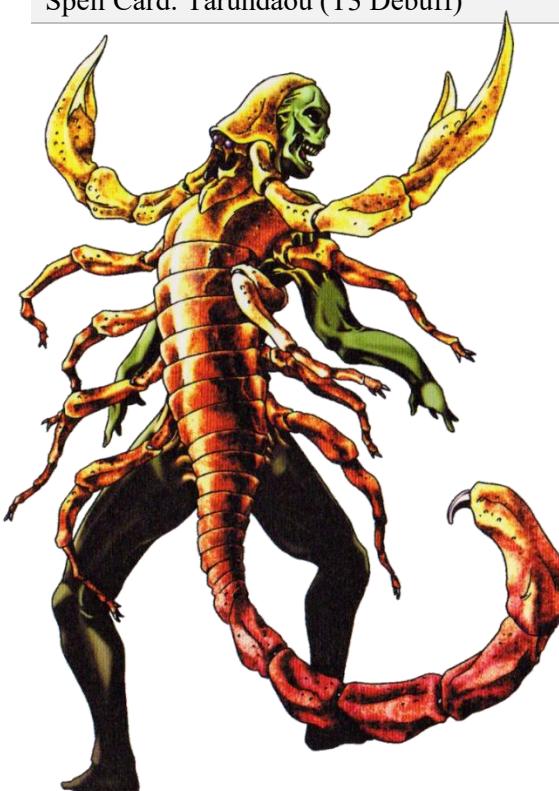
Pabilsag

IV – The Emperor

Level 12

Hit Points: 240

Spell Card: Tarundaou (T3 Debuff)



Disposition:

Anthropophagous



STR

MAG

TEC

7

1

7

Types



AGI

VIT

LCK

2

8

4

Skill Bonus: +2 STR, +2 TEC

Natural Skill: **Sagittarius** – Grants +1 SKL, +1 TEC for hit and damage rolls for all Bow Weapons.



Null



Resist



Weak

Circle of the Swamp: Creates an area around Pabilsag with a 5-meter radius. Any number of targets within this area suffers -3 AGI. The circle lasts for 3 rounds.

Constriction: Any number of targets within Circle of the Swamp. On hit: 7d6 (16) Physical damage.

Undertow: One target Pabilsag can see. Kills instantly a target whose HP is below 20%. If the target is within Circle of the Swamp, this spell's cap is raised to 50%.

The god of the city of Isin in Mesopotamian mythos and father of the god of rebirth, Damu. Pabilsag honored the god Enlil with several gifts, gaining the title of "the wild bull with legs of many colors".



Rangda

I – The Magician

Level 12

Hit Points: 60

Spell Card: Zai Aku Tou Ten (T3 Dark)

Skill Bonus: +1 AGI, +1 LCK, +4 Expression, +4 Courage

Natural Skill: **Terrifying Widow** – You can grant yourself Expression Tier +2 and Charm Tier -3 for the duration of one Scene, once per day.



Disposition:
Chaotic, Devilish



Types



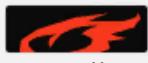
STR	MAG	TEC	AGI	VIT	LCK
7	2	7	8	2	4

Melt Blades (Debuff): The User with the highest STR is forced to use its MAG score as its STR score for 3 turns. This effect is removed if another target is affected by Melt Blades or Harden Nerves.

Harden Nerves (Debuff): The User with the highest MAG is forced to use its STR score as its MAG score for 3 turns. This effect is removed if another target is affected by Melt Blades or Harden Nerves.

Bleed Out: One target within 4 meters. On hit: 7d6+8 (32) Physical damage and instantly kills if the target is below 25% HP.

Shapeless (P): Rangda gains Reflect against one Type of the Narrator's choice at the start of each round. This effect disappears after an attack of the chosen type is rolled against Rangda until the start of the next round.



Null



Null



Resist



Weak



Weak

The demonic queen of the Ieyaks of Balinese mythology. Terrifying to gaze upon, Rangda feeds on children and leads an army of witches who wage war against the forces of good led by Barong.



Seth

XVI – The Tower

Level 13

Hit Points: 180

Spell Card: Garudyne (T3 Wind)

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

Envy – You can lower all of one ally's Social Skills

Tiers by 1 to increase one of yours by 2 until the end of the current Scene, once per day.

Disposition:
Noble, Aggressive



Types



STR	MAG	TEC
1	8	6

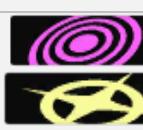
Resist



Reflect

AGI	VIT	LCK
6	6	2

Resist



Weak

The Egyptian god of the desert, storms and chaos, who killed Osiris and fights the sun god Horus every night.



Thunderstorm: Up to 1d6 targets within 9 meters. On hit: 8d6 (28) Thunder damage. Shocked chance: 25%

Vortex: Seth chooses a point within 10 meters. On hit: 8d6-8 (20/30) Wind damage. All enemies within 8 meters are dragged up to 5 meters towards the chosen point. If the chosen point is occupied by a unit, it suffers Knockdown. HDC+3

Wind of the Desert (P): Upon hitting a target, Seth may push it up to TEC meters in any direction.

Elemental Adept (P): Seth can substitute the damage of any of its Thunder or Wind spells by Thunder, Wind or Fire.

Wind Amp (P): Wind spells Seth casts deal 50% more damage.

Cruel Impulse (P): Critical Margin +1

Flying (P): Seth's movement allowance is 2AGI in any direction.

Black Frost

0 – The Fool

Level 13

Hit Points: 210

Spell Card: Fire Amp (T3 Fire)



Disposition:
Childish, Aggressive



Types



Skill Bonus: +2 MAG, +2 TEC

Chaotic (and Evil) – You may declare a basic attack or cast a spell aimed at an ally. On hit: you gain +1 MAG, +1 AGI for 3 rounds (the target still takes the damage). This is a Buff effect that stacks with other Buff effects.

STR	MAG	TEC
1	10	7
AGI	VIT	LCK

Resist	Null
Weak	Weak

A Jack Frost who fell to the temptations of dark powers, remembering its nature as a demon.

Nifl-heee: One target within 10 meters. On hit: 10d6+10 (35/52) Ice damage.

Maragidyne: Any number of targets Black Frost can see. On hit: 10d4 (25) Fire damage.

Mudoon: Instantly kills a target whose HP is below 50% its maximum value.

Frozen Paradise (P): Ice spells cast by Black Frost hit all targets adjacent to the original target.

Ice Amp (P): Ice spells cast by Black Frost deal 50% more damage.

Baal

IV – The Emperor

Level 13

Hit Points: 120

Spell Card: Revolution (T3 Buff)

Skill Bonus: +4 Discipline, +4 Expression, +1 STR, +1 MAG

Natural Skill: **Many Names** – You may gain +2 Tiers to any Social Skill to impersonate and use a disguise, once per day.

Disposition:
Noble, Devilish



Types



STR

6

MAG

6

TEC

7

AGI

6

VIT

4

LCK

6



Weak



Resist



Weak



Reflect



Drain



Resist



Resist

Massive Fist: One adjacent target. On hit: STRd10 (33) Physical damage and Knockdown.

Garudyne: 1 target within 8 meters. On hit: MAGd10 (33). HDC +2 or Critical Margin +2

Ha Sukukajaou: Up to 2 targets Baal can see: +3 AGI, +3 TEC for 3 rounds.

Opposing Force (P): Critical Margin +2 to Baal and +1 to its allies.

A Canaanite god of rain, fertility, agriculture and lightning whose original name is Hadad, as Baal is a title (similar to Lord or Sir) being used in some scriptures, since only priests of Canaan could use the real names of gods.



Surtr

I – The Magician

Disposition:

Aggressive, Chaotic



STR

8

MAG

8

TEC

6

AGI

1

VIT

10

LCK

2

Level 13

Hit Points: 300

Spell Card: Agneyastra (T3 Physical)

Types



Skill Bonus: +2 VIT, +1 STR, +1 TEC

Natural Skill: **Ragnarök** – All Fire spells you cast can receive the Realized category.

Laevateinn: One adjacent target. On hit: 8d8+4 (40) Physical damage. Replaces Surtr's basic attack.

Ragnarök: Any number of targets. On hit: 8d4 (20) Fire damage. Spend 1 Luck Charge to add 10 points of Fire damage.



Reflect



Null



Weak

Heroic Gemini (P): Surtr has a 20% chance to attack with Laevateinn against any number of targets hit by Ragnarök as its Interrupt action.

Counterattack (P): 30% chance to retaliate against a basic attack or Physical spell with Laevateinn.

The emperor of the land of flames, Muspelheim, defending the entrance to his realm with the blazing sword Laevateinn. The fire of his kingdom created the glow of the stars, which will fall to earth during Ragnarök.





Hadad

IV – The Emperor

Level 13

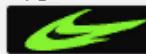
Hit Points: 240

Spell Card: Rakukajaou (T3 Buff)

Disposition:
Devilish, Friendly



Types



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

Natural Skill: **Claim the Title** – You gain +1 Tiers to all your Social Skills to Interact with targets of the same Arcana as your Active Persona.

STR	MAG	TEC	AGI	VIT	LCK
1	6	6	5	8	4



Drain

Tetraja: Any number of targets becomes immune to Death category spells for 3 rounds.



Resist

Shield of the Storm: Hadad loses 25% of its current HP to cast this spell. Any number of targets. On hit: 6d8 (21) Wind damage. Hadad gains Fortify All 3 for each hit target until the end of its next turn.

The original representation of the Canaanite god, also known as Baal. Hadad reigns over rain and agriculture. Long ago, Hadad was worshipped in the same temples as Jehovah.

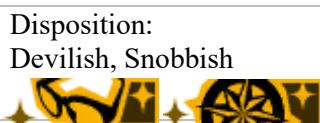
Baphomet

XV – The Devil

Level 13

Hit Points: 150

Spell Card: Absolute Zero (T3 Ice)



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

Natural Skill: **Satanachia** – When you gain a Character Level that's a multiple of 3, grant 2 points to one Social Skill of your choice.

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

Agilao: 1 target within 8 meters. On hit: 9d6+4 (25) Fire damage

Ha Bufula: 3 targets within 7 meters. On hit: 9d4 (22) Ice damage.

Mazionga: Any number of targets. On hit: 9d4-3 (19) Thunder damage and 36% Shocked chance.



Evade I



Evade I



Resist

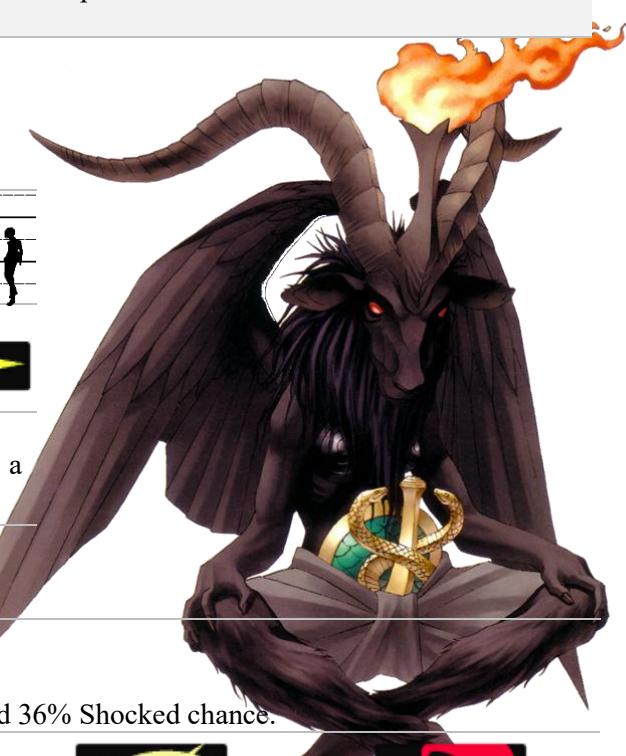


Weak



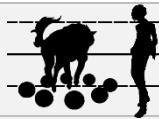
Null

The king of demons, its name a corruption of Islam's founder's, Muhammad. Baphomet is usually described with the head of a goat, a pentagram engraved between its horns and the body of a human woman.



Yatsufusa

XII – The Hanged Man



Disposition:
Chaotic, Snobbish



Types



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

Natural Skill: Innocent Sacrifice – You can choose to take half the damage one ally would take from an attack to gain +1 DDC until the start of your next turn. This is an Interrupt action.

STR	MAG	TEC	AGI	VIT	LCK
1	7	6	7	5	4

Maragion: Any number of targets Yatsufusa can see. On hit: 7d4 (17) Fire damage.

Innocent Embers: 1 target Yatsufusa can see. HDC+1. On hit: 7d4+7 (24/30) Fire damage.

Carried by the Winds: One ally receives +1 HDC and +1 DDC until the end of Yatsufusa's next turn.



Reflect



Drain



Resist



Null



Torrential Link (P): Any attack

Yatsufusa casts outside of its turn deals 25% more damage.

Blazing Link (P): Whenever an ally declares a basic attack or Physical spell, Yatsufusa can cast Innocent Embers against the caster as an Interrupt action.

In *Nansō Satomi Hakkenden*, Lord Satomi promises the hand of his daughter, as a joke, to a dog, if he's able to defeat an enemy of his family. Upon fleeing with the victorious Yatsufusa, the princess and the dog are killed by accident by warriors of the Satomi.

Arahabaki

IX – The Hermit



Disposition:
Chaotic, Noble



Types



Skill Bonus: +2 AGI, +2 VIT

Natural Skill: Forgotten Rebellion – Increases the chance to trigger all Counter Category skills of your deck by 10%

STR	MAG	TEC	AGI	VIT	LCK
1	1	3	10	10	6

Tetrakarn: Grants Reflect Physical to one ally. This effect is removed after one Physical attack hits the target.

Abyssal Light: 1 target Arahabaki can see. 10TEC (30) Almighty Damage. This attack's hit roll is always 25.

Firmament: Arahabaki can no longer be moved from its current position, reduces its AGI to 4 and doubles its current and maximum HP. All these effects last until the end of combat or until Firmament is cast again.

Perfect Mirror (P): 75% chance to retaliate against a basic attack or Physical spell with Abyssal Light.



Reflect



Resist



Resist

And ancient Japanese god of travelers, whose worship is dated back to the Kofun period. Since Arahabaki was worshipped by enemies of the emperor of the time, he'd since become a symbol of treachery, rebellion and heresy.





Hokuto Seikun

V – Hierophant

Level 13

Hit Points: 150

Spell Card: Diamond Dust (T3 Ice)

Disposition:
Aggressive

Types



Skill Bonus: +4 Knowledge, +2 STR, +1 TEC

Natural Skill: Wiseman of the North Star – At the start of each combat, roll initiative a second time. Any one of your allies may substitute their initiative rolls with the second roll.

STR

8

MAG

5

TEC

6

AGI

3

VIT

5

LCK

2



Reflect

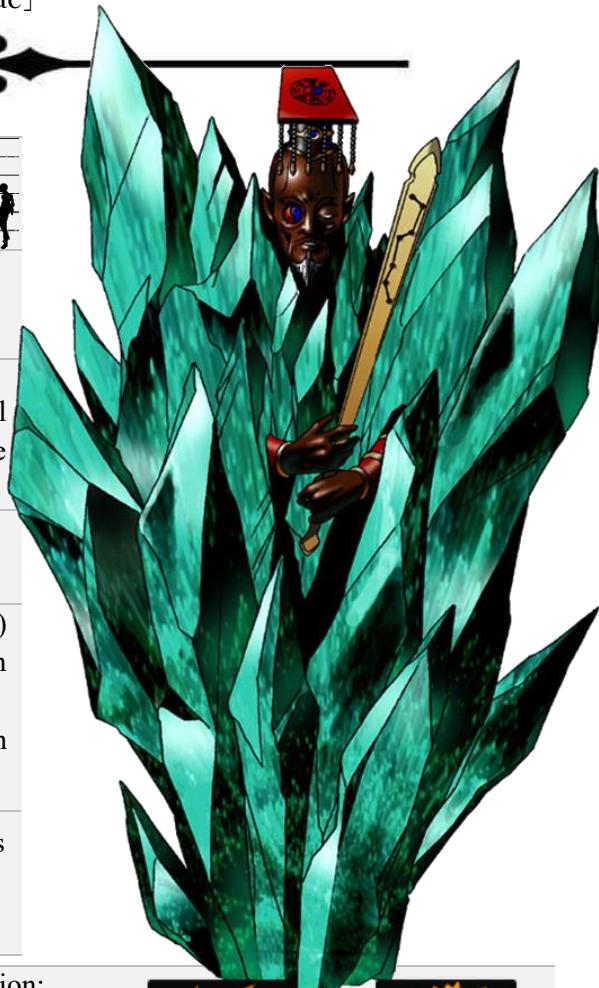


Weak

Absolute Blade: 1 target within 4 meters. On hit: 8d6 (36) Physical damage. If the target has Null, Reflect or Drain Physical, this attack deals 5d8 (22) Ice damage instead.

Seven Stars of Death: 1d6 targets Hokuto Seikun can see. On hit: 5d4+4 (16) Ice damage.

A Taoist deity who dealt in the life and death of humans, judging their actions in life to decide their destinies after death. In some verses, he appears as a strict old man wearing ice robes, the opposite of Nan Dou Xing Jun.



Kin-Ki

VII – The Chariot

Disposition:
Chaotic

Null



Null

Level 13

Hit Points: 120

Spell Card: Auto-Tarukajamon (T3 Buff)

Types



Weak

Skill Bonus: +1 STR, +2 TEC, +1 AGI

Natural Skill: Golden Body – When a target declares a basic attack or Physical spell against you and that attack either misses or deals no damage, you gain +1 HDC until the end of your next turn.

STR

6

MAG

1

TEC

9

AGI

6

VIT

4

LCK

4

Despair: Grants +2 STR, +2 MAG, +2 TEC, -3 AGI, -1 VIT, and -2 LCK to Kin-Ki until the end of its next turn.

Double Fists: Up to 2 targets within 3 meters. On hit: 6d8+8 (35) Physical damage. Deals half damage if two targets are chosen.

Bull Rush: 1 target within 6 meters. On hit: Kin-Ki occupies the target's position and launches it up to STR (6/8) meters in the opposite direction of its movement. To each meter traveled by the effect of this spell, target takes 2STR (12/16) Physical damage.

Hyper-Counter (P): 20% chance to retaliate against a basic attack or Physical spell with any one of its Physical spells.

One of the four Oni controlled by Fujiwara no Chikata. Kin-Ki's body is so resistant that no weapon in the world could ever pierce it.



Narcissus

VI – The Lovers

Level 13

Hit Points: 90

Spell Card: Amrita (T3 Heal)

Skill Bonus:

+1 MAG, +2 AGI, +4 Charm

Natural Skill: Spotlight – Grants +2 MAG for the first round if you're the first unit in the initiative queue. This stacks with other Buff effects.

STR	MAG	TEC
1	9	4
AGI	VIT	LCK
10	3	2



Weak



Null



Disposition:
Snobbish, Flirty



Types



Ballet of the Wind: Up to 1d6 targets within 7 meters. +1 HDC. On hit: 9d4 (17) Wind damage and 20% Charmed chance.

Pride... (P): All of Narcissus' Attacks have 20% chance to inflict Charmed

... And Downfall (P): If a target of any of Narcissus' attacks has an effect that can Reflect Status effects, Narcissus will always be inflicted by the reflected Status.

Devotion (P): Every time Narcissus dodges an attack; it heals up to 50% of its maximum HP.

A strong and beautiful boy of Greek myths. He was also known for his cruel disposition: rejecting the love of youths, male and female, who adored him. Narcissus was cursed by the goddess of retribution Nemesis, falling in love with his own reflection, dying by drowning trying to reach his reflection cast upon a lake.

Ganesha

XVII – The Star

Level 13

Hit Points: 240

Spell Card: Sukundaou (T3 Debuff)

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

Natural Skill: Lord of Obstacles – You can substitute any target's initiative by half of yours, at the start of combat.

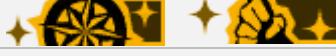


Drain



Weak

Disposition:
Noble, Aggressive



Types



Giant Slice: All units between Ganesha and a point within 5 meters. On hit: 8d6 (28) Physical damage.

Masukundamon: Any number of targets suffer -2 TEC, -2 AGI for 3 rounds.

The Lord of Beginnings, god of knowledge and intelligence, patron of the arts and sciences. Shiva and Parvati's son, described as a man with an elephant's head, a rotund belly and up to six arms.





Alraune

XX – Aeon

Level 13

Hit Points: 240

Spell Card: Psiodyne (T3 PSY)

Types:



Disposition:

Anthropophagous



Skill Bonus: +8 Charm, +8 Empathy

Natural Skill: **Blood of the Gallows** – Each time you defeat a Shadow, place an effect on the space it occupied which grants +1 STR, +1 MAG, +1 TEC, +1 AGI as long as you are standing on it. This is not a Buff effect and lasts until the end of combat, but this effect cannot overlap with other activations of this Natural Skill.



Weak

Null

Deep Roots (P): Alraune cannot be moved from its starting position by any effects, and is immune to effects that designate a space or area instead of a target.

Spores: Any number of targets within 11 meters. $10+5\text{TEC}\%$ (65%) Fearful chance.

Toxic Vine: Up to 3 targets Alraune can see. $5+5\text{TEC}\%$ (60%) Poisoned chance.

Dark Thorns: One target Alraune can see. On hit: $6d8$ (37) PSY damage. If the target is suffering a Status effect, apply the following condition: This target cannot move from its current position by any means, and takes $1d8$ (4) PSY damage at the start of each of its turns (no dodge) until they are healed of all their Status effects.

Plants that grow from the blood and semen of executed prisoners. Their roots can be used in potions for fertility and virility, and witches who would perform intercourse with these plants would birth children with no souls.



Armaiti

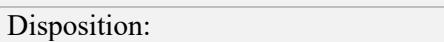
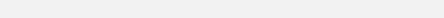
XX – Aeon

Level 14

Hit Points: 180

Spell Card: PSY Amp (T3 PSY)

Types



Disposition:

Noble



Skill Bonus: +1 TEC, +2 AGI

Natural Skill: **Beneficent Devotion** – You gain *Fortify All* +VIT for attacks declared by targets suffering from any Ingrained Status effect.

STR

MAG

TEC

AGI

VIT

LCK

7

1

5

9

6

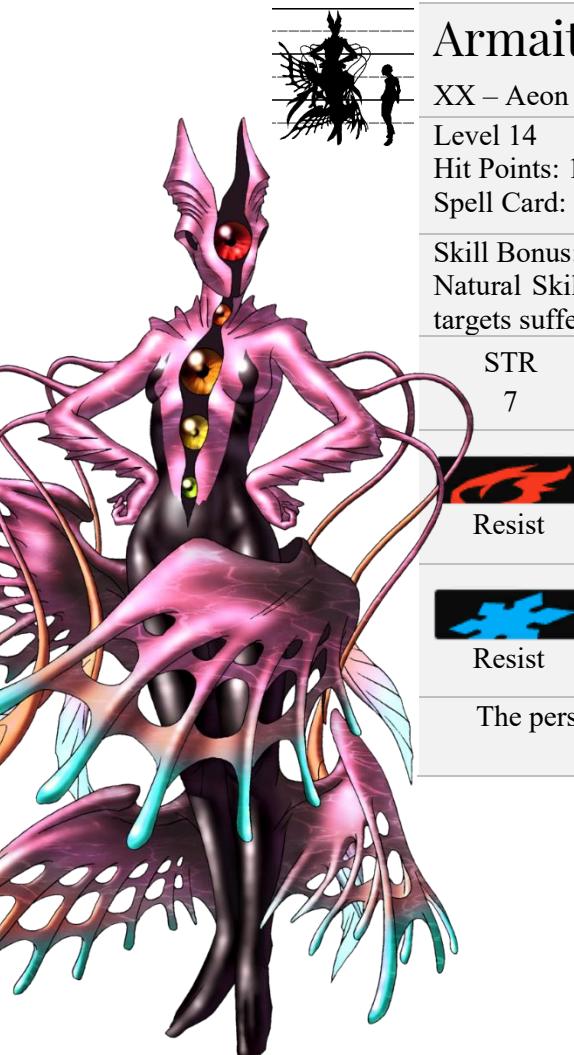
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Laplace Curse: Remove 1 Blaze Counter and one Oceanic Counter from one target. Inflict -2 STR, -2 MAG, -2 TEC, -2 AGI, *Fortify All* -12 for 5 rounds. This is considered a Debuff effect.

Fire from the Skies: One target within 8 meters. On hit: $5d10+15$ (42) Fire damage and adds one Blaze Counter to the target.

Blast from the Depths: Up to 3 targets within 8 meters. On hit: $5d6$ (17) Ice damage and adds 1 Oceanic Counter to each target hit.

The personification of devotion and daughter of the creator god of Zoroastrism. She represents earth, obedience and fertility.



Barong

IV – The Emperor

Level 13

Hit Points: 120

Spell Card: Maziodyne (T3 Thunder)

Disposition:
Chaotic



Types



Skill Bonus: +1 MAG, +1 TEC, +4 Discipline, +4 Courage

Natural Skill: **Prosperous Goodwill** – Once per day, you may receive Expression and Charm Tiers +2 until the end of the Scene, but you are forced to speak only the truth and reply to all questions directed at you with sincerity.

STR	MAG	TEC	AGI	VIT	LCK
1	8	8	6	4	2



Resist



Resist



Weak



Null



Weak

A holy beast that can take many shapes. When the witch Rangda surfaces, Barong wages war against her and her assistant, leading the forces of good with white magic.



Royal Summons: All combatants suffer 15*5TEC% (55%) Enraged chance.

Ziodyne: 1 target within 8 meters. On hit: 8d8-6 (30) Thunder damage and 65% Shocked chance.

Null Poison (P): Barong cannot be inflicted with Poisoned.

Sui-Ki

XVIII – The Moon

Level 14

Hit Points: 150

Spell Card: Marakukaja (T3 Buff)

Disposition:
Aggressive, Snobbish



Types



Skill Bonus: +2 AGI, +1 MAG, +1 TEC

Natural Skill: **Freeze** – Once per day, you may spend 1 Aspect Point: Until the end of the scene, you can freeze liquids within TEC meters of your position and, in combat, all your attacks have a 10% chance to inflict Slowed on hit.

STR

4

MAG

7

TEC

7

AGI

8

VIT

5

LCK

2



Evade I



Drain



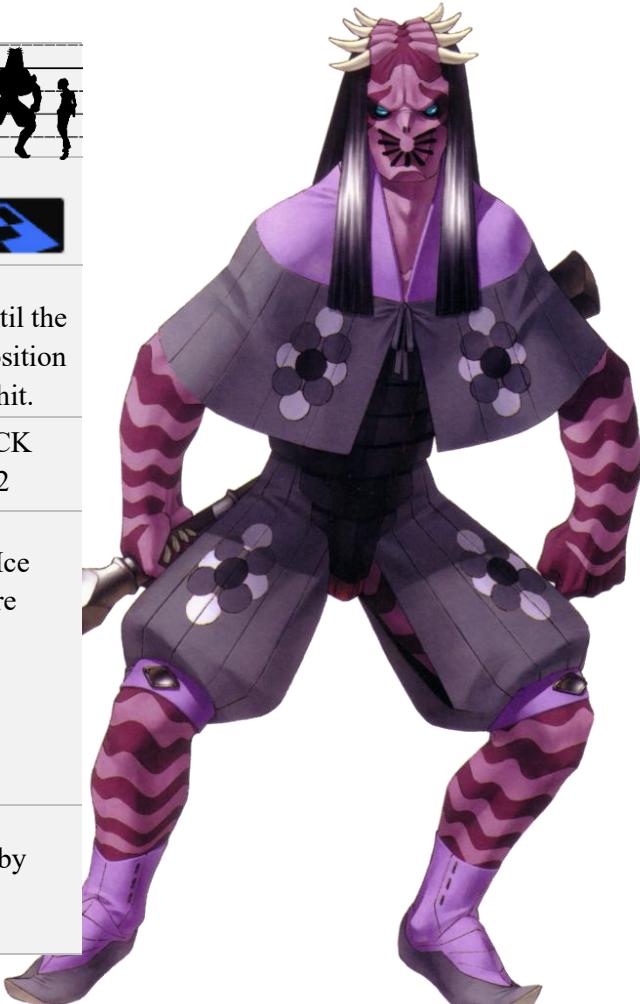
Weak

Stalactite: 1 target within 5 meters. On hit: 8d6+4 (32) Ice damage. The target cannot use the last spell it used before being hit for 3 rounds.

Rakukajamon: Sui-Ki Gains Fortify Physical +12 and Fortify Elements +12

Frozen Dust: 1 target suffers -1 HDC for 3 rounds.

One of the four Oni controlled by Fujiwara. Sui-ki can create floods by swinging his arms and freeze anything completely.



Gabriel

XIV – Temperance

Level 14

Hit Points: 180

Spell Card: Ha Hamaon (T3 Light)

Skill Bonus: +4 Knowledge, +4 Discipline, +1 TEC, +1 LCK

Holy Ghost – You can send a spoken message, up to a minute long, to any User or Users in the Metaverse, even if you're not aware of their presence.

Disposition:

Snobbish, Insane



Types



STR

3

MAG

7

TEC

8

AGI

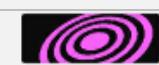
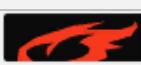
6

VIT

6

LCK

5



Drain



Drain

Holy Touch (P): +2 TEC against adjacent targets.

Divine Judgement: 1 target loses 70% of their current HP, Light damage.

Bufula: 1 target within 8 meters. On hit: 7d10+2 (40) Ice damage.

Zionga: 1 target within 10 meters. On hit: 7d8+5 (32) Thunder damage, 42% Shocked chance.

A messenger angel, the left hand of God and a manifestation of the Holy Spirit. Gabriel delivers direct messages of God to humans. Its masculine depiction is often questioned:

Some historians point to the possibility of Gabriel possessing a female body instead.



STR
6

Mother Harlot

III – Empress

MAG
9

TEC
7

AGI
1

VIT
10

LCK
2

Disposition:
Flirty, Aggressive



Types



Level 14

Hit Points: 300

Spell Card: Haeigaon (T3 Dark)

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

Seven Realms – At the start of each combat, choose an ally: Your initiative becomes that target's +1.



Weak



Null



Resist

Roma: One target within 10 meters. On hit: 9d4-9 (14) Ice damage. Performs up to seven attacks per round.

Mamudoon: Any number of targets whose HP are below 30% die instantly.

Marakundamon: All Users suffer Fortify Physical, Elements -8 for 3 rounds.

Kiss of Salome (P): All attacks declared by this Shadow have a 10% chance to cause a random Status effect (roll 1d6):

1: Fearful; 2: Panicked; 3: Shocked; 4: Poisoned; 5: Charmed; 6: Stunned.

Seven Heads (P): Each hit that deals 50 or more damage against Mother Harlot in a single strike tears off one of its heads, removing one attack from Roma.

An allegory that represents the Holy Roman Empire. Each head of this creature represents one of hills of Rome.

Mot

XIII – Death

Level 14

Hit Points: 240

Spell Card: Dark Amp
(T3 Dark)

Disposition:

Insane



Skill Bonus:

+2 MAG

+1 AGI

+4 Knowledge

Types



Natural Skill: Destroying and Being Destroyed – Each time you slay a target, gain +2 MAG, +2 TEC, -2 AGI for 3 turns and reduce your current HP by 15. This is a Buff effect.

STR	MAG	TEC	AGI	VIT	LCK
3	7	6	7	7	2



Resist



Resist



Weak

The Semite god of death who vowed to devour Baal until its father threatened his right to the throne.

Megidolaon: One target within 16 meters and all targets within a 6-meter radius of that target, including allies. On hit: 7d8 (32) Almighty damage.

Mudoon: One target whose HP is below 50% dies immediately.

Terrifying Visage: Any number of targets within 12 meters have a 55% chance to be inflicted with Fearful.

Illusory Terrain: An empty space Mot can see: Distort a section of the scenery up to 3 spaces in any configuration. Targets completely obscured by terrain cannot be chosen as targets for attacks.

Impure Reach (P): Doubles the effective range of all spells cast by Mot.



Virtue

VIII – Justice

Disposition:

Noble



Skill Bonus: +1 STR, +1 MAG, +1 LCK, +4 Knowledge

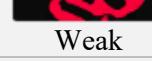
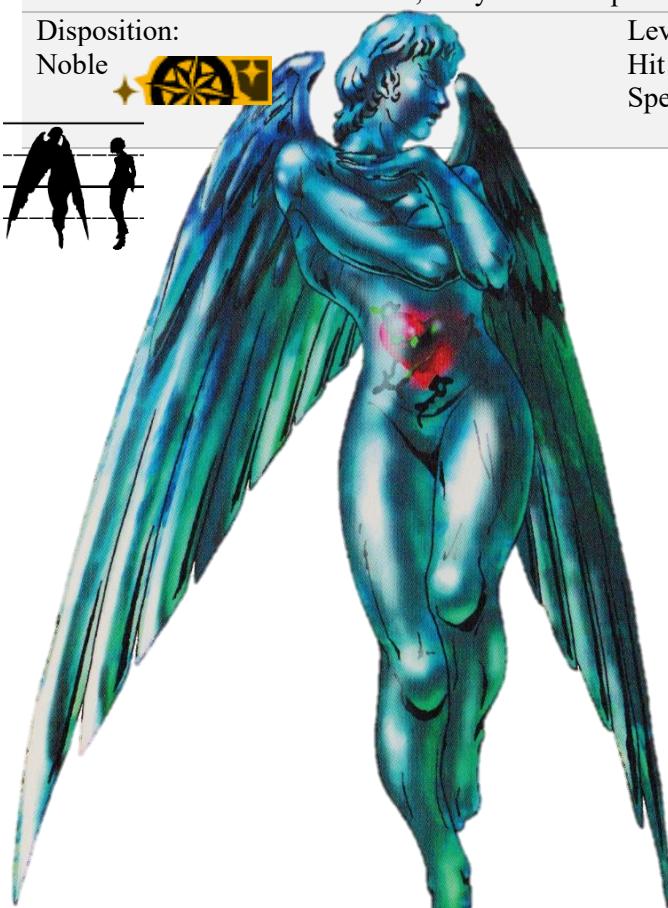
Intangible – Once per day, you may choose to Null any attack declared against you, as an Interrupt action, but you cannot perform any other actions until the end of your next turn.

Level 14

Hit Points: 180

Spell Card: Diaraja (T3 Heal)

Types



Null

Weak

Blades of Heaven: One target within 3 meters. On hit: 7d10+2 (40) Physical damage.

Samsara: Any number of targets loses 35% of their current HP, Light damage.

Diarahan: Fully restores one target's HP.

Survive Darkness (P): Dark Type spells reduce Virtue's to 1 HP instead of killing it.

The second celestial sphere, watching over the movement of celestial bodies to ensure their proper order. Virtue are also responsible for the distribution of miracles.

STR	MAG	TEC	AGI	VIT	LCK
7	7	8	5	6	4

Chernobog

XIII – Death

Level 14

Hit Points: 120

Spell Card: Gigantic Fist (T3 Physical)

Skill Bonus: +1 STR, +1 MAG, +1 TEC, +4 Knowledge

Natural Skill: **Shadow God** – Once per session, upon casting a Heal spell, you may deal damage equal to the HP recovered by 1 target to any other target you can see as Dark damage.

STR	MAG	TEC	AGI	VIT	LCK
7	5	9	3	4	2

Explosive Spores: All targets within 5 meters. On hit: 7d4 (17) Physical damage and 20% Stunned chance, +5% for each hit check point rolled above each target's dodge roll.

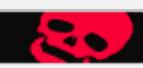
Cull: 1 target within 4 meters. On hit: 7d8+5 (36) Physical damage.

Desolate Land: Any number of targets within 4 meters lose 1d4 Energy, no dodge check. Chernobog heals 1d8 HP per target hit.

Death's Scythe (P): Deals 25% more damage against any target suffering from Status effects.



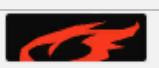
Drain



Reflect



Resist

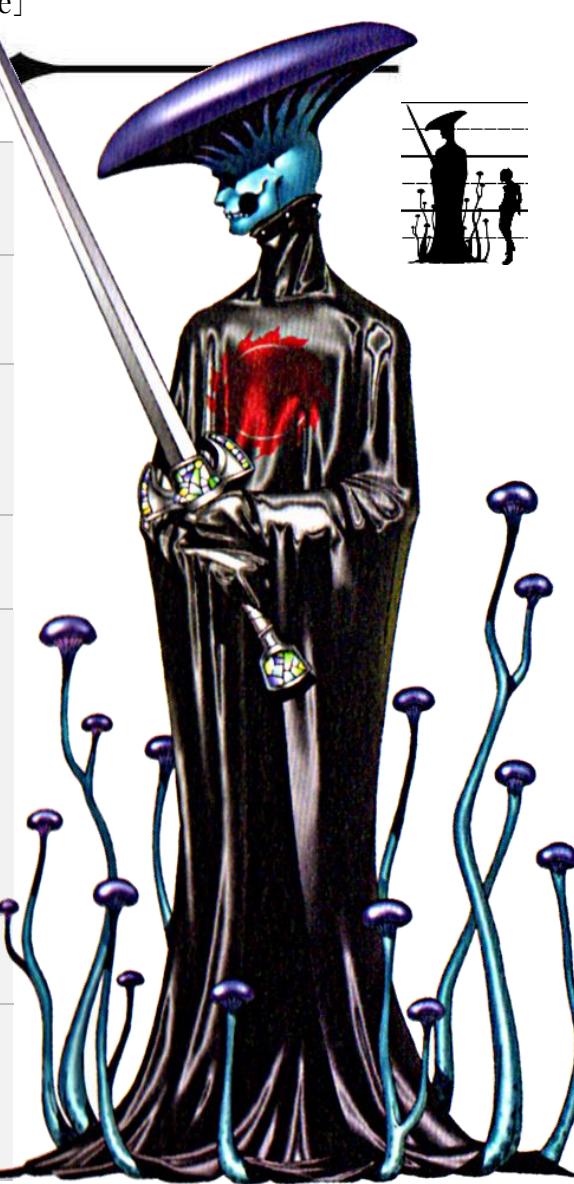


Weak



Weak

A deity of mysterious origin, as the people who believed in Chernobog have no written history and all descriptions of this enigmatic creature are drawn from Christian sources. Chernobog is associated with destruction, darkness and winter, being considered a deity that was widely feared.

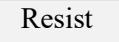


Zouchouten

XI – Strength

Disposition:

Friendly, Snobbish



Weak

Level 14

Hit Points: 90

Spell Card: Vorpal Blade (T3 Phys.)

Types



STR
8

MAG
8

TEC
5

Skill Bonus:

+1 STR, +1 MAG, +4 Discipline, +4 Courage

Nat. Skill: **Virudhaka** – Movement Allowance +3.

AGI
3

VIT
3

LCK
4

Path of Blades: Any number of targets Zochouten becomes adjacent during its movement. On hit: 8d4 (20) Physical damage.

Mazionga: Any number of targets. On hit: 8d4-5 (15) Thunder damage and 25% Shocked chance.

Celerity Master (P): As long as Zochouten is alive, it and all its allies gain +2 TEC, +2 AGI

Sharp Student (P): Critical Margin -1 for all attacks declared against Zochouten.

One of the four Heavenly Kings who live in Mount Sumeru, the lowest of the six deva worlds. Zochouten guards the South and leads a troop of Khumbanda and Preta.





Oumitsunu

VII – Chariot

Level 14

Hit Points: 450

Spell Card: The Other Cheek (T3 Misc.)

Skill Bonus: +2 VIT, +1 STR, +1 TEC

Natural Skill: **Kunibiki** – Once per combat, you can move a Non-Tyrant Shadow towards you for the same distance as your Movement Allowance, as your movement action. All modifiers to your Movement Allowance apply.

STR	MAG	TEC	AGI	VIT	LCK
9	1	7	1	10	2



Aeon Rain: Up to 3 targets within 4 meters. On hit: 7d4-2 (19) Gun damage.



Veins of the Martyr: Oumitsunu can transfer any damage dealt to another target to itself as an Interrupt action.



Massive Aspect: Any number of targets Oumitsunu can see. On hit: DDC-1 for 1 round and 20+5TEC% (55%) Fearful chance.

A legendary king of Izumo mentioned in a mythical registry of Japanese history. A demigod and grandson of Susano'o, with the strength and size of a giant, enough to pull distant lands with rope in order to expand his empire.



Titanic (P): Oumitsunu's STR cannot be lowered. Oumitsunu cannot dodge attacks.

Dionysius

0 – The Fool

Disposition:
Friendly, Childish



STR	MAG	TEC
1	8	4
AGI	VIT	LCK
8	5	6

Level 14

Hit Points: 150

Spell Card: Maragidyne (T3 Fire)

Types



Skill Bonus: +2 MAG, +2 LCK

Natural Skill: **Celebrate** – At the end of each combat, you can sacrifice half your maximum Energy to heal up to 50% of your maximum HP.



Raise Your Glasses: All combatants gain 1 Alcohol Counter. The first time this spell is cast in combat, it's considered a free action.



Flambé: Remove any amount of Alcohol Counters from combat to deal 1d8 Fire damage per counter against any number of targets.



Inebriate: For all Shadows: +1 STR, +1 TEC. For Users: -1 MAG, -1 AGI, per counter, for 3 rounds.



Thermopylae (P): If this Shadow is the last enemy alive in combat, it gains an extra turn immediately and +3 MAG, +3 TEC, +3 AGI until the end of combat.

The Greek god of wine, glasses, grapes and fertility, who inspires celebration and madness. Also known as Bacchus, he's also a deity of agriculture and theater, liberating mortals from their earthly lives through alcohol.



Jinn

I – The Magician

Level 14

Hit Points: 270

Spell Card: Enchanting Allure (T3 Status)

Skill Bonus: +2 MAG, +2 VIT

Natural Skill: **Covet** – Spend 1 Aspect Point to copy the Natural Skill of any other Persona or Shadow-Class User from your party until the end of the current Scene. It replaces your Active Persona's Natural Skill.

Disposition:
Noble, Aggressive



Types



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



Agidyne: 1 target within 8 meters. On hit: 9d8 (40) Fire damage.



Tentarafoo: Any number of targets within 6 meters. 20+5TEC% (55%) Panicked chance.

A supernatural creature endowed with free will. Jinn, or Djinn, are mentioned in the Qur'an and can be either good or wicked. In some cases, evil Djinn lead human into temptation.



Kumbhanda

IX – The Hermit

Level 14

Hit Points: 210

Spell Card: Navas Nebula (T3 Phys.)

Disposition:
Anthropophagous, Chaotic



Types



Skill Bonus: +1 STR, +1 TEC, +1 VIT, +4 Discipline

Natural Skill: **Servant of the Heavenly Kings** – You may drain X Energy points from any number of allies, with their consent, and redistribute the drained amount between all allies in any proportion.

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



Vorpal Blade: Any number of targets. On hit: 7d6-2 (22) Physical damage.



Marakundamon: Any number of targets: Fortify Physical - 8, Fortify Elements -8 for 3 rounds.



Regenerate (P): Kumbhanda heals 5VIT (35) HP at the start of each of its rounds.

A group of deformed spirits of the lower deities of Buddhist mythology, known to drain the lives of humans and serve the Southern Heavenly King, Zouchouten.

Trumpeter

XX – Judgement

Disposition: Insane 

Level 15

Hit Points: 306

Spell Card: Masukunda (T3 Debuff)

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

Natural Skill: **Voice of the Lamb** – Your voice is always the clearest and easiest to identify in a crowd. In the Metaverse, your allies can hear you clearly as long as they're within 1km of you.

Types



STR	MAG	TEC	AGI	VIT	LCK
2	7	7	5	9	3



Reflect



Resist



Reflect

Debilitate: One target Trumpeter can see suffers the effects of Tarundyne, Rakundyne, and Sukundyne. Trumpeter can cast this spell as a Quick action to apply instead he effects of Tarundaou, Sukundaou and Rakundaou.

Hamaon: One target loses 55% of its current HP as Light damage.

Megido: One target and all units adjacent to the target. On hit: 7d8 (32) Almighty damage.



Aztec divinities that represent the stars and protect women. During eclipses, Tzitzimitl could be seen as stars attacking the sun.

Tzitzimitl

II – The Priestess

Level 15

Hit Points: 170

Spell Card: Ice Amp (T3 Ice)

Skill Bonus: +4 Knowledge, +4 Charm, +4 Expression, +1 MAG, +1 AGI

Natural Skill: **Shards of Eclipse** – When you declare an attack against a target inflicted with Fearful, bypass their dodge check.

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



Weak



Types



Bufudyne: 1 target within 8 meters. On hit: 9d12 (58) Ice damage.

Ha Garudyne: 3 targets within 9 meters. On hit: MAGd6 (32) Wind. HDC+2

Maragidyne: Any number of targets. On hit: MAGd6 (32) Fire damage.

Megido: One target and units within 2 meters within 8 meters. On hit: 7d8 (32) Almighty damage.



Reflect



Null

Cosmic Instability (P): All Attacks declared by this Shadow have a 15% chance to inflict Fearful on hit.

Elemental Adept (P): Tzitzimitl may substitute the damage of any of her Non-Almighty attacks by Fire, Wind or Wind damage during casting.

Giant's Breath (P): All spells with limited range gain +2 meters of range. Spells that hit adjacent targets now affect targets up to 2 meters away from the original target in all directions.

Quetzalcoatl

XIX – The Sun

Level 15

Hit Points: 170

Spell Card: Ha Garudyne (T3 Wind)

Skill Bonus: +1 MAG, +2 TEC, +2 AGI

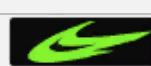
Natural Skill: **Usher the Dawn** – If an ally is in Death's Door when you defeat an enemy, that ally regains 1 Death's Door counter, up to their maximum.

STR	MAG	TEC	AGI	VIT	LCK
1	7	8	7	5	4



Null

Garula: 1 target within 8 meters. HDC+1. On hit: 7d10 (39/48) Wind damage.



Resist

Mahama: Any number of targets loses 10+TEC% (18%) of their maximum HP.



Weak

Emperor of Venus: Quetzalcoatl gains +2 MAG, +2 TEC, and -2 AGI for 3 rounds.

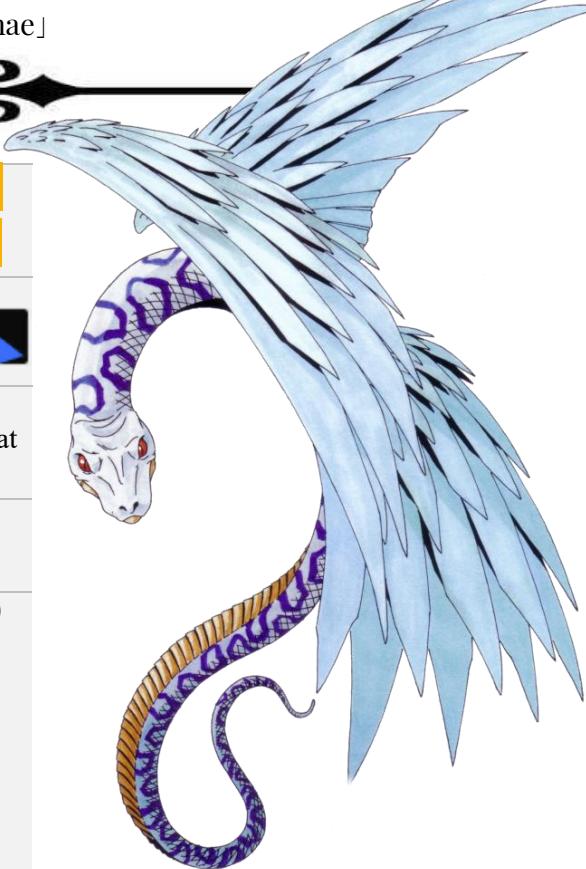
Wind Boost (P): Wind Spells cast by this Shadow deal 25% more damage.

The creator god of Aztec beliefs. As several emperors took the name Quetzalcoatl and revised versions of the story, it's hard to distinguish which described facts are attributed to the god and which are humans' doing.

Disposition:
Noble, Friendly



Types



Taown

XII – The Hanged Man

Level 15

Hit Points: 136

Spell Card: Matarukaja (T3 Buff)

Skill Bonus: +2 STR, +2 TEC, +1 AGI

Natural Skill: **Calamitous Soul** – You cannot escape combat by rolling, but you gain Critical Margin +1 for the duration of combat for each character that escapes.



Disposition:
Insane



Types



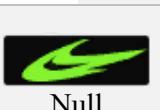
STR	MAG	TEC	AGI	VIT	LCK
8	1	8	8	4	2



Evade II



Evade II



Null



Null



Weak



Weak

A Chinese monster who can see both past and future but is notoriously aggressive and violent.

Taown has a human face, the feet of a tiger and a long tail. Taown is considered one of the Four Calamities along with Tao Tie, Hun Dun and Qiong Qi.

Agneyastrā: Any number of targets within 8 meters. On hit: 8d4 (20) Physical damage and Knockdown Weakness.

Matarukajaou: Taown and all its allies gain +3 STR, +3 MAG for 3 rounds.

Melchizedek

VIII – Justice

Level 15

Hit Points: 272

Spell Card: Vile Assault (T3 Phys.)

Skill Bonus: +3 STR, +1 TEC, +1 VIT

Natural Skill: **King Amongst Angels** – Users adjacent to you gain a bonus to their AGI equal to the difference between your Empathy Tier and theirs. This is a Buff effect.

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



Drain



Resist



Weak

Radiant Crown: One target Melchizedek can see suffers the *Radiant* Miscellaneous Status. This visually obvious Status can be removed by any Status removal effect or when Melchizedek is defeated.

Innocent Sin: One target within 4 meters. On hit: 9d8+4 (44) Physical damage and applies half the rolled damage as Light damage to all targets suffering from Radiant, no dodge check.

Cybernetic Body (P): Melchizedek is healed of all Status effects automatically at the end of its turn.

A gnostic angel who rules over peace. Melchizedek is the savior of angels in the same way Jesus Christ is the savior of humans. Melchizedek was once human and a proud king of Salem.



Koumokuten

IX – The Hermit

Level 15

Hit Points: 238

Spell Card: Masukukaja (T3 Buff)

Skill Bonus: +2 STR, +1 AGI, +4 Courage, +4 Discipline

Natural Skill: **Guardian of the West** – You always know the exact amount and approximate location of all combatants and can declare attacks against invisible targets with a -2 penalty to TEC.

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



Disposition:
Friendly, Aggressive



Types



Primal Strength: All targets between Koumokuten and a point within 8 meters. On hit: 8d6+3 (31) Physical damage and Knockdown.

Attack Master (P): As long as Koumokuten is alive, it and all its allies gain +2 STR, +2 MAG



Resist



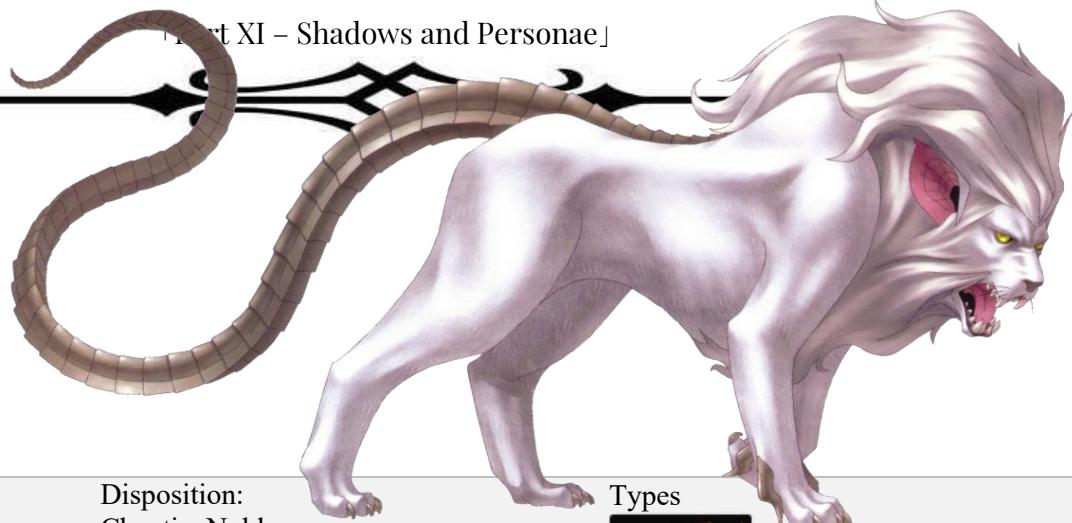
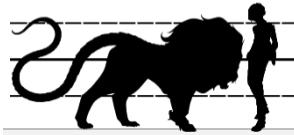
Resist



Weak

One of the Four Kings who protect the kingdom of Buddha, leading a troop of Naga. Known as "he who sees all", Koumokuten has the power to punish those who perform evil deeds and turn them into better people.





Cerberus

V – Hierophant

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

Natural Skill: **Infernal Guardian** – Grants Critical Margin +1 for spells with the Multi Category.

Disposition:
Chaotic, Noble



Types



Level 15

Hit Points: 170

Spell Card: Fire Amp (T3 Fire)

STR	MAG	TEC	AGI	VIT	LCK
4	9	9	5	5	2



Drain

STR	MAG	TEC	AGI	VIT	LCK
4	9	9	5	5	2



Weak

STR	MAG	TEC	AGI	VIT	LCK
4	9	9	5	5	2



Resist

Rage of Cerberus: Up to 3 targets within 7 meters. On hit: 9d4+6 (28/40) Fire damage. Critical Margin +1, 25% chance to inflict Burned.

Hellfire (P): All of Cerberus's attacks have a 25% chance to inflict *Burned*, a Miscellaneous Status that reduces the target's AGI, TEC and all Social Skill Tiers by 2 and can be removed by any HP restoring effect. This Status' natural healing chance is 33%.

Fire Amp (P): Fire spells cast by Cerberus deal 50% more damage.

A monster who guards the entrance to Hades. Generally described as a giant monster with three heads, but not all sources follow this description.

Parvati

VI – The Lovers

Level 15

Hit Points: 204

Spell Card: Ha Ziodyne (T3 Thunder)



Disposition:
Friendly, Childish



Types



Skill Bonus: +1 MAG, +2 TEC, +4 Charm, +4 Empathy

Natural Skill: **Blazing Return** – Entering Death's Door does not trigger any loss of Energy.

STR	MAG	TEC	AGI	VIT	LCK
1	8	9	5	6	2



Reflect



Resist



Resist



Weak

Prayer Circle: Creates a 4-meter radius area around Parvati that lasts for 3 rounds. At the start of each round, Shadows within this area are healed for up to 25% of their maximum HP.

Cleanse the Temple (Light): Any number of targets within Prayer Circle lose 20+3TEC% (47%) of their current HP.

Ziodyne: 1 target within 8 meters. On hit: 8d8 (36) Thunder damage and 8MAG% (64%) Shocked chance.

Return from Yomi (P): If Parvati's HP is below 25% at the start of her turn, she has a 50% chance to heal 100 HP.

The Hindu goddess of love, Shiva's wife. A mountain princess, Parvati is the reincarnated form of Sati, who sacrificed her first life to be reborn as a fitting avatar to be at her lover's side.



King Frost

IV – The Emperor

Level 15

Hit Points: 238

Spell Card: Bufudyne (T3 Ice)

Disposition:
Childish, Noble



Types



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

Natural Skill: **King of Frost** – Grants +1 MAG to you for each of your allies whose active Persona's name includes "Frost" or "Jack" (this is a Buff effect).

STR	MAG	TEC
1	13	7



Null

AGI	VIT	LCK
1	7	2



Drain

A king amongst the Frost demons. A feared creature who can freeze whole cities with one breath. Different from his subjects, King Frost are aggressive, merciless and consider his summoners mere servants.

Nifl-heee! One target within 10 meters. On hit: 13d12 (85/127) Ice damage.

Ice Walls: Creates ice pillars in up to 4 empty spaces chosen by King Frost. Targets hidden behind these pillars cannot be declared as targets for any attacks. These walls have 50 HP and Weakness to Fire.

Summon Hee-inforcements: Add 1 Frost Trooper to combat, its initiative is equal to King Frost's initiative -1.

Frozen Soul (P): Spells cast by King Frost deal 50% more damage and inflict -1d4 Energy on hit.

Frost Troopers

Level 15

Hit Points: 100



Cannot be negotiated with, cannot be acquired via Fusion.

STR	MAG	TEC
6	3	6
AGI	VIT	LCK
3	6	3



Weak



Drain

Basic Attack: One adjacent target: 6d4+6

(21) Physical damage.



Mara (Tyrant)

XVI – The Tower

Level 15	Disposition:	Types	Skill Bonus:
Hit Points: 690 (69/138)	Aggressive, Devilish		+3 STR, +1 TEC, +1 VIT
Reward: Three-Tailed Fox (Whip, 6 RP)			



Weak



Drain



Known as "The Wicked One", Mara is a being that represents impure impulses and the treatment of the mundane as negative as desirable. Mara, feeling threatened by Buddha's enlightenment, tried to seduce him, sending his concubines to distract him, but was defeated when the gods themselves descended from heaven to sing Buddha's praises.

However, to this very day, Mara wanders the earth in full mast as the last obstacle to those seeking nirvana and devouring the soul of those lost and unenlightened.

Natural Skill: **Bigger Than Yours** – Shadows whose initiative scores are lower than yours suffer -1 STR, -1 AGI during the first round of combat.

Hell Thrust: Declares 1d6 attacks against any targets within 3 meters (5 meters, if Mara is under the effects of Rock Hard). On hit: 6d4+2 (17) Physical damage (Gun) and 10% Charmed chance.

Rock Hard: Mara gains Fortify Physical & Elements +24 for 4 rounds.

Impure Reach (P): Mara can double its movement allowance as long as it moves in a straight line.

Temptation (P): Can suffer the Enraged Status or cure itself from it as a free action. Enraged does not reduce its HDC.

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

Mara may perform up to 3 Hetelic Actions per round.

Drain Energy – All Users lose 1d4 Energy

Playing Doctor – Mara heals up to 10d4 HP

Crushing Pressure – Mara may alter the result of any of its own rolls to succeed, if success is possible.

Clashing Swords – When Mara takes damage from a spell or basic attack, it gains the effect of Hyper-Reversal for the next attack declared against it.





Dis	Disposition: Noble, Childish		 Reflect		
I – The Magician	Types	 	 Evade I		
Level 15			 Weak		
Hit Points: 204					
Spell Card: Recarmdra (T3 Heal)					
Skill Bonus: +3 MAG, +1 AGI, +1 LCK					
Natural Skill: Guide of Spirits – All your allies recover up to 10% HP when you defeat a Shadow in combat.					
STR	MAG	TEC	AGI	VIT	LCK
1	10	3	8	2	4
Magma Walls: A straight line up to VIT (6) meters long and 3 meters high. This wall can occupy the same space as another character. If that happens, the character takes 10d6 (35) Fire damage, no dodge check. This wall can move before the start of Dis's turn up to TEC (3) meters in any direction. This allows the wall to lose its straight shape, but it cannot be divided. This wall is dissipated with any damaging Ice attack is declared against it (this can be discovered by applying Analyzed to the wall).					
Mediarama: All Shadows heal up to 10d8+20 (65) HP					
Goddesses of destiny and fertility in Scandinavian folklore. Dis can be used as a general term to describe the Aesnir, Vanir and even Valkyries.					



Suparna	Disposition: Chaotic				
XIX – The Sun	Types				
Level 16					
Hit Points: 170					
Spell Card: Vortex (T5 Wind)					
Skill Bonus: +1 MAG, +1 TEC, +3 AGI					
Natural Skill: Winged Miracle – After casting a Wind spell, you may perform your whole movement action, ignoring previous movement during this round.					
STR	MAG	TEC	AGI	VIT	LCK
1	7	6	9	5	4
 Null	Garudyne: 1 target within 8 meters. HDC +2 or Critical Margin +2. On hit: 7d10 (38/41) Wind damage.				
 Weak	Wind Tunnel: Suparna or any adjacent ally moves up to 3 meters in any direction. All targets within 2 meters of this spell's target during its movement are thrown up to TEC (6) meters away and take TECd6 (21/23) Wind damage on hit.				
Another name for Garuda, a legendary bird of Hindu myths. Its name means "he with beautiful wings". Suparna can create winds in any direction and can freely change size.	First Star (P) – Deals 10% more damage against all targets below itself in the initiative queue.				

Hresvelgr

XX – Aeon

Level 15

Hit Points: 102

Spell Card: Gamma Growth (T5 Nuclear)

Skill Bonus: +2 AGI, +1 VIT, +1 LCK

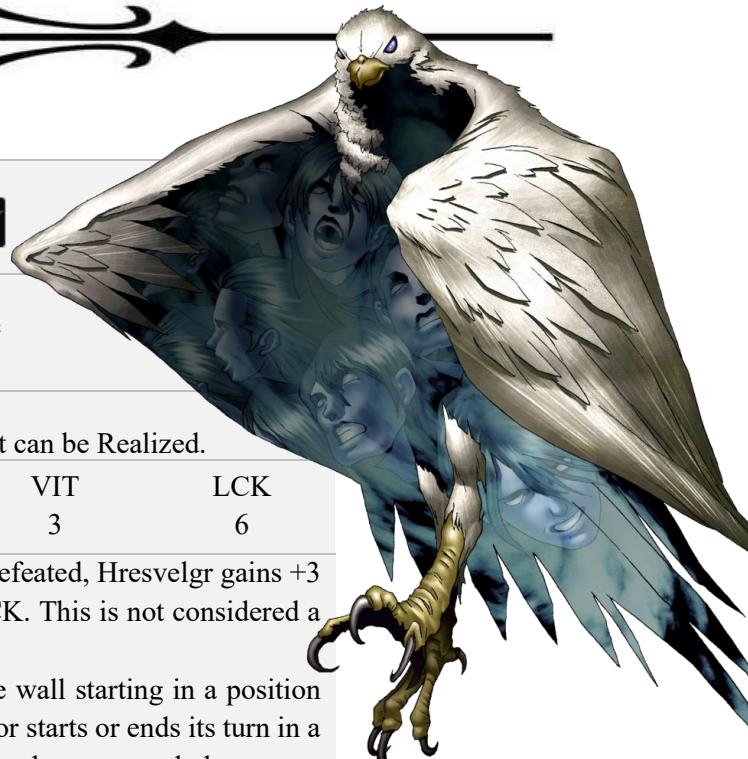
Natural Skill: **The Greatest of Storms** – All Wind spells you cast can be Realized.

Types



Disposition:

Aggressive, Chaotic



Reflect



Weak

Soul-Gorging Bird (P): Each time a Shadow is defeated, Hresvelgr gains +3 STR, +3 MAG, +3 TEC, +3 AGI, +3 VIT, +3 LCK. This is not considered a Buff effect.

Nuclear Wall: Hresvelgr creates a 5-meters-wide wall starting in a position adjacent to it. Any target that passes by this wall, or starts or ends its turn in a space this wall also occupies, takes 2d8 (9) Nuclear damage, no dodge.

Wing Flap: Up to 3 targets within 8 meters. During this spell's casting, Hresvelgr can move the Nuclear Wall up to AGI (9) meters in any direction, replacing its movement action. On hit: 10d6+5 (40) Wind damage.

A Norse giant that takes the form of a great eagle. The wind is said to be born from the flapping of its great wings as Hresvelgr takes flight. Some believe Hresvelgr and Vidofnir, the bird perched atop Yggdrasil, to be one and the same.



Kresnik

XX – Aeon

Disposition:

Noble, Aggressive



Types



Level 16

Hit Points: 374

Spell Card: Heavenly Blade
(T5 Phys.)

Skill Bonus: +8 Courage, +4 Knowledge, +1 STR, +1 VIT

Natural Skill: **Bloodline of Hunters** - +1 HDC to hit and +2 SKL to damage calculation for all Whips you wield.

STR

6

MAG

6

TEC

6

AGI

1

VIT

11

LCK

1



Resist



Null



Weak



Weak

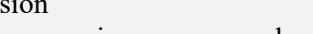
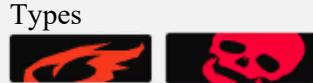
Whip VI (P): Kresnik wields a Whip weapon that costs up to 6 RP. This replaces his basic attack and, while Kresnik wields it, its range is treated as 1-10 and it gains +3 Critical Margin. This weapon is granted to the Users when Kresnik is defeated.

Holy Water: 1 target within 6 meters. On hit: 6d10+15 (48) Ice damage and 15+5TEC% (50%) Slowed chance.

Vampire Killer: 1 target within 6 meters. Hit: 6d12 (39) PSY damage. Deals guaranteed Critical hits against Slowed targets.

A shaman who can transform into animals or even turn into a vampire to fight off Kudlak, evil people whose souls can detach from their bodies to harm the innocent.





Nebiros

IX – The Hermit

Level 16

Hit Points: 136

Spell Card: Pyriphlegeton (T5 Fire)

Skill Bonus: +2 MAG, +2 TEC, +4 Expression

Natural Skill: Necro-commander – Once per session, you may choose a Non-Tyrant Shadow that was defeated during this combat. This Shadow comes back to life and is inflicted with Charm, but it dies after its turn and triggers no death-related effects, nor does it reward Experience.

STR	MAG	TEC	AGI	VIT	LCK
1	9	8	6	4	4



Reflect



Maragidyne: Any number of targets Nebiros can see. On hit: 9d6 (31) Fire damage.

Condemnation: 1 target Nebiros can see dies instantly if its HP is below 60+TEC% (68%/34%) of its maximum value.

A Marquis of Hell who controls nineteen demonic legions. He concedes knowledge over arts and sciences to summoners, can restore damaged honors and can take the shape of a three headed dog or a crow.

Marquis of Hell (P): Upon casting a Fire spell, Nebiros can cast a Dark spell immediately as its Interrupt action. Dark spells cast this way have their threshold halved.



Thor

VII – The Chariot

Level 16

Hit Points: 170

Spell Card: Thunder Reign (T5 Thunder)

Skill Bonus: +2 STR, +1 MAG, +1 TEC, +4 Courage

Natural Skill: Jarngreipr – As an Interrupt action, you can 1 Aspect Point to Null any effect that would lower your STR.

STR	MAG	TEC	AGI	VIT	LCK
8	7	7	3	5	2

Meteoric Crash: 1 target Thor can see and all adjacent targets. On hit: 8d8

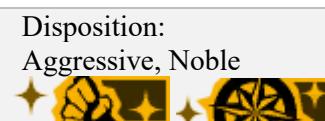
(36) Physical damage and Knockdown Weakness.

Summon Lightning: Thor and all its allies deal +MAG (7/10) Thunder damage with all its attacks until the end of Thor's next turn.

Mjolnir (P): If any target's resistance to the Physical Type is higher than its resistance to Thunder, Spells cast Thor that hit that target deal Thunder damage instead.

Auto-Matarukajaou (P): At the start of combat, Thor grants itself and all its allies +3 STR, +3 MAG for 3 rounds.

Odin's son and the god of lightning in Germanic myths. His belt doubles his physical strength and lightning strikes wherever he throws his hammer, Mjolnir.



Drain



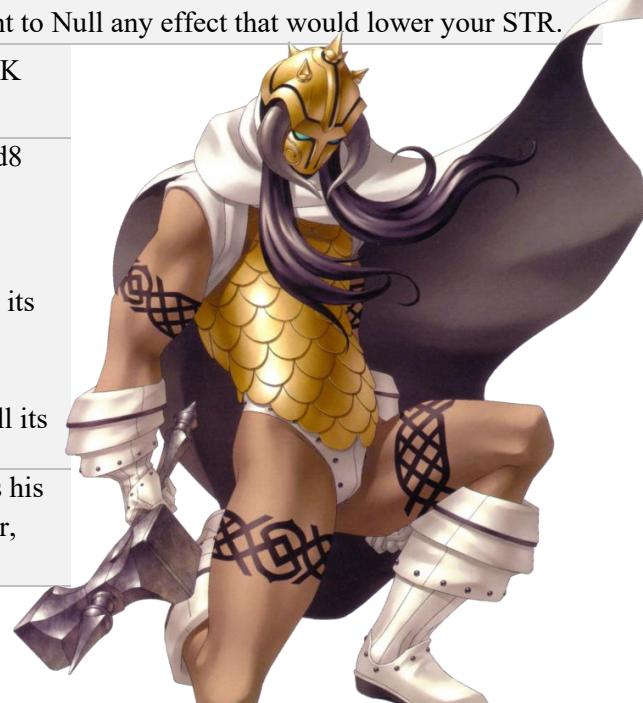
Resist



Resist



Weak





Moloch

XII – Hanged Man

Level 16

Hit Points: 102

Spell Card: Rage of Cerberus (T5 Fire)

Skill Bonus: +1 MAG, +2 TEC, +2 AGI

Natural Skill: **Flaming Rites** – When you slay a target using Fire damage, recover 1 Energy.



Disposition:
Snobbish, Chaotic

Types



STR	MAG	TEC	AGI	VIT	LCK
1	7	9	9	3	2



Reflect



Null



Resist



Weak

Melt: Up to 3 targets within 6 meters. On hit: 7d8 (31) Fire damage and 20% Slowed chance.

Poison Breath: Any number of targets within 6 meters. 15+5TEC% (65) Poisoned chance.

Ghastly Wail: Any number of targets suffering Status effects. HDC -1. On hit: instantly kills the target.

The word Moloch refers to a god or a type of sacrifice associated with fire. Moloch is mentioned in the Old Testament as a god whose worship was prohibited by Moses.

Vishnu

0 – The Fool

Disposition:
Noble, Snobbish



Level 16

Hit Points: 102

Spell Card: Panta Rhei (T5 Wind)

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

Natural Skill: **Sudarshana** – Your Wind Spells ignore Resist and treat Reflect and Drain Wind as Null.



Null



Null



Drain



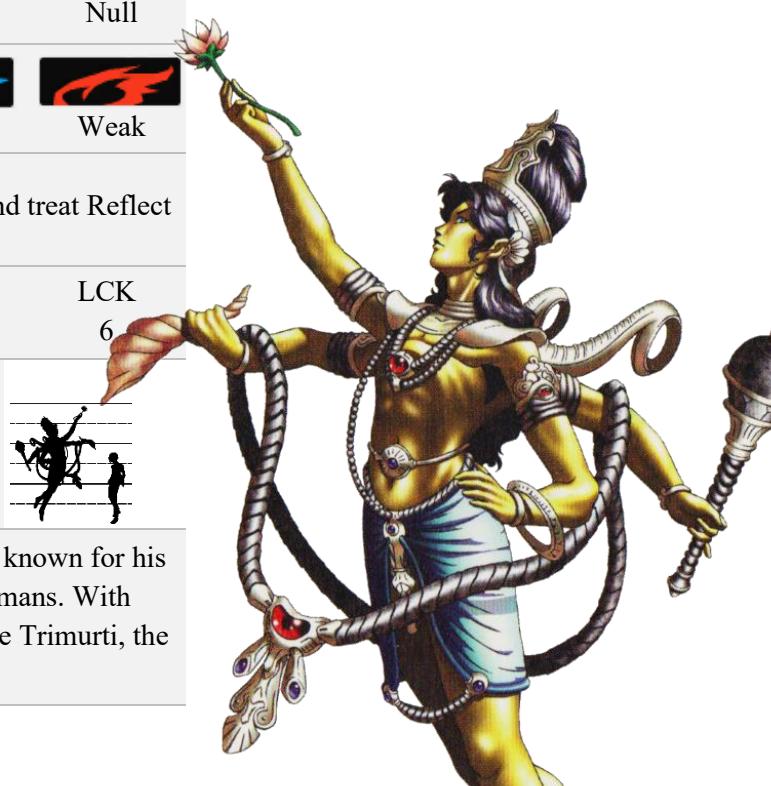
Weak

Panta Rhei: 1 target within 10 meters. On hit: 12d8 (78)

Wind damage. Critical Margin +3

Magarudyne: Any number of targets Vishnu can see. HDC +2 or Critical Margin +2. On hit: 12d6 Wind damage.

One of the primary divinities of the Hindu pantheon. Vishnu is known for his gentle behavior and genuine interest for the wellbeing of humans. With Brahma, the Creator, and Shiva, the destroyer, Vishnu forms the Trimurti, the Hindu Trinity.



Michael

XX – Judgement
Level 16
Hit Points: 238
Spell Card: Mediarahan (T5 Heal)
Skill Bonus: +1 STR, +1 MAG, +1 TEC, +1 AGI, +1 VIT
Natural Skill: **Lead the Charge** – Grants Fortify All 2VIT (using your VIT score) to all allies during the first round of combat.

Disposition: Noble, Aggressive
Types: Weak, Resist, Reflect

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

Judgement Blades (P): Critical Margin +2 against targets suffering from Shocked.
Spear VI (P): Michael wields any Polearm that costs 6 RP or less, replacing its basic attack.

One of the four Archangels of Islamic tradition. The commander of God's army in the wars against Satan and his fallen angels. His full title is "Saint Michael, the Archangel".

Loki

0 – The Fool
Level 16
Hit Points: 136
Spell Card: Reveal Weakness (T5 Intel)
Skill Bonus: +2 AGI, +1 LCK, +4 Expression, +4 Courage
Natural Skill: **What Else?** – Expression Tier +2 for the purpose of lying, deception and misleading.

Disposition: Devilish, Friendly
Types: Weak, Drain, Resist

STR	MAG	TEC	AGI	VIT	LCK
1	8	7	8	4	6

Liar's Miracles (P): When a target is Analyzed, incorrect information is relayed to the players. Roll 1d10: If the result is 1 or 2, the caster knows the information is shady.
Illusory Step (P): +1 DDC against all attacks.
Vital Monitor (P): Loki has permanent access to the HP of all combatants.



The Norse god of trickery and foolery, who leads the armies of Jotun during Ragnarök.

Bishamonten

V – Hierophant

Level 16

Hit Points: 204

Spell Card: Psycho Force (T5 PSY)

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

Natural Skill: **Guardian of the North** – You may add your LCK score to your school yield check or add LCK/3 (minimum 1) to your amount of work blocks, once per week.

Disposition:

Aggressive, Snobbish



Types



STR	MAG	TEC	AGI	VIT	LCK
8	2	7	4	6	6



Drain



Null



Null



Weak

Disguise: Bishamonten takes the form of any other Shadow, and requires a Knowledge check (difficulty 7, or 6 if the User has the Intel type) to be revealed. Intel Users will be provided with the disguise's info, not Bishamonten's.

Controlled Strike: 1 target within 6 meters. On hit: 8d10 (44) Physical damage. On Critical: Heals up to 50% of Bishamonten's HP.

One of the Four Heavenly Kings, guardian of the North, born as a fortune deity of Hindu lore. Bishamonten is a guardian of Buddhist law, god of victory in war and good luck.



Master of Defense (P): As long as Bishamonten remains alive, all Shadows gain Fortify Physical +12 and Fortify Elements +12.

Kali

III – The Empress

Disposition:

Aggressive



Null



Reflect

Level 16

Hit Points: 136

Spell Card: Innocent Sin (T5 Light)

Types



Skill Bonus: +1 STR, +1 MAG, +1 TEC, +4 Expression, +4 Discipline

Natural Skill: **Mistress of Death** – Upon defeating an enemy, you gain Critical Margin +2 for your next attack. This is not a Buff effect.

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

Divine Slice: 1 target within 5 meters. On hit: Target loses 2TEC% (16%) of its health as Light damage and takes 2STR (16) Physical damage.

Ha Bufudyne: Up to 3 targets within 7 meters. On hit: 8d8 (36) Ice damage.

A Hindu goddess associated with death and destruction. Her name comes from the word for darkness, but currently also holds the meaning of "the power time has upon all things". Even with the negative connotations, she's considered a goddess of positive change.



KAZ



Fate's Guide - Norn ☆

Ultimate Persona
X - Fortune



Level 16

Hit Points: 544

Reward: Angel Pastry (Consumable)

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

Natural Skill: **Fate Unraveled** – If you would be hit by an attack in the same round you missed an attack, you may spend 1 Aspect Point: Null the incoming attack and declare a basic attack as your Interrupt action with +1 TEC.

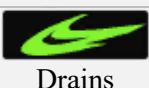
Types



Disposition:



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



Steal Time: Norn kills a Shadow or takes two counters from a User in Death's Door to heal up to 50% of its maximum HP.

Roots of Yggdrasil: Any number of targets within 5 meters. HDC +2, Critical Margin +2. On hit: 10d6-9 (26) Wind damage.

Thunder Reign: 1 target within 10 meters. On hit: 10d10 (55) Thunder damage and 100% Shocked chance

Rune Shield (P): 50% chance to Reflect any incoming Light or Dark spell.

Fate Shattered (P): Once per round, upon casting a spell, Norn can choose one of the hit targets and deal the same amount of damage rolled once more, no dodge check.

Goddesses of destiny in Norse lore. They live under the roots of Yggdrasil and weave the threads of fate that bind even the gods themselves.



Dominion

VIII – Justice

Level 16

Hit Points: 238

Spell Card: Equalize (T5 Light)

Skill Bonus: +1 MAG, +1 TEC, +1 AGI, +1 VIT, +4 Expression

Natural Skill: **Second Sphere** – The next attack an ally declares against a target you've hit this round deals 20% more damage.

Types



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



Null



Reflect



Weak

Guardians of nations and rulers over lower spheres of angels.

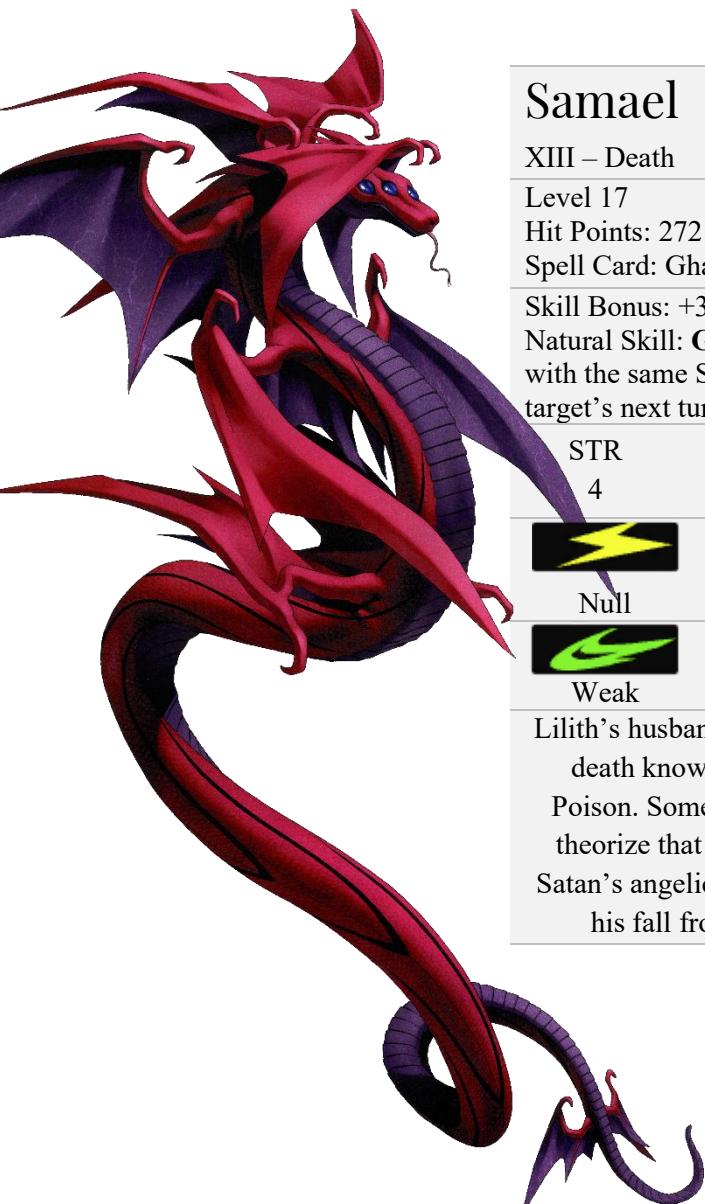


Ziodyne: One target within 10 meters. On hit: 7d10 (38) Thunder damage and 56% Shocked chance.

Divine Judgement: One target loses 55% (65%) of its HP as Light damage.

Light Amp (P): Light spells deal 10% more damage.

Sword IV (P): Dominion wields a Sword that costs up to 6 RP, replacing its basic attack.



Samael

XIII – Death

Level 17

Hit Points: 272

Spell Card: Ghastly Wail (T5 Status)

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

Natural Skill: **God's Venom** – Any target you hit with a basic attack is inflicted with the same Status and Debuff effects you are suffering from until the end of the target's next turn.

STR	MAG	TEC	AGI	VIT	LCK
4	4	10	8	8	4



Null



Resist



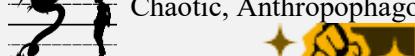
Weak



Weak

Lilith's husband, an angel of death known as God's Poison. Some researchers theorize that Samael was Satan's angelic name before his fall from grace.

Disposition: Chaotic, Anthropophagous



Types



Condemnation: One target whose HP is below 80% dies instantly. If this spell kills a target, Repress.

Terrifying Visage: Any number of targets within 6 meters have a 75% chance to suffer Fearful.

Matarundamon: All Users suffer -2 STR, -2 MAG for 3 rounds.

Poisoned Fangs: One adjacent target has a 120% chance of being Poisoned.

Circle of Taboo (P): Targets adjacent to Samael suffer a -3 penalty to MAG.



Cu Chulainn

XVIII – The Moon

Level 17

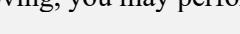
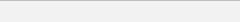
Hit Points: 204

Spell Card: 2x Magnificent Wings+ (T2 Misc.)

Skill Bonus: +2 STR, +2 MAG, +1 TEC

Natural Skill: **Gae Bolg** – If you attack after moving, you may perform your full movement once more after attacking.Disposition:
Noble, Friendly

Types



Reflect



Reflect



Weak



Null

Gae Bolg: One target within 2 meters. $8d6+2$ (30) Almighty damage. Does not check for dodge.**Shredding Whirlwind:** Any number of targets within 7 meters of Cu Chulainn. On hit: $8d4+4$ (24) Wind damage and drags the target to adjacent positions to Cu Chulainn or as close as possible to it.**Lightning Strikes:** One target and all other units within 2 meters. On hit: $8d8$ (36) Thunder damage and Cu Chulainn becomes adjacent to the target, if possible.**Path of Blades:** Any number of targets this Shadow becomes adjacent during its movement. On hit: $8d6$ (28) Physical damage.**Lance Master (P):** After casting a Spell, Cu Chulainn has 25% chance to cast Gae Bolg against each adjacent target.**Survive Darkness (P):** Dark Type Spells lower this Shadow's HP to 1 instead of killing it.

STR	MAG	TEC	AGI	VIT	LCK
8	8	7	7	6	4

A mythical hero who appears in stories of Ulster's Cycle. A prophecy foretold his fame would live on forever, despite his short life.



Throne

VIII – Justice

Level 17

Hit Points: 238

Spell Card: Titanomachia (T5 Fire)

Disposition:

Snobbish, Aggressive



Types



The third of nine classes of angels, Thrones reign over knowledge. Thrones are living symbols of God's justice and authority and possess extreme humility, which allows them to cast objective and unbiased, uncompromised justice.

Skill Bonus: +8 Knowledge, +4 Charm, +4 Expression, +4 Courage
Natural Skill: **Divine Light's Reflection** – Once per day, you may make a decision from a purely practical standpoint, ignoring all personal bias.

STR	MAG	TEC	AGI	VIT	LCK
5	8	8	5	7	4



Drain

Pyriphlegton: 1 target within 10 meters. On hit: $8d12$ (52) Fire damage.**Titanomachia:** Any number of targets. On hit: $8d6$ (28) Fire damage.**Samsara:** Any number of targets loses 35% of their max HP, Light damage.**Aura of Renewal (P):** At the start of each of Throne's turns, it and all its allies heal 20% HP.

Weak



Terminator

VIII – Justice

Level 17

Hit Points: 272

Reward: Comet III (Firearm, 4 RP)

Skill Bonus: +2 STR, +1 TEC, +4 Discipline, +4 Courage

Natural Skill: **I Will Be Back** – Once per session, if you are targeted by a Revive effect when you're in Death's Door, grants the effects of Power Charge or Mind Charge for your next attack.

STR	MAG	TEC	AGI	VIT	LCK
10	5	8	3	8	4

Bullet Hail: On hit: 10d6 (35) Gun damage. Critical Margin +2.**EMP Blast:** On hit: 5d6 (17) Thunder damage and 20+5TEC% (60%) Shocked chance.**True Faith:** 40+5TEC% (80%) Fearful chance.

Praying and Spraying (P): All attacks declared by Terminator have the following range: *All combatants within 4 meters, except Terminator*, including its basic attack.

Firearm VIII (P): Terminator starts combat wielding a Firearm that costs no more than 8 RP, substituting its basic attack.



Reflect



Reflect



Weak

An angel of revenge and retribution who came from a distant future to save humans from the same dark fate that befell his world.

Belphegor

XV – The Devil

Level 17

Hit Points: 204

Spell Card: Strikes Twice (T5 Thunder)

Disposition:

Devilish, Friendly



Types



Skill Bonus: +1 MAG, +1 TEC, +4 Knowledge, +4 Expression, +4 Charm
 Natural Skill: **Cult of Sloth** – During the first round of combat, grants *Fortify All X*, where X is equal to the number of enemies whose initiative is higher than yours.

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

Circle of Venom: A 6-meter area around Belphegor that lasts for 3 rounds. Any number of targets within the Circle has 20+5TEC% (55%) chance to suffer Poisoned at the start of their turns.

Concentrate: Belphegor's next attack deals 50% more damage.

Circle of Rot: Any number of targets within Circle of Venom takes 7d6-5 (19/27) Thunder damage, no dodge check.

The demon who reigns over the capital sin of Sloth. Belphegor grants ideas that make their summoner rich, but greedy and selfish. The cult to Belphegor is to be performed in a washroom, preferably next to the toilet.



Reflect



Resist



Weak



Lord of Blades - Futsunushi ☆

Ultimate Persona
I – The Magician



Level 17

Hit Points: 400

Reward: 2x Tetrakarn Spell Card (T5 Defense)

Skill Bonus: +2 STR, +2 TEC, +4 Discipline

Natural Skill: **Lord of Blades** – All Swords you wield gain Transfer (Page 76) and Critical Margin +3

Types



Disposition:
Noble, Aggressive

STR	MAG	TEC	AGI	VIT	LCK
11	1	7	1	11	2
Resist	Resist	Resist	Resist	Resist	Resist
Resist	Resist	Resist	Weak	Weak	Resist

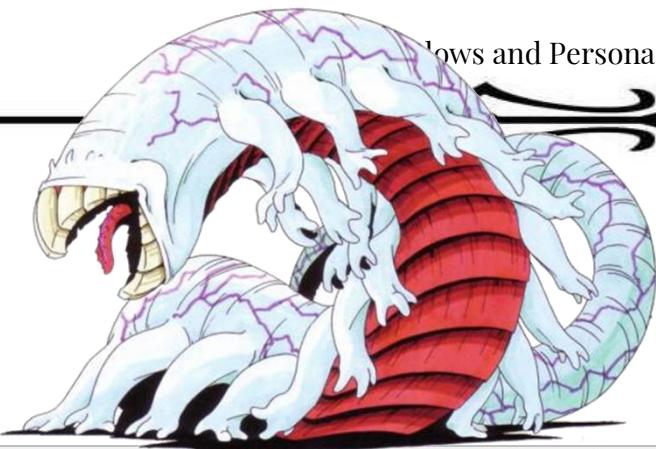
Indelible Stance: Futsunushi gains Fortify Physical -15 and Reflect Physical against the next attack declared against him.

Cut to Ribbons: Up to 2 targets within 6 meters. On hit: 11d6 (60) Physical damage. If two targets are chosen, deals half damage to each.

Defensive Duelist+ (P): Futsunushi has -1 DDC and Resist against all Types except Status.

The deity of swords who pacified Ashihara no Nakatsukuni.





Nidhoggr

X – Fortune

Level 17
Hit Points: 68
Spell Card: Eternal
Punishment (T5 Dark)

Types



Disposition:
Chaotic



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

Natural Skill: **Usher of Ragnarök** – Dark Type Spells you and your allies cast have their effect cap increased by 5%.

STR	MAG	TEC	AGI	VIT	LCK
1	7	8	11	2	2



Null



Null



Weak

Final Shot (Dark): 1 target this Shadow can see. At the turn this spell is cast, nothing happens. At the end of the round, if Nidhoggr took no damage this round, the chosen target enters Death's Door.

Mabufudyne: Any number of targets this Shadow can see. On hit: 7d6 (24) Ice damage.

Dragon's Shout (P): Always the first character in the initiative queue and starts combat with Mind Charge.

A monstrous creature who gnaws on the roots of Yggdrasil, living under them, fenced off the world by the massive tree. The only person capable of controlling Nidhoggr is Hel, goddess of the underworld



Hachiman

V – Hierophant

Disposition:
Noble



Level 17

Hit Points: 172

Spell Card: Tarukajyne (T5 Buff)

Types



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

Natural Skill: **God of the Eight Flags** – Upon receiving support for a Skill check, you may double the incoming support's bonus, once per day.



Null

Holy Wrath (Basic Attack): 1 target within 4 meters. On hit: 5d6 (17) Physical damage.

Blade of Hundreds: 1 target Hachiman can see. Reduces target's STR and MAG by half and increases Hachiman's STR and MAG by the reduced amount until the end of its next turn.

Ziodyne: 1 target within 8 meters. On hit: 8d12 (52) Thunder damage and 8MAG% (64%) Shocked chance.

Golden Link (P): Hachiman and all its allies can perform basic attacks as their Interrupt actions.

The Shinto god of war, divine protector of Japan and its people. His name, which means God of Eight Flags, is a reference to the heavenly flags that signaled the birth of Emperor Öjin.

Atavaka

VII – Chariot

Level 17

Hit Points: 238

Spell Card: Primal Force (T5 Phys.)

Skill Bonus: +1 STR, +2 TEC, +1 VIT, +4 Courage

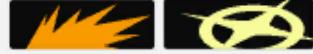
Natural Skill: **Converted Demon** – Enraged grants, instead of its default effects, +1 HDC to your attacks and Critical Margin -1 to Attacks declared against you, but you cannot opt to fail tests to recover from Enraged automatically.



Disposition:
Snobbish, Aggressive



Types



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



Null



Null



Weak



Weak

Dancing Blades: Up to 1d6 targets within 4 meters. On hit: 8d8 (36) Physical damage.

Mahamaon: Any number of targets loses 10+3TEC% (37%) of their current HP.

The Lord of the Forest or Daigensui Myo-O. Atavaka was a demon who ate children before receiving guidance from Buddha. Since then, he became one of the Yaksha kings, serving under Bishamonten and protecting the Southeast



Saturnus

XVII – The Star

Disposition:
Aggressive



The Roman god of agriculture, son of Gaia and Ouranos.

Level 17

Hit Points: 272

Spell Card: Last Legion (T5 Misc.)

Skill Bonus: +2 MAG, +2 VIT, +4 Courage

Natural Skill: **Touched by Flames** – You can opt to use STR instead of MAG to calculate the damage of your Fire spells.



Types



Drain



Null



Weak

Pyriphlegton: 1 point within 10 meters and all targets between Saturnus and this target. On hit: 8d12 (52/78) Fire damage.

Ha Agydyne: Up to 3 points within 8 meters and all targets between Saturnus and each target. On hit: 8d8 (36/54) Fire damage.

Maragidyne: Any number of targets Saturnus can see and a line between Saturnus and each of those targets. On hit: 8d6 (28/42) Fire damage

Primordial Flame (P): All of Saturnus' attacks also deal damage in a line between Saturnus and the target.

Fire Amp (P): Fire Spells Saturnus casts deal 50% more damage.

Skadi

II – The Priestess

Level 17

Hit Points: 136

Spell Card: Ymir's Breath (T5 Ice)

Disposition:

Flirty, Anthropophagous



Types



STR

2

MAG

9

TEC

10

AGI

4

VIT

4

LCK

4



Reflect

Ice Waltz: Up to 1d6 targets within 6 meters. On hit: 9d8 (40) Ice damage.



Null

Mabatma: Up to 2 targets within 6 meters have a 25+5TEC% (75%) chance to be Slowed.

Diamond Blizzard: One target Skadi can see. On hit: 9d10 (45) Ice damage. Negates all of target's damage reduction effects until the end of Skadi's next turn.

Hailstorm Skater (P): Consider this Shadow's AGI score as 8 for movement allowance. Skadi's movement ignores hostile actions triggered by movement.

Frigid Touch (P): Characters that declare basic attacks or Physical spells against Skadi have a 100% chance to suffer Slowed.

A giantess from Norse mythology. Associated with skiing, hunting and winter.



Scathach

III – The Empress

Level 17

Hit Points: 238

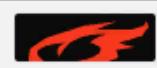
Spell Card: God's Hand (T5 Phys.)

Disposition:

Flirty

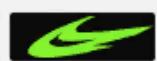


Null



Weak

Types



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

Natural Skill: **Finesse** – If your STR and MAG scores are equal, all your attacks deal 15% more damage. This effect is applied before any other damage modifiers and is not considered a Buff.

STR

8

MAG

8

TEC

7

AGI

7

VIT

7

LCK

2

Vile Assault: 1 target within 4 meters. On hit: 8d12 (52) Physical damage. Deals STR+8 (16) extra Physical damage against Knocked Down targets.

Ha Bufudyne: Up to 3 targets within 7 meters. On hit: 8d8 (36) Ice damage.

Magarudyne: Any number of targets. HDC +2 or Critical Margin +2. On hit: 8d6-8 (20) Wind damage.

Blessing of Celerity (P): At the start of combat, grants +3 TEC, +3 AGI for the ally with the lowest AGI for 3 rounds.

A figure of Irish folklore. A peerless warrior and martial arts instructor who taught the art of combat to the hero Cu Chulainn, gifting him with the legendary Gae Bolg.



Murmur

Types



XX – Aeon

Level 17

Hit Points: 306

Spell Card: End of Days (T5 Nuclear)

Disposition:

Devilish, Insane



Skill Bonus: +8 Knowledge, +4 Charm, +1 AGI, +1 VIT

Natural Skill: **Trampling Upon Souls** – If you land the killing blow on a Shadow, double your remaining movement allowance this turn.

STR

1

MAG

6

TEC

5

AGI

9

VIT

9

LCK

2



Reflect



Reflect



Weak



Weak

Red Lightning Crash: One line up to TEC+3 (8) meters in any direction. HDC +1. All targets in this line and adjacent to this line are targeted. On hit: 6d8 (27) Thunder damage and moves Murmur to the end of this line.

Mafreidyne: Any number of targets within 9 meters. On hit: 6d6+6 (30) Nuclear damage.

The 54th demon of the Ars Goetia. A Duke of Hell adorned with a crown, riding upon a mighty flying beast. Murmur can teach its summoner philosophy and has deep knowledge of necromancy.

Gucumatz

XX – Aeon

Level 18

Hit Points: 342

Spell Card: Psycho Blast (T5 PSY)

Types



Reflect

Disposition:

Childish



Weak

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

Natural Skill: **Languages of the World** - +1 Social Tier for all negotiations with Shadows.

STR

7

MAG

7

TEC

8

AGI

1

VIT

9

LCK

2

Primordial Serpent (P): Gucumatz flies and can move in any direction. Gucumatz's movement cannot be restricted by any effects.

Primordial Cloud: 1 target within 8 meters and all adjacent units to that target. Reduces target STR and MAG to 1 until the end of Gucumatz's next turn. This is considered a Debuff action.

Divine Ordinance: One target Gucumatz can see. 7d10+6 (46) Physical damage. Reduces target's STR and MAG to 1 until the end of Gucumatz's next turn. This is considered a Debuff action.

Psiodyne: One target within 10 meters. On hit: 7d12+5 (50) PSY damage.

The serpent god of the Popol Vuh. He created humanity out of corn, to sing praises to the gods.



Zeus

XX – Judgement

Level 18

Hit Points: 228

Reward: Aegis Shield (Shield, 6 RP)



Weak

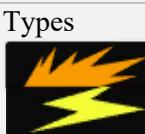
Disposition:
Aggressive, Flirty



Null



Drain



Types



Skill Bonus: +2 STR, +2 MAG, +2 TEC

Natural Skill: **King Amongst Gods** – Once per day, you may declare a basic attack or Physical spell using your damage dealing skill as STR+MAG. This attack also gains 4 meters of additional range.

STR

9

MAG

9

TEC

8

AGI

5

VIT

6

LCK

6

Keraunos: 6 targets within 5 meters, being able to hit the same target multiple times. On hit: 9d6 (31) Thunder damage and 30% Shocked chance.

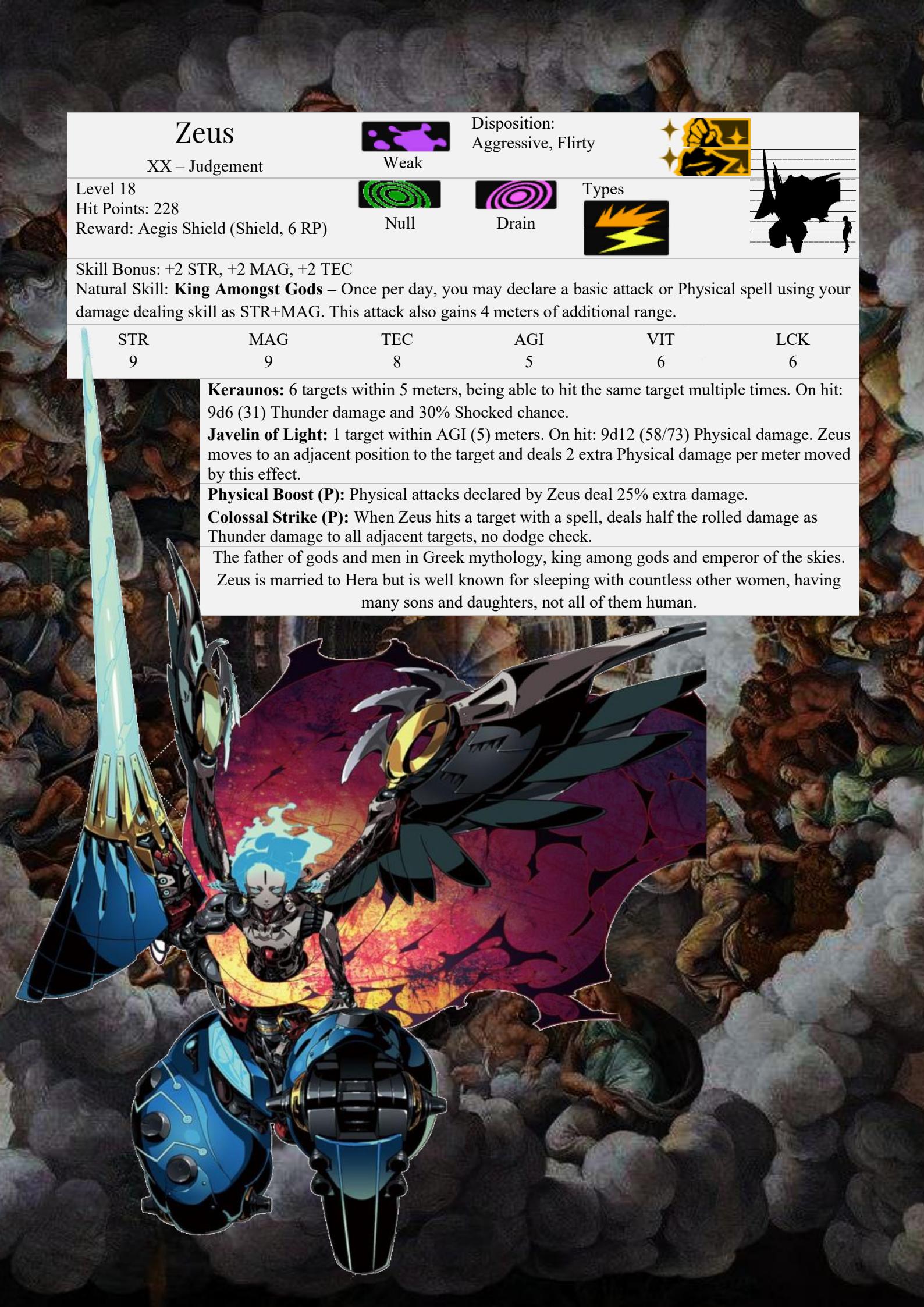
Javelin of Light: 1 target within AGI (5) meters. On hit: 9d12 (58/73) Physical damage. Zeus moves to an adjacent position to the target and deals 2 extra Physical damage per meter moved by this effect.

Physical Boost (P): Physical attacks declared by Zeus deal 25% extra damage.

Colossal Strike (P): When Zeus hits a target with a spell, deals half the rolled damage as Thunder damage to all adjacent targets, no dodge check.

The father of gods and men in Greek mythology, king among gods and emperor of the skies.

Zeus is married to Hera but is well known for sleeping with countless other women, having many sons and daughters, not all of them human.





Uriel

XVII – The Star

Disposition:

Noble, Aggressive



Level 18

Hit Points: 152

Spell Card: Perfect Reversal (T5 Misc.)

Types



Skill Bonus: +2 STR, +2 MAG, +1 TEC, +4 Knowledge

Natural Skill: **Millennium Kingdom** – Grants *Fortify All 5* at the start of each of your turns, stacking with previous activations of this skill. If you leave your starting position in combat by any means, remove all stacks of this spell until the end of combat.

STR

9

MAG

9

TEC

6

AGI

4

VIT

4

LCK

2



Reflect



Evade I



Evade I



Evade I



Evade I

Navas Nebula: 1 target and all adjacent targets within 5 meters. On hit: 9d8 (40) Physical damage and -2 STR, -2 MAG for 3 turns.

Megidolaon: 1 target within 8 meters and all targets within 3 meters of the chosen target. On hit: 9d8+5 (35) Almighty damage. Cannot be used consecutively.

A high-ranking Archangel, guardian of Eden and known as God's Flame.

Uriel carries the stars across the sky and, during Judgement Day, will organize the resurrection and retribution of human souls.



KAZ



Cherub

XX – Judgement

Level 18

Hit Points: 152

Spell Card: Ha Diarahan (T5 Heal)

Disposition:

Insane, Childish



Null

Types



Null

Skill Bonus: +4 Knowledge, +4 Discipline, +4 Courage, +4 Expression, +4 Empathy, +4 Charm

Natural Skill: **Gates of Eden** – You can spend your full turn to trigger the following effect: *You cannot be attacked or moved from your current position. This effect is removed if you attack, move or cast a spell.*

STR

8

MAG

8

TEC

6

AGI

6

VIT

4

LCK

2

Jury: 1 target Cherub can see. On hit: 8d10 (45) Physical damage and *Condemns* the target.

Executioner: All Condemned targets lose 1d6 Energy. This spell can be cast as an Interrupt action. For each point of Energy lost this way, heal all Cherubs' HP by 10%.

An order of angels of the First Sphere. Ezekiel described Cherub as living creatures with four faces, human hands and wings covered in eyes.

Rain of Arrows (P): Cherub can attack targets behind cover and invisible targets.

Crime and Punishment (P): Cherub can inflict the Condemned Miscellaneous Status. This visually obvious effect materializes a white chain around targets, understanding its effects require passing a Knowledge (5) check, and is removed from all targets when any Cherub is defeated.



Many-Faced Aggressor – Asura ☆

Ultimate Persona
XIX – The Sun



Level 18

Hit Points: 600

Reward: Vajra (Dagger, Special)

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

Natural Skill: **Virocana** – If you're the last character in the initiative queue, you can grant Critical Margin +3 to an attack this combat as a Free action.

Types



Disposition:
Chaotic, Snobbish



STR	MAG	TEC	AGI	VIT	LCK
5	10	8	1	11	4



Weak



Reflect

The name Asura is used to refer to several entities of Asian religions. In Vedic region, Asura were gods of social phenomena, while in Hinduism, Asura were fanatical demonic entities seeking enlightenment.

Rahu (Light): 1 target Asura can see loses 5*X% of its current HP. X is the difference between target's AGI and Asura's.

Nuclear Flame: 1 target within 8 meters. On hit: 10d12 (65) Fire damage and Fortify Physical -24, Fortify Elements -24 for 3 turns. Ignores Resist Fire and treats Null and Drain Fire as Resist.

Covetous Deva (P): Every time a Buff action is declared, including Charge and Auto Category spells, Asura gains the same effects.





Tsukuyomi	Level 18	Disposition:	Types
XVIII – The Moon	Hit Points: 114	Insane	
	Spell Card: Black Future (T5 Dark)		

Skill Bonus: +2 MAG, +2 TEC, +1 AGI, +4 Charm
Natural Skill: **Sho Time!** – Grants *Fortify All LCK* and +1 to all your Combat Skills for each one of your allies that's unconscious or in Death's Door.

STR	MAG	TEC	AGI	VIT	LCK
1	10	10	8	3	2



Abyss Wings: Any number of targets Tsukuyomi can see. On hit: MAGd6 (35) Dark damage.

Shinma Messatsu (Dark): One target Tsukuyomi can see whose HP is below 30+2TEC% (50%) dies instantly. Ignores Resist Dark. If the target has Weakness to Dark, it dies regardless of its HP and enters Death's Door with 1 counter.

Insanity (P): Abyss Wings gains Critical Margin +1 for each Shadow defeated in combat.

Tenacity (P): When any target dies by the effect of a Death spell, Tsukuyomi gains +2 TEC, +2 AGI for 1 round.

The lunar god of Shintoism, born from Izanagi's right eye. This Shadow's striking appearance reminds you of a mysterious User, and looking at it for too long makes you come up with some really questionable puns...

Vasuki

XII – The Hanged Man

Level 18

Hit Points: 380

Spell Card: 2x Poisoned Spike (T3 Status)

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

Natural Skill: **Venomous Ocean** – Status effects you cast, except Shock and Knockdown, have a 10% chance of recovery.



Disposition:	Null	Null
Types		

Null

Null

Weak

Divine Judgement: Deals 50+2TEC% (72%) of the target's current HP as Light damage.

Putrid Breath: Any number of targets within 6 meters. 15+5TEC% (70%/90%) Poisoned chance.

Poisonous Spike: 1 target within 6 meters. 80+5TEC% (135%/155%) Poisoned chance.

A creature bound to Mount Mandar who stirs the Amrita, the nectar of immortality.

Stirring this ocean of milk, however, created a toxin that threatened to destroy the world before Shiva sacrificed himself, swallowing it all. For the Buddhists, Vasuki is one of the Eight Great Naga Kings.

Status Amp (P): All Status spells cast by Vasuki have a 20% higher chance to activate.



The Primordial Ninja - Ongyo-Ki ☆

Ultimate Persona
IX – The Hermit



Level 18

Hit Points: 500

Reward: Auto-Tarukajaou Spell Card (T5 Buff)

Skill Bonus: +2 MAG, +2 AGI, +1 VIT, +1 LCK

Natural Skill: **Invisible Aura** – At the start of combat, you may spend 1 Aspect Point to ensure the first attack you declare be a confirmed hit.

Types



Disposition:
Aggressive



STR
4



Resist

MAG
9



Resist

TEC
7



Reflect

AGI
8



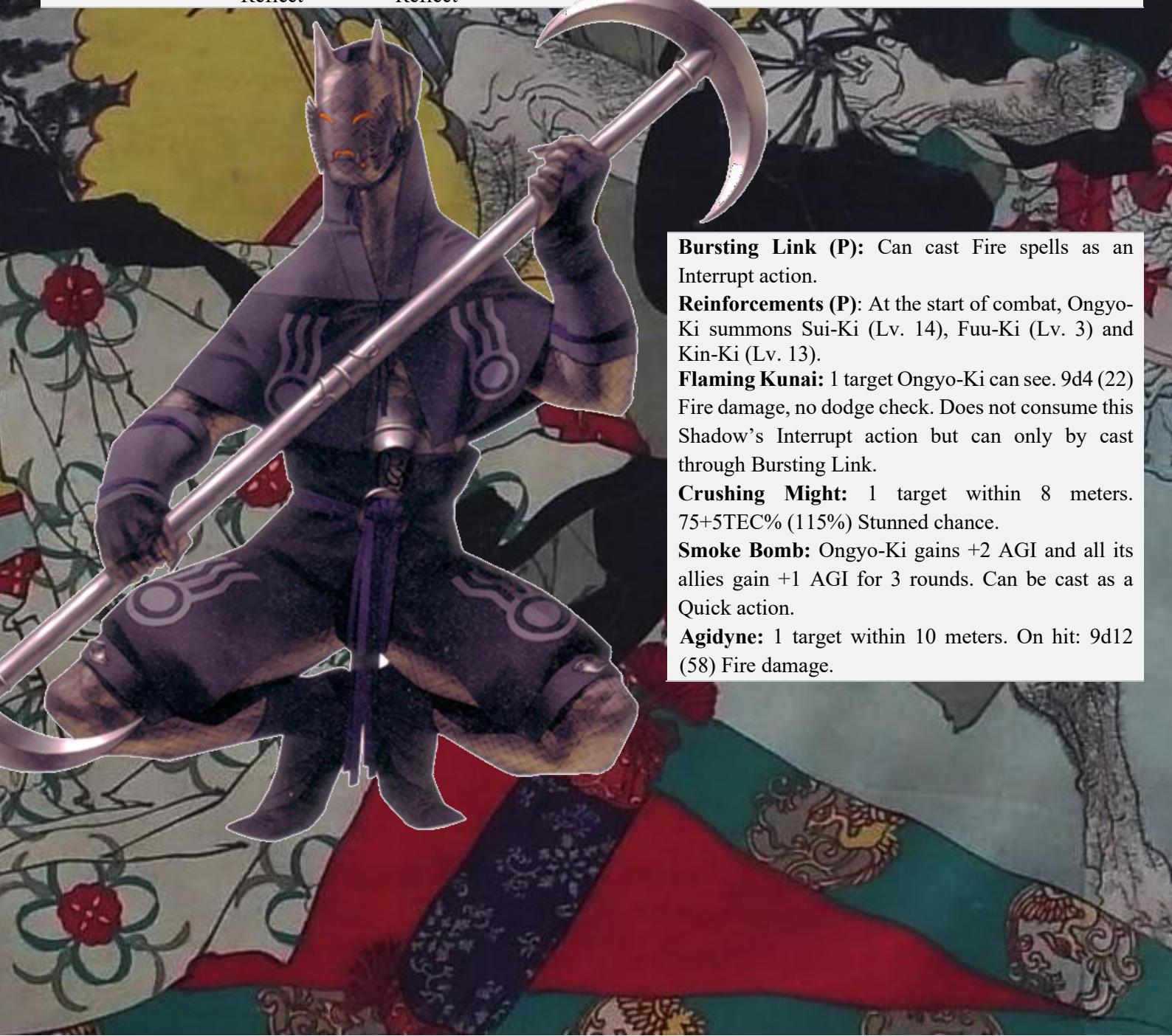
Reflect

VIT
6

LCK
4



One of the Oni controlled by Fujiwara no Chikata. Ongyo-Ki can suppress its aura to avoid being detected by enemies, being the origin of *ninjutsu*.



Bursting Link (P): Can cast Fire spells as an Interrupt action.

Reinforcements (P): At the start of combat, Ongyo-Ki summons Sui-Ki (Lv. 14), Fuu-Ki (Lv. 3) and Kin-Ki (Lv. 13).

Flaming Kunai: 1 target Ongyo-Ki can see. 9d4 (22) Fire damage, no dodge check. Does not consume this Shadow's Interrupt action but can only be cast through Bursting Link.

Crushing Might: 1 target within 8 meters. 75+5TEC% (115%) Stunned chance.

Smoke Bomb: Ongyo-Ki gains +2 AGI and all its allies gain +1 AGI for 3 rounds. Can be cast as a Quick action.

Agydyne: 1 target within 10 meters. On hit: 9d12 (58) Fire damage.



Valkyrie

XI – Strength

Level 18

Hit Points: 152

Spell Card: Masukukajaou (T5 Buff)

Skill Bonus: +3 STR, +2 TEC, +1 AGI

Natural Skill: **To Valhalla** – When you're in Death's Door, you can choose to spend 1 Death's Door Counter to perform a Quick action during your turn.

STR	MAG	TEC	AGI	VIT	LCK
10	1	8	7	4	6

Shura Tensei: As a Quick action, activates the following effect: *Lose 20% of your maximum HP per turn, grants +2 STR immediately and +1 STR at the start of each turn under this effect.*

Shura Revert: If Valkyrie is under the effects of Shura Tensei: Remove all effects of this spell and heal Valkyrie for 25% HP.

Sukukajyne: 1 target Valkyrie can see gains +4 TEC, +4 AGI for 3 rounds.

Gunnr: Any number of targets within 8 meters. On hit: 10d6-5 (30) Physical damage. On Critical: +STR (10) Physical damage.

Crystal Blade (P): If the target of one of Valkyrie's attacks has Reflect, Null or Drain Physical, the attack deals Ice damage instead.

Shiki-Ouji

0 – The Fool

Level 18

Hit Points: 342

Spell Card: Masukundamon
(T5 Debuff)

Skill Bonus: +2 STR, +2 VIT, +4 Knowledge, +4 Expression

Natural Skill: **Bastion** – Once per day, you may spend 1 Aspect Point to avoid combat. The Narrator can choose to force combat to start, but if they do, all Users gain +10 initiative.

STR	MAG	TEC	AGI	VIT	LCK
8	1	7	3	9	6

Mind's Eye: Increases the Critical Margin for all of Shiki-Ouji's attacks by 3 and decreases the Critical Margin to any number of targets by 3, for 3 rounds.

One Thousand Cuts: Any number of targets this Shadow can see. Critical Margin +1. On hit: 8d4-4 (16) Physical damage. Declares two attacks against each target.

Prediction (P): Starts combat with 3 extra Luck Charges. This Shadow can spend a Luck Charge to re-roll a check.

A type of exceptionally powerful Shikigami who can only be summoned by the most skilled magicians. Shiki-Ouji can scare away demons and protect its summoner from disasters.

Disposition:
Noble, Aggressive



Types



Null

Resist



A Norse figure who decides which warriors shall die in battle, taking them to Valhalla so they can prepare for Ragnarök.



Types



Null



Null



Null



Weak



Heavenly Lord – Chi You ☆

Ultimate Persona
VII – Chariot



Level 18

Hit Points: 400

Reward: Cataclysm Spell Card (T5 Buff)

Skill Bonus: +3 STR, +2 TEC, +1 LCK

Natural Skill: **Heavenly Inventor** – Upon acquiring a new weapon, you may choose a Type from your Starter Personae to substitute the Physical or Gun damage from that weapon for the selected Type.

Types



Disposition:
Aggressive, Noble



STR	MAG	TEC	AGI	VIT	LCK
10	1	10	5	5	4

Resist

Resist

Resist

Yanyue (Basic Attack): 1 target within 5 meters. On hit: 10d8+4 (49) Physical damage.

Devouring Blade: 1 adjacent target. On hit: STRd8+AGI (49) Physical damage, grants Sukukajaou to Chi You (+3 TEC, +3 AGI for 3 rounds).

Lightning Bow: 1 target within 4 meters. On hit: STRd8+1 (46) Thunder damage.

Athame: 1 target within 2 meters. On hit: 10d4+10 (55) Gun damage. Pushes the target 1 meter backwards.

Endless Link (P): May declare a basic attack after each allied attack without spending its Interrupt action.

Four Eyes (P): Chi You has two turns per round.

Peerless Blade (P): Chi You's Physical attacks ignore damage reduction and consider Null and Reflect as Resist.

Barbarian Shield (P): Fortify Physical +10, Fortify Elements -5

A deity of war in Chinese mythology, half-man and half-bull. Chi You was betrayed by his closest general after suggesting the end of polygamy during his reign and, as he was dismembered, cast a curse upon his people: exile, prosecution, betrayal and moral and cultural degradation until the day the people prayed for forgiveness for the sin of regicide.





Dancer in the Milky Ocean - Lakshmi ☆

Ultimate Persona
II – The Priestess



Level 18

Hit Points: 250

Reward: Mediarahan Spell Card (T5 Heal)

Skill Bonus: +2 MAG, +2 TEC, +4 Empathy, +4 Expression

Natural Skill: **Veera Lakshmi** – Once per day, if two or more of your allies are in Death's Door, you may reduce your HP to 0 to revive all allies with 100% HP.

Disposition:
Friendly



Types



STR	MAG	TEC	AGI	VIT	LCK
2	10	8	5	3	10
		Weak		Resist	
					Resist

The goddess of beauty, luck and love. Vishnu's wife and one of the Tridevi, along with Parvati and Sarasvati, Lakshmi was one of the beings who emerged from the Stirring of the Milk Ocean.

Adhi Lakshmi (Buff): As long as Lakshmi is alive, one target gains +3 to all its Combat Skills.

Mediarama: All Shadows recover 10d8+20 (65/90) HP.

Cleansing Rain: All combatants. Lakshmi and all her allies are healed from all Status and Debuff effects, and all Users take 10d6 (35) Ice damage on hit.

Dancer Upon the Sea of Milk (Light): Any number of targets Lakshmi can see lose TECd6 (30%) of their maximum HP.

Spring of Hygieia (P): Heal spells Lakshmi cast heal 25% more HP.



Cybele

III – The Empress

Level 18

Hit Points: 152

Spell Card: Auto-Rakukajaou (T5 Buff)

Skill Bonus: +2 MAG, +2 TEC, +2 AGI

Natural Skill: **Magna Mater** – Once per day, you may consider your Empathy Tier as VI for a check that involves pacifying, calming or comforting a target.

Disposition:

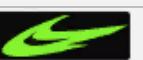
Snobbish, Flirty



Types



STR	MAG	TEC	AGI	VIT	LCK
1	10	8	8	4	4



Reflect

Null



Weak

Banish (Light): Reduces one target's HP to 1. This spell can only be cast once.

Amrita: Heals all Status effects from all Shadows.

Blades of the Grand Mother (Light): 1 target within 5 meters loses 35+3TEC% (60%) of its current HP.

A mother goddess similar to Gaia, associated with several natural elements such as fauna and flora. Cybele is considered the protector of several city-states, including Athens.

Auto-Marakukajaou (P): At the start of combat, Cybele grants Fortify Physical and Elements +12 to all Shadows for 3 rounds.

Comforting Aura (P): All Shadows recover 2MAG% (20%) of their HP at the start of each of Cybele's turn.

Raphael

VI – The Lovers

Level 19

Hit Points: 266

Spell Card: Heavenly Blade (T5 Phys.)

Skill Bonus: +2 STR, +2 TEC, +4 Knowledge, +4 Empathy

Natural Skill: **Tree of Life** – Once per session, you can choose to enter Death's Door with 4 counters instead of 3.

Disposition:

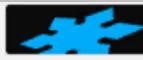
Snobbish, Childish



Types



STR	MAG	TEC	AGI	VIT	LCK
10	1	11	3	7	2



Drain



Null



Null

Celestial Prison (Light): 1 target within 6 meters. On hit: Target is barred from leaving its current position for 1d6 turns. At the start of each turn under this effect, target loses TEC% (11%) of its maximum HP.

God Hand: 1 adjacent target. HDC -1. On hit: $2 * (10d6 + 4)$ (78) Physical damage.

Tarukajyne: 1 target Raphael can see gains +4 STR, +4 MAG for 3 rounds.

Resolution of Adversity (P): +1 STR for each combatant in front of Raphael in the initiative queue.

One of the Four Seraphs, the highest ranking of angels. Raphael is the guardian of the Tree of Life, opposed to the Tree of Knowledge in the Garden of Eden. Raphael maintains Azazel's prison, who was exiled from heaven for copulating with human women.

Baal Zebul

XVIII – The Moon

Level 19

Hit Points: 304

Spell Card: Niflheim (T5 Ice)

Disposition:

Noble, Chaotic



Types



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

Natural Skill: One More God Rejected – Once per session, when you fail to negotiate with a Shadow, your next attack against a Shadow that participated in negotiation deals 25% extra damage.

STR	MAG	TEC	AGI	VIT	LCK
1	9	10	4	8	2



Resist

Drain

Weak

Weak

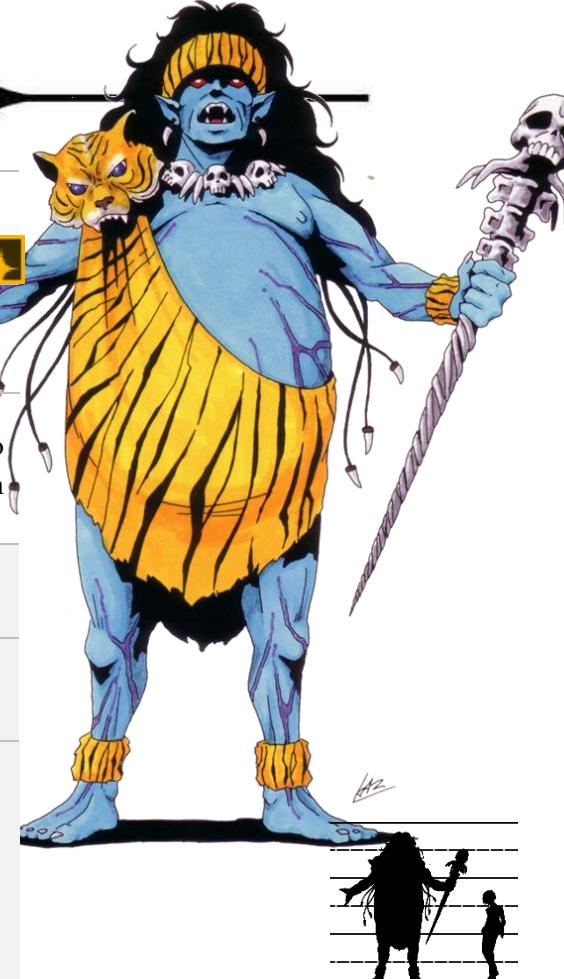
Corpse Rod (Ice): Any number of targets Baal Zebul can see. On hit: 9d6 (31) Ice damage. Reduces the targets' Energy by half if it's above 0 or reduces targets' Energy by 5.

Cloud of Mosquitos (Status): Any number of targets Baal Zebul can see. 50% Poisoned chance and 50% Slowed chance. Ignores targets' LCK saves.

Mamudoon: Kills all targets below 20+TEC% (30%/40%) HP.

Mudo Amp++ (P): Raises the cap of all of Baal Zebul's Dark spells by 10%

Numb (P): As long as Baal Zebul is in combat, the Narrator is to keep track of all the party's HP, not allowing them to see their scores by any means. In-game, Users do not feel pain or realize damage done to their bodies while this Shadow is in combat.



A Canaanite god whose name means "Lord of the High Place". A corruption of his name, Beelzebub, is used by priests to mock this figure and attribute a demonic meaning to the god.

Siegfried

XI – Strength

Skill Bonus: +8 Courage, +8 Discipline, +4 Knowledge, +4 Charm

Natural Skill: Dragon's Blood – Once per week, you may gain Null <Type> against one Type of your choice for 3 turns. This is not a Buff effect.

Level 19

Hit Points: 304

Spell Card: Power Charge+ (T3 Misc.)

Types



Disposition:

Friendly, Aggressive



STR

8

MAG

1

TEC

7

AGI

7

VIT

8

LCK

4



Null



Resist



Weak

Primal Strength: All targets between Siegfried and one target within 8 meters. On hit: 8d8 (36) Physical damage and Knockdown.

Victorious Roar (Debuff): Any number of targets Siegfried can see suffer Fortify Physical and Elements -24 for 3 rounds.

Auto-Matarukajyne (P): At the start of combat, Siegfried and all its allies gain +4 STR, +4 MAG for 3 rounds.

The dragon-slaying hero of the Germanic epic Nibelungenlied. Upon killing the dragon

Fafnir, Siegfried bathed himself in its blood and gained immortality and the ability to understand the language of birds.



Belial

XV – The Devil

Level 19

Hit Points: 152

Spell Card: Demonic Decree (T5 Dark)

Skill Bonus: +2 STR, +2 MAG, +2 TEC

Natural Skill: **Offering to the Marquis** – During negotiations with Shadows, you may sacrifice X RP to add X/2 to the negotiation roll's result.

Types



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

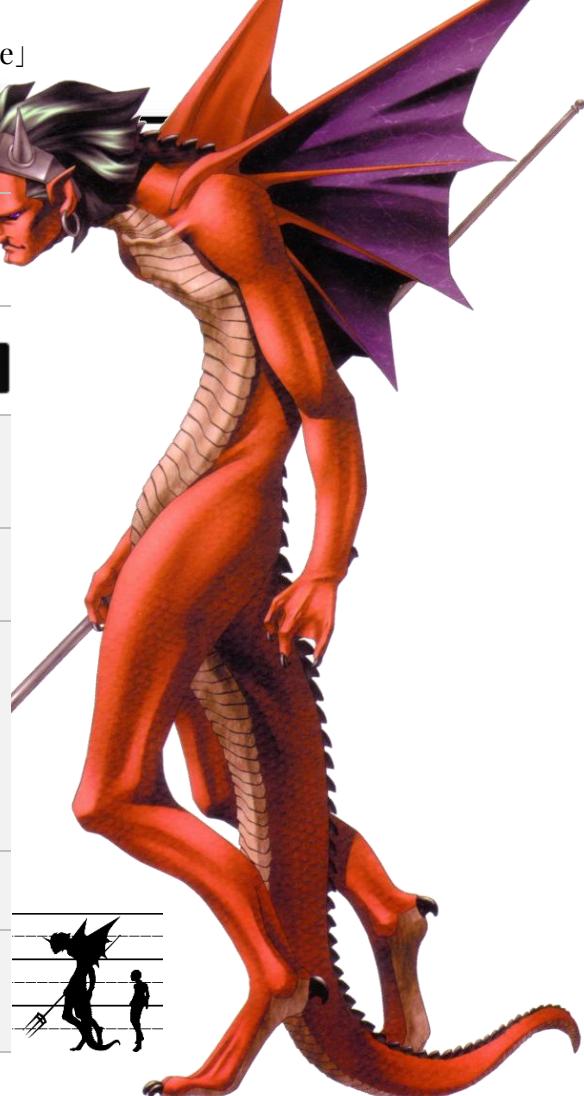
Summon Devil: Any number of Slowed targets. HDC+2. On hit: 8d6+8 (36) Fire damage.

Death's Harpoon: One target and all adjacent targets within 3 meters. On hit: 8d10 (44) Physical damage and moves the main target to an adjacent position to Belial.

Mudoon: Instantly kills one target whose HP is below 30+3TEC% (54%).

Circle of Lethargy (P): All combatants adjacent to Belial have a 100% chance to suffer Slowed at the start of their turns.

A demon of the same order as Lucifer who appears as an angel riding upon a flaming chariot. Its summoner must prepare offerings and gifts for Belial, or he shall refuse to speak the truth.

**Sraosha**

VIII – Justice

Disposition:
Snobbish, Friendly



Drain



Reflect



Reflect



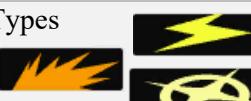
Weak

Level 19

Hit Points: 190

Spell Card: Light Sanctuary (T5 Defense)

Types



Skill Bonus: +1 STR, +2 MAG, +1 TEC, +4 Knowledge, +4 Expression

Natural Skill: **Observer** – You gain double the stated points when interacting with Confidants.

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

Judgement's Saber: 1 target within 6 meters. On hit: 7d8 (31) Physical damage.

Thunder Reign: 1 target within 10 meters. On hit: 8d10 (44) Thunder damage and 100% Shocked chance.

Divine Decree: 1 target loses 50+2TEC% (64%) of its current HP, Light damage.

Angel's Grace (P): Sraosha has DDC+1 against all attacks except Almighty.

Light's Vanguard: (P): Can cast Judgement's Saber without spending its Interrupt action every time a target is inflicted with a Status effect.

In Zoroastrism, Sraosha is the proxy between humanity and Ahura Mazda, representing the biggest virtue of mankind: obedience and submission to Divine Order.



Lucifuge

XX – Aeon

Level 19

Hit Points: 228

Spell Card: Neutronic Devolution (T5 Nuclear)

Types



Skill Bonus: +2 TEC, +2 MAG, +4 Knowledge, +4 Courage

Natural Skill: **Lord of All Treasure** – Once per session, you may choose one ally. You and that ally deal X bonus Almighty damage on all attacks you declare until the end of your next turn, where X is the sum of your current RP and the target's current RP. Triggering this Skill is a Free action.

Disposition:

Chaotic, Noble



STR

1

MAG

9

TEC

10

AGI

6

VIT

6

LCK

2



Reflect



Reflect



Resist



Weak

Powerful Summons (P): As long as Lucifuge is in combat, Users must pay 2 Energy before casting any spell.

Brimstone (Nuclear): One target within 8 meters. On hit: $9d10+15$ (64) Nuclear damage.

Seventh Circle (Status): An area around Lucifuge, reaching $TEC/2$ in any direction (5m). Any User who starts their turn within this area has 8TEC% (80%) chance to suffer Panicked.

Marakukajyne: Any number of targets gains *Fortify All* +24 for 3 rounds.

“He who flees the light”, a Prime Minister of Hell who gained powers over worldly riches from Lucifer himself. Lucifuge also has power over contracts and can grant wishes, taking human souls as payment.



Mahakala

XIII – Death



Disposition:

Aggressive, Snobbish



Level 19

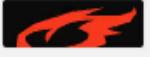
Hit Points: 152

Spell Card: Pralaya (T5 Physical)

Skill Bonus: +2 STR, +2 MAG, +1 TEC, +4 Courage

Natural Skill: **Four-Armed Gana** – You may equip up to 2 accessories simultaneously.

Types



Reflect



Drain



Null

Danse Macabre: Up to 1d6 targets within 6 meters. On hit: 9d8 (40) Physical damage.

Black Cut (Basic Attack): 1 target within 2 meters. On hit: 9d10 (49) Physical damage.

Dharmapala (Buff): Any number of targets Mahakala can see gain Fortify Elements +36 for 3 rounds.

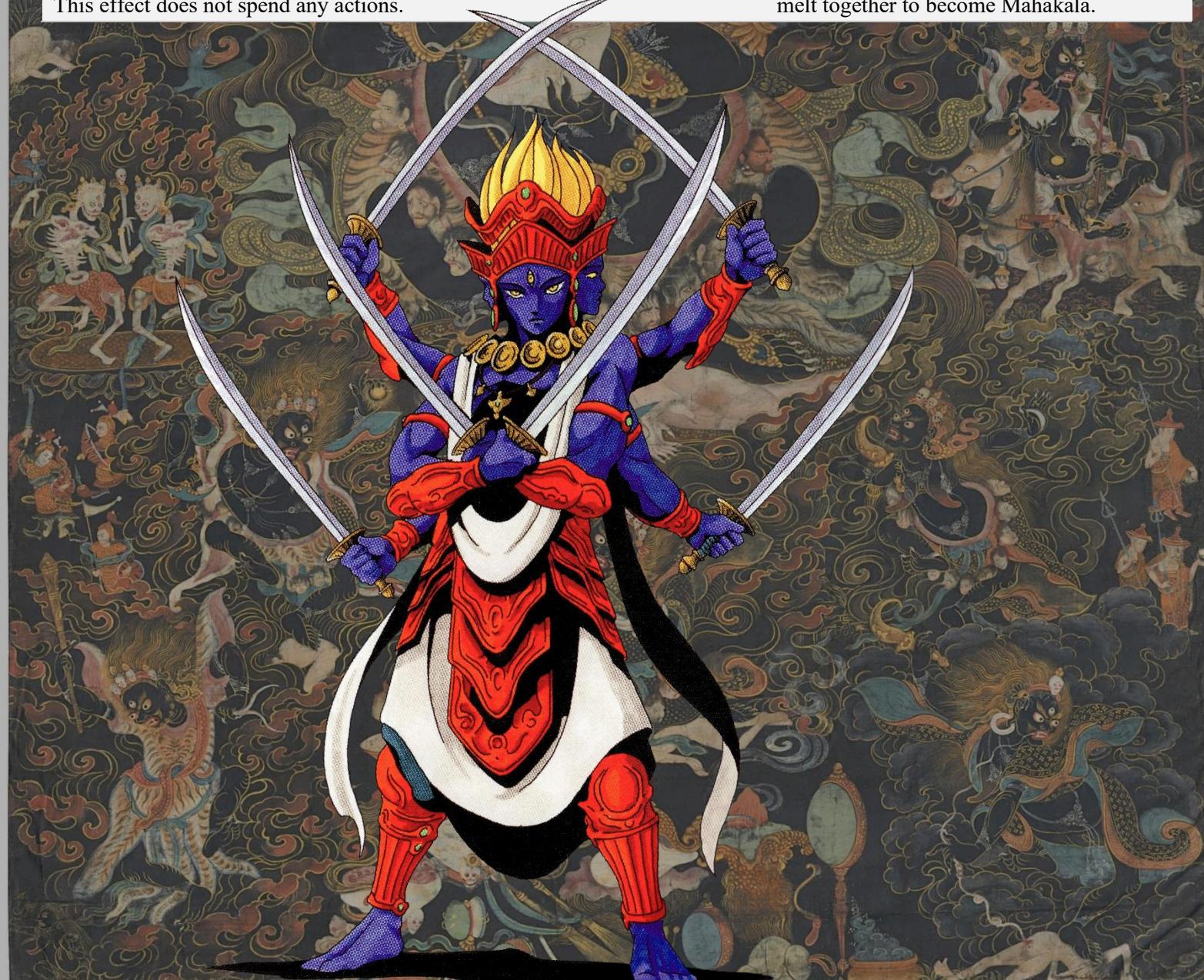
Heat Wave: Any number of targets. HDC+1. On hit: 8d4-5 (15) Fire damage. If a target dodges, Mahakala may cast Black Cut against the target with HDC +1 as a free action.

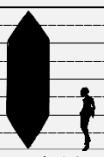
Two-Pronged Lance (P): Performs a basic attack immediately after its attack as its Interrupt action.

Heroic Gemini (P): Upon casting a Physical spell or basic attack, Mahakala has a 10% chance to declare the same attack once more. This effect does not spend any actions.

One of eight main Dharmapala and the furious manifestation of the bodhisattva of compassion.

Mahakala generally is described as pure black. As all colors fuse and become black, all names and shapes melt together to become Mahakala.





Mother of the First People – Alilat ☆

Ultimate Persona
III – The Empress



Level 19

Hit Points: 500

Reward: 1x Tetrakarn Spell Card, 1x Makarakarn Spell Card (T5 Misc.)

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

Natural Skill: **Absolute Barrier** – Being under the effects of Makarakarn also grants Reflect Physical for the duration.

Types



Disposition:

Insane



STR	MAG	TEC	AGI	VIT	LCK
1	14	7	1	9	2



Reflect



Reflect



Weak



One of the three idols adored by the people of Mecca before the dissemination of the message of Islam by the prophet Muhammad. Its origins can be traced back to Sumerian traditions brought by merchants and nomads.

Makarakarn: Grants Reflect Fire, Ice, Wind, Thunder, Nuclear, PSY, Light and Dark for the next attack cast against Alilat.

Photon Blade: 1 target within 10 meters. HDC -1. On hit: 14d12 (84) Almighty damage.

Ha Bufudyne: Up to 3 targets within 7 meters. On hit: 14d8 (63) Ice damage.

Evil Reflection (P): Damage reflected by Alilat is considered Almighty.

Obelisk (P): Alilat's MAG score cannot be lowered. Cannot dodge attacks.





Mada

XVI – The Tower

Level 19

Hit Points: 76

Spell Card: Ghastly Wail (T5 Status)

Skill Bonus: +2 MAG, +2 TEC, +2 AGI

Natural Skill: **Torpor** – Once per day, during combat, you may activate the following effect: Gain +1 DDC and -1 HDC until the end of your next turn. At the start of your next turn, you may spend 10% of your maximum HP to extend this effect for another turn, or 20% to extend this effect and increase it to +2 DDC, -2 HDC.

Types



Disposition:
Insane, Aggressive



STR	MAG	TEC	AGI	VIT	LCK
2	10	9	8	2	4
			Drain		
			Weak		Resist

The Hindu deity of inebriation, summoned by the priest Chyavna to pacify Indra. Mada's mouths are so massive he could swallow both earth and sky at once.



Maragidyne: Any number of targets. On hit: 10d6 (35/47) Fire damage.

Purifying Blaze: Any number of targets. On hit: 10d4 (25/37) Fire damage, kills targets below 25% HP

Appalling Visage: Any number of targets within 6 meters. 25+5TEC% (70%) Fearful chance.

Macofunda: Up to 2 targets within 6 meters. 15+5TEC% (60%) Stunned chance.

Unshakable Will (P): Mada is immune to all Mind Status.

Fire Amp (P): Fire Spells cast by Mada deal 50% more damage.





Dame of Strife - Ishtar ☆

Ultimate Persona
VI – The Lovers



Level 19

Hit Points: 300

Reward: *Plume of Dawn* Spell Card (T5 Heal)

Skill Bonus: +2 MAG, +2 AGI, +4 Empathy, +4 Charm

Natural Skill: **Spell Master** – Once per session, you may spend 1 Aspect Point to cast a Heal Type spell as an Interrupt action.

Types



Disposition:
Flirty, Friendly



STR	MAG	TEC	AGI	VIT	LCK
1	12	6	8	5	2
					Weak
Null					

The Babylonian goddess of love and fertility, the equivalent to the Sumerian Inanna and personification of the planet Venus. Creator and guardian of life, her symbol is an eight-pointed star, her sacred city is Uruk and part of her cult was dedicated to prostitution.

Spark: 1 target Ishtar can see. 12d6 (42) Thunder damage. No dodge roll.

Storm Clouds: Any number of targets. Declares two attacks against each target, each dealing 12d4 (30) Thunder damage and 50% Shocked chance on hit.

Kiss of Uruk (Heal): 1 target within 4 meters. HDC -1. On hit: Reduces the target to 1 HP. Ishtar is healed for half of the dealt damage.

Guardian of Life (P): Can cast a damage spell and a Heal spell in the same round, not spending her Interrupt action.

Lady of Battles (P): As long as Ishtar is alive, when any combatant casts a Thunder spell, Ishtar may cast Spark against this target as her Interrupt action.



Sati

I – The Magician



Level 19

Hit Points: 114

Spell Card: Fire Ward (T5 Defense)

Types



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

Natural Skill: **Selfless Sacrifice** – Once per day, you may enter Death’s Door to restore all Death’s Door counters to all allies. If any of your allies has at least 3 counters before this spell is activated, they’re revived with 1 HP.

STR	MAG	TEC	AGI	VIT	LCK
1	11	8	6	3	8

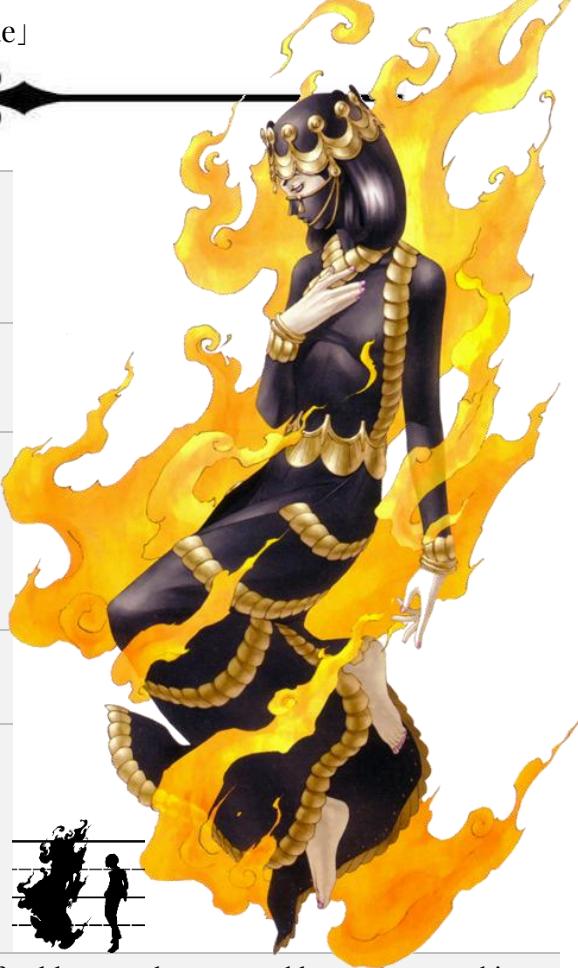
Trafuri: Sati can move up to 2d6 targets from their original positions to any other unoccupied points within 20 meters. Can be cast as an Interrupt action.

Cerberus’ Wrath: Up to 3 targets within 7 meters. On hit: 11d8 (49) Fire damage.

Dazzle (Intel): 1 target suffers -1 HDC for its next action.

Cloak of Shadows (Intel): 1 target gains +1 DDC for the next attack.

A goddess born as a human in Hindu mythology. Sati rejected the advances of noblemen who accosted her and escaped into the forest to avoid their constant proposals. Eventually Shiva took her as her wife, but Sati sacrificed herself when her father disapproved of the marriage, being reborn as the goddess Parvati.

**Yoshitsune**

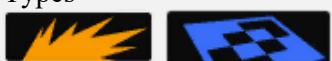
VII – The Chariot

Disposition:
Aggressive, Friendly



STR	MAG	TEC
11	1	8

Types



AGI	VIT	LCK
5	7	1

Skill Bonus: +2 STR, +2 TEC, +2 LCK

Natural Skill: **Peerless Swordsman** – If you roll a 1 or a 2 while attempting a Critical Hit, you don’t spend a Luck Charge for this attack.

Charge: Yoshitsune’s next attack deals double damage, ignores Resist and treats Null, Drain and Reflect as Resist.

Hassou Tobi! Up to 1d6 targets within 8 meters. Total Critical Margin: +2.

Attacks each target three times. On hit: 11d8/2 (24) Physical damage. After casting this spell, Yoshitsune suffers Fortify All -24 until the end of its next turn.

Monofilament Blade: Any number of targets. Attacks each target twice. Total Critical Margin: +3. On hit: 11d6/2 (19) Physical damage.

Lingchi (P): This Shadow can roll Critical hits without spending Luck Charges.

Relentless Advance (P): All attacks cast by Yoshitsune gain Critical Margin +2

A general of the Minamoto clan born in 1159. His long story of combat prowess and his violent end by the hands of his old mentor’s son inspired the expression Hangan-biiki, “sympathy for the tragic hero”.



Wonderland's Oblivion – Alice ☆



Ultimate Persona XIII – Death

Level 20

Types



Hit Points: 200
Reward: Die for Me! Spell Card (T5 Dark)

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

Natural Skill: **Die for Me!** Spend 1 Aspect Point before taking damage that would drop you to 0 or less HP to transfer this damage, as Almighty, to an ally, with or without their consent.

Disposition:
Childish,
Devilish



STR	MAG	TEC	AGI	VIT	LCK
1	12	8	10	2	2



Reflect

Resist

Mad Tea Party: Any number of targets. Instantly kills targets below 60+2TEC% (76%) HP. If this spell kills at least one target, Alice can no longer use it.

Black Viper: 1 target within 10 meters. On hit: 12d12+12 (90) Almighty damage.

Doors to Hades: 1 target within 5 meters and all adjacent targets. On hit: 12d8 (54) Almighty damage. Alice can sacrifice Nebiros or Belial to cast Mudoon against up to two hit targets as a free action:

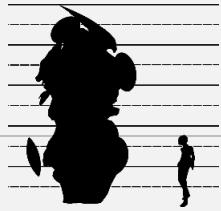
Mudoon: Instantly kills a target below 30+3TEC% (54%) HP

Loyal Servants (P): At the start of combat, Alice summons Belial (Lv. 19) and Nebiros (Lv. 16). Their initiative values are equal to Alice's -1 and -2, respectively.

A figure of terrifying powers and mysterious origins: her physical appearance and mannerisms are similar to the eponymous character created by Lewis Carroll, but her powers are similar to the myth of an Aryan girl who died young. Her spirit lingered on Earth and now she seeks misbehaved boys and girls to kill them, gaining new "friends" to play with.

"I just want one last favor... Can you please die for me?"





Our Lady of Sorrows, Maria ☆

Ultimate Persona

XX - Aeon

Level 20

Hit Points: 700

Reward: Kakkhara (Polearm, Special)

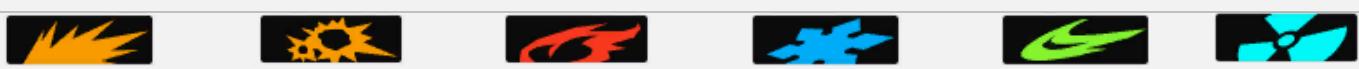
Types



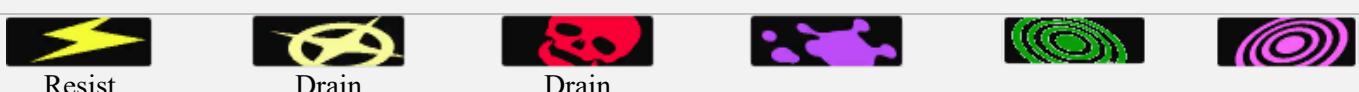
Skill Bonus: +8 Empathy, +4 Charm, +4 Expression, +1 TEC, +1 VIT

Natural Skill: **Immaculate Procession** – You are immune to damage that designates “an adjacent target” or units within range of the original target if you are not the primary target of the attack. Whenever an ally moves, you may move to a position adjacent to theirs, outside of your turn, for no action cost, once per round.

STR	MAG	TEC	AGI	VIT	LCK
1	1	20	1	10	1



Null



Resist

Drain

Drain

Ideal Space (P): As a quick action, Maria can choose one cognitive object, such as those created by Intel spells, Zeniths of Radiance, etc, and deal 10d10 (50) Light damage to all targets within 3 meters of this object (this checks for dodge).

Penitent Altar (P): At the start of combat, Maria creates an Altar of Radiance in one empty space she can see, being able to move it up to 10 meters in any direction during her turn as a Quick action. This is considered a cognitive object for the purposes of Ideal Space.

Heavenly Vanguard (P): At the start of combat, Maria summons Terminator (Level 17), Throne (Level 17), and Dominion (Level 16) into combat. These Shadows’ initiatives are equal to Maria’s.

Candida Rosa: Any number of targets within 10 meters. Hit: 10d8+5 (50) Light damage, plus 20 Light damage to all units adjacent to the Altar of Radiance.

Primum Mobile: One target within 10 meters. On hit: TECd12+TEC (85) PSY damage. If this attack places the target in Death’s Door, select one other target within 6 meters of the Altar of Radiance: The second target also enters Death’s Door.

The Virgin Mary, central female figure of Christianity and many other faiths, and mother of Jesus Christ, having ascended directly to Heaven instead of dying as a human, and taking residence there in the highest sphere, where she still guides humans with her benevolence to this day.







Seventh Trumpet, Eternal King – Beelzebub ☆

Ultimate Persona
XV – The Devil

Level 20

Hit Points: 800

Reward: Phalanx (Shield, Special)

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

Natural Skill: **Lord of Flies** – Grants +1 to one Combat Skill of your choice at the start of your turn for each other unit suffering from Status effects. This increase stacks with Buff effects and lasts for the duration of your turn.

Types



Disposition:
Devilish



STR	MAG	TEC	AGI	VIT	LCK
1	1	14	3	13	4
			Weak	Drain	

Endless Pestilence (P): The first Buff or Debuff skill Beelzebub casts each round is considered a Quick action.

Surrounded by Filth (P): Gains +1 TEC, +1 AGI for each target suffering from any Status in combat, including Beelzebub.

Infestation (Status): 1 target within 2 meters suffers the Nerve Status *Infested*: -1 STR, -1 MAG. Recovery chance: 25%. If you fail the recovery test, lose 25% of your maximum HP.

Breed (Status): 1 Infested target. On hit: TECd12 (91) Dark damage. Target is healed from Infested and gains Resist Status for 3 turns. 1 Swarm of Flies spawns adjacent to the target, with the same initiative as the target.

Guide the Swarm: 1 target Beelzebub can see. On hit: 25 Almighty damage for each Swarm of Flies present in combat.

Fester (Buff): Beelzebub can sacrifice 10% of its current HP to immediately add 1 Swarm of Flies to combat.

One of the seven Princes of Hell, one of the first angels to fall from Heaven with Lucifer and Leviathan. Associated with pride, gluttony and adoration of false gods.

Swarm of Flies

Level 10

Hit Points: 52

Ignores negotiation, cannot be acquired by Fusion.

STR	MAG	TEC
1	5	7
AGI	VIT	LCK
10	2	2

Minuscule (P): DDC +1 against all attacks.

Vile Creature (P): Dies instantly when hit by a Light or Dark spell.

Acid Spit: 1 target within 3 meters. On hit: MAGd8 (22) Dark damage and Fortify Almighty -15 for 3 rounds.

Surround (Debuff): 1 adjacent target. Decreases target's HDC by 1 and increases the Swarm's DDC by 1 until the end of its next turn.







Destruction and Creation – Shiva ☆

Ultimate Persona
XVI – The Tower



Level 20

Hit Points: 400

Reward: Armor of Light (Armor, Special)

Skill Bonus: +1 STR, +1 MAG, +1 TEC, +1 AGI, +1 VIT, +1 LCK

Natural Skill: **Boundless Universe** – Spend 1 Aspect Point to gain a second turn, once per round.

Types



Disposition:
Aggressive



STR	MAG	TEC	AGI	VIT	LCK
9	8	6	4	6	2
Reflect	Null	Null	Weak	Null	

Critical Charge (Misc.): Shiva's next attack is a guaranteed critical hit.

Rudra (Wind): Any number of targets Shiva can see. HDC +2. On hit: $8d6+9$ (37) Wind damage.

Nandi (Physical): All targets between Shiva and a point within 8 meters. On hit: $9d8$ (40) Physical damage. Critical: +2STR (18) Wind damage.

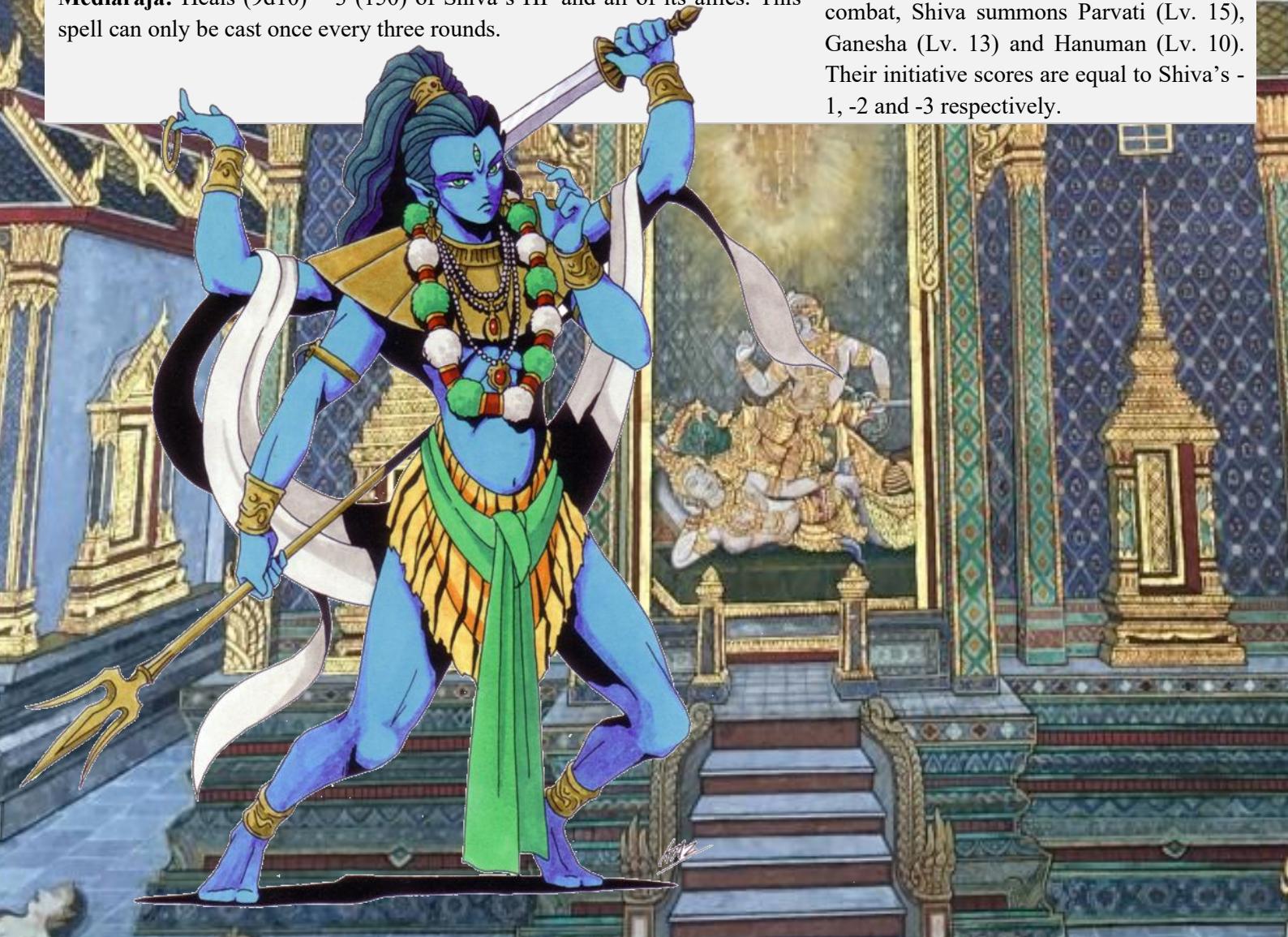
Mediaraja: Heals $(9d10) * 3$ (150) of Shiva's HP and all of its allies. This spell can only be cast once every three rounds.

One of the three main divinities of Hindu lore. Known as The Destroyer, Shiva is also considered a benevolent and beneficial force, for there can be no new construction without a preceding destruction. Shiva has four arms, three eyes, a blue throat (result of drinking a whole ocean's worth of lethal poison) and carries a trident and drum.

Endless Creation (P): Shiva has two consecutive turns per round.

Vishakanta (P): Shiva cannot be Poisoned.

Reincarnated King (P): At the start of combat, Shiva summons Parvati (Lv. 15), Ganesha (Lv. 13) and Hanuman (Lv. 10). Their initiative scores are equal to Shiva's -1, -2 and -3 respectively.





Angel of Shadows – Sandalphon ☆

**Ultimate Persona
XVIII – The Moon**



Level 20

Hit Points: 500

Reward: Banishment Spell Card (T5 Light)

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

Natural Skill: **Gigantic Sentinel** – No effects can lower your TEC. Enemies who start their turn adjacent to your position have their Movement Allowance decreased to 1 for the duration of their turn.

Types



Disposition:

Noble, Snobbish



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



Resist



Resist



Resist



Resist



Reflect



Reflect



Null



Null



Null

A prominent figure in Jewish mysticism such as the Kabbalah, where he resides in the Malkuth Sephiroth with his "twin", Metatron. Sandalphon is responsible for choosing one's gender during gestation and delivers human prayers to God. His body is so large that it would take one person 500 years to walk across it.

Samsara: Any number of targets. Deals $20+2\text{TEC}\%$ (30%) of the target's current HP as Light damage.

Shining Bow: 1 target Sandalphon can see. On hit: $8d10$ (52) Light damage. Heals Sandalphon for the same amount of damage dealt.

Paths of Light (P): Restores 25% of any number of targets Sandalphon becomes adjacent to during its movement.

Master of Heavenly Songs (P): At the start of each of its turns, Sandalphon has a 50% chance to summon a Sraosha (Lv. 19) if there are less than two Sraosha currently in combat.





Morning Star – Helel ☆

Ultimate Persona
XVII – The Star



Level 20

Hit Points: 600

Reward: Megidolaon Spell Card (T6 Almighty)

Types



Disposition:
Flirty, Devilish



Skill Bonus: +2 MAG, +2 TEC, +4 Courage, +4 Charm

Natural Skill: **Devour the Light** – When a Light spell is cast against you, heal the amount of HP you would have lost and deal the same amount of damage as Almighty damage against the caster.

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

A king of Babylon, his name means "The Shining One", also known as Morningstar. There's considerable confusion in the difference between Helel, or Lucifer, in some translations, with the figure of Satan, but there was no connection between these figures originally, being that even Jesus Christ once was referred to as "Morning Star", but never as Lucifer.

Ragnarök: Any number of targets. On hit: 9d8 (40/54) Fire damage. Helel can sacrifice 10% of his maximum HP to deal +MAG (9/12) Fire damage.

Devil's Decree: Kill any target whose HP is below 90% and lower than Helel's.

Instant Cure (P): Heals from all Status effects at the end of its turn.

Rebellion's Cry (P): At the start of combat, grants +3 MAG, +3 TEC to Helel for the first 4 rounds of combat.







Rainbow Serpent - Yurlungur ☆

Ultimate Persona
XIV – Temperance



Level 20

Hit Points: 300

Reward: Sabazios (Glove, Special)

Skill Bonus: +2 STR, +2 MAG, +2 TEC

Natural Skill: **Copper Snake** – At the start of each combat, grants Resist Fire, Ice, Thunder, Wind, Nuclear or PSY (choose one) to you and all your allies for the first 3 rounds.

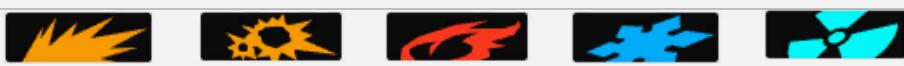
Types



Disposition:
Chaotic



STR	MAG	TEC	AGI	VIT	LCK
9	8	7	5	4	2



Drain



Null

Resist

In Aboriginal Australian lore, the Yurlungur is a serpent made of copper who brings rain and spurs the renovation of life. It is known as the rainbow serpent as the water it inhabits shimmers in all colors.

Sparkling Rain (Light): 1d6 targets Yurlungur can see lose 3TEC% (21%) of their current HP.

Earthquake: Up to 3 targets within 6 meters. HDC +1. On hit: 9d8 (40) Physical damage and Knockdown.

Blizzard: Any number of targets. On hit: 8d8 (36) Ice damage and 15+5TEC% (50%) Slowed chance.

Tetra-makara-break (P): Always treats Reflect and Null as Resist.



The Reborn One – Attis ☆

Ultimate Persona
XII – The Hanged Man



Level 20

Hit Points: 500

Reward: Bead Chain (Consumable, Special)

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

Natural Skill: **Immaculate Rebirth** – Consider your VIT and all your allies' VIT scores as +2 for Death's Door checks (Max. 11)

Types



Disposition:
Friendly, Noble



STR	MAG	TEC	AGI	VIT	LCK
1	12	6	6	8	2
		Null			Reflect
					Weak

Part of Greek folklore, originally hailing from the kingdom of Phrygia. Attis attracted the attention of Cybele, but he refused her, making Cybele chase Attis until he castrated himself, dying from the blood loss. The pine tree where Attis died protected his soul as Zeus and Cybele kept his body from rotting. This process turned castration a common ritual amongst the followers of Attis.



Pyriphlegton: 1 target within 10 meters. On hit: 12d12 (78) Fire damage.

Fascination (Buff): The user with the biggest Charm score in combat. For each 5 points of Charm the target has, Attis gains +1 MAG, +1 AGI, +1 LCK for 3 rounds.

Sacrifice (Heal): Upon dying, Attis heals all Cybele in combat to 100% HP and removes all Status effects from combat.

Heroic Wind (P): At the start of each round, Attis and all its allies heal 10% of their maximum HP.

Transcendent Attraction (P): At the start of combat, Attis summons two Cybele (Lv. 18) with the same initiative value as the character with the highest initiative.





Past, Present and Future - Zaou-Gongen ☆

Ultimate Persona
XI – Strength



Level 20

Hit Points: 300

Reward: Soul Food (Consumable, Special)

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

Natural Skill: **Mountain Emperor** – You may cast any Physical spell adding the Realized category.

Types



Disposition:
Aggressive



STR	MAG	TEC	AGI	VIT	LCK
10	8	7	3	4	4



Reflect



Weak

Null

Null

One of the most important deities of Shugendou belief. Zaou-Gongen is considered the Shinto manifestation of three Buddhist deities: The historical Buddha (Sakya), Kannon Bodhisattva (Kanzeon) and Mirai Buddha (Maitreya), Buddhas of past, present and future.

Swords Dance: 1 target within 4 meters. On hit: $10d12+25$ (80) Physical damage. If that attack drops the target to 10 or less HP, target enters Death's Door immediately, with 2 counters.

Blazing Inferno: Any number of targets. On hit: $8d4$ (20) Fire damage -3 STR, -3 MAG, Fortify Physical -12 and Fortify Elements -12 for 3 rounds.

Immovable Spirit (P): Heals 100% of its HP upon dying for the first time in combat.



Emperor of Endless Stars - Kohryu ☆

Ultimate Persona
V – Hierophant



Level 20

Hit Points: 800

Reward: Samsara Spell Card (T5 Light)

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

Natural Skill: **Core of the Four Beasts** – Consider your Knowledge Tier as VII for questions regarding astrology and astronomy. You can precisely pinpoint your geographical location as long as you can see the sky.

STR	MAG	TEC	AGI	VIT	LCK	Disposition:
2	6	15	3	7	4	The yellow dragon who rules over the Si Xiang - Genbu, Seiryu, Suzaku and Byakko - who can be found at the center of the four beasts. Kohryu is the incarnation of the element of Earth and appears before humans in time of great fortune.
			Null		Null	

Reflect

Immortal Dragon (Heal): If Kohryu dies before the start of its next round after casting this spell, it's restored to 50% HP instead. If this spell is not triggered, Repress it.

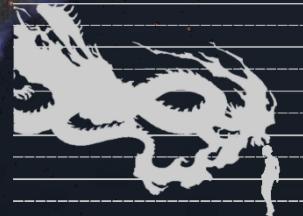
Samsara (Light): Any number of targets. Deals 20+TEC% (35%) of targets' current HP as Light damage.

Divine Punishment (Light): 1 target. Deals 50+2TEC% (80%) of the target's current HP as Light damage.

Tü: All targets who are touching the ground take 6d12+1 (40) Almighty damage, no dodge check.

Dragon's Cry (P): Kohryu is always the first combatant in the initiative queue.

Colossus (P): Kohryu occupies 4 spaces instead of one, DDC -1, and can fly.





Divine Rebellion - Satanael ☆

Ultimate Persona

0 – The Fool



Level 20

Hit Points: 300

Reward: Scorpio's Hook (Whip, 8 RP)

Skill Bonus: +2 STR, +2 TEC, +1 AGI, +4 Courage

Natural Skill: **Lord of Rebellion** – Once per session, you may spend 1 Aspect Point to alter the

Interactions to the Type of the next attack that targets one adjacent target: *Resist*, *Null* and *Reflect* become Weak, *Weakness* becomes Reflect, and *Drain* becomes Resist.

Types



Disposition:
Chaotic, Devilish



STR	MAG	TEC	AGI	VIT	LCK
11	1	11	5	4	4
Reflect				Drain	
Drain					

In the second Book of Enoch, Satanael is mentioned as one of the leaders of the rebellion against YHVH for refusing to bend to humans, which led to his imprisonment.

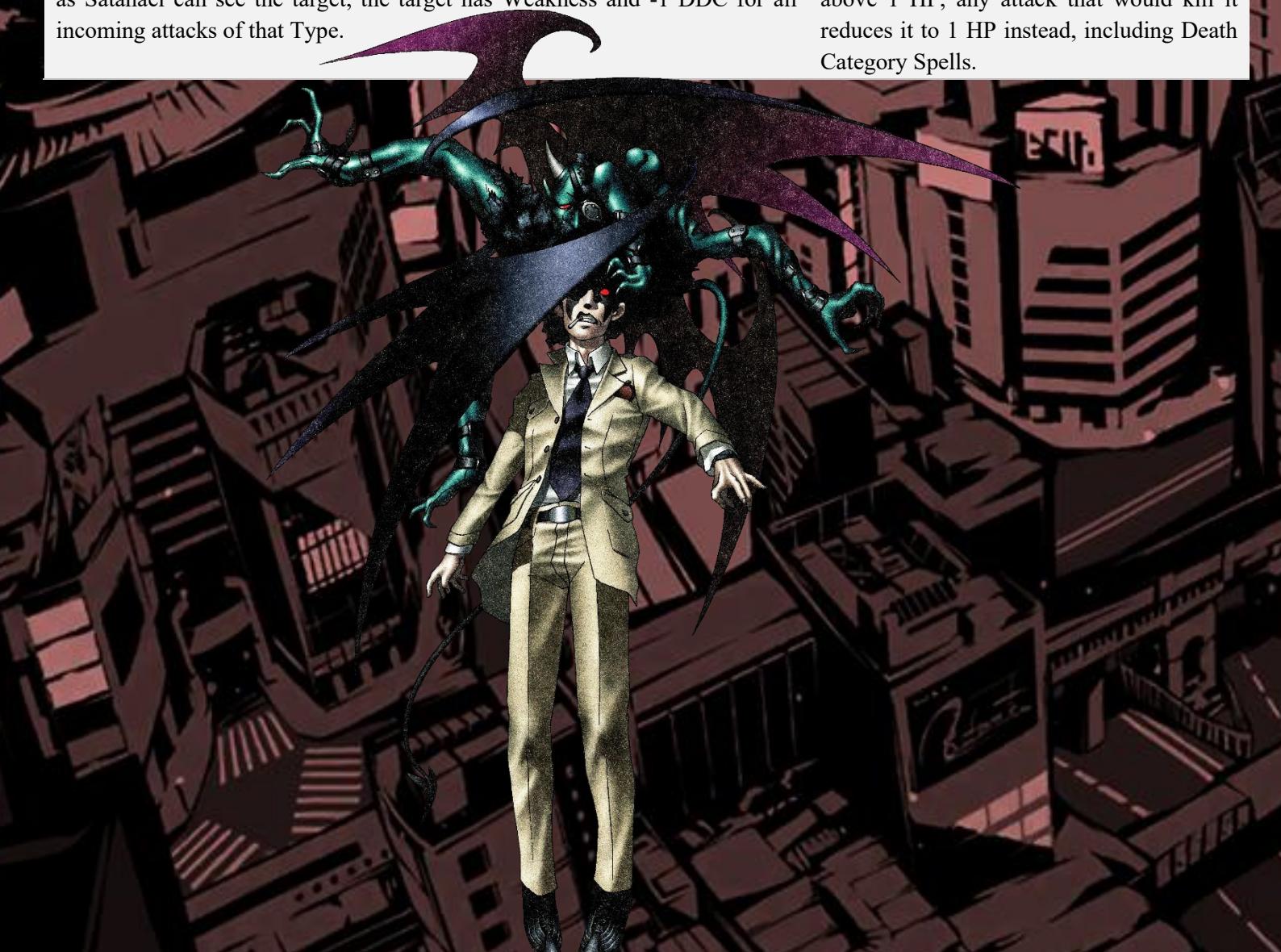
Sinful Shell: Any number of targets. On hit: STRd6 (38) Physical damage and 30% Fearful chance.

Haeigaon: Up to 3 targets within 6 meters. On hit: TECd8 (49) Dark damage.

Reject Order (Misc.): Satanael chooses 1 target it can see and 1 Type. As long as Satanael can see the target, the target has Weakness and -1 DDC for all incoming attacks of that Type.

Victory Cry (P): At the start of each of its turns, Satanael is healed of all Status and Debuff effects.

Survival Trick (P): As long as Satanael is above 1 HP, any attack that would kill it reduces it to 1 HP instead, including Death Category Spells.





Furious Wiseman – Odin ☆

Ultimate Persona
IV – The Emperor



Level 19

Hit Points: 250

Reward: Gungnir (Polearm, 8 RP)

Skill Bonus: +2 STR, +2 MAG, +4 Knowledge, +4 Discipline

Natural Skill: **Burden of the Wise** – Sacrifice 3X Energy to raise one of your

Social Skill Tiers by X until the end of the current day's Evening block.

STR	MAG	TEC	AGI	VIT	LCK
10	9	6	4	3	2



Weak



Null

Types



Disposition:
Noble, Aggressive



Sleipnir (Physical): 1 target Odin can see. On hit: Odin becomes adjacent to that target and deals 10d12 (65) Physical damage. Any number of targets within 5 meters are drawn as close as possible to Odin.

Hugin (Wind): All targets within 3 meters. HDC +1. On hit: 9d6 (31) Wind damage and pushes the target up to TEC (6) meters away.

Gungnir (Thunder): 1 target Odin can see. On hit: 10d10+2X (55) Thunder damage, where X is the distance between Odin and the target.

Considered the main god of Norse mythos associated with wisdom, war, combat, magic, poetry and the hunt. Odin exchanged one of his eyes for the right of drinking from the well of Mimir and gain vast knowledge, also gaining the ability to read magical runes for flagellating himself in the Tree of Life to gain more knowledge.

Valhalla (P): Once per combat, if an attack would kill Odin, Odin gains Null All (this effect includes Almighty damage) against that attack and gains an extra turn immediately, but its HP is reduced to 1 after that turn.





Lord of Sin - Satan ☆

Ultimate Persona
XX - Judgement



Level 20

Hit Points: 500

Reward: Black Viper Spell Card (T6 Almighty)

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

Natural Skill: **Lake of Tears** – At the end of each combat, if your HP is above 0, you may spend 5 Energy to heal 100% of your HP.

Types



Disposition:

Devilish, Noble



STR	MAG	TEC	AGI	VIT	LCK
1	14	6	6	6	2
Resist		Reflect	Reflect		

A notable figure in several religions, shown as a rebel against God's will or as one who steers humanity towards sin to show god how easy they are to influence. Throughout the ages, the image of Satan was connected to other wicked figures of mythology such as Seth, Hades, Ahriman and Mara.

Titanomachia: Any number of targets Satan can see. On hit: 14d6 (49) Fire damage and 35+5TEC% (70%) Fearful chance.

Hell Has Frozen Over: 1 target within 10 meters. On hit: 14d12 (91) Ice damage. Until the end of Satan's next turn, that target loses all elemental interactions and damage resistance.

Thunder Reign: 1 target within 10 meters. On hit: 14d12 (91) Thunder damage and 100% Shocked chance.

Regenerate (P): Heals VITd6 (21) HP at the start of each turn.

Energize (P): At the start of each of its turns, restores all of Satan's Combat Skills to their default values and removes all Status effects from Satan.

Rebel Soul (P): Deals 30% extra damage against targets whose current HP is higher than Satan's.





大天使・メタトロン

仲魔



ヨスガ

| Light · Law





He Who is Closest to God - Metatron (Tyrant) ☆

Ultimate Persona
VIII – Justice

Level 20

Hit Points: 700 (70/140)

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

Natural Skill: **Mouthpiece of God** – Instead of rolling initiative, you can choose the spot of all combatants within the initiative queue.

Types



Disposition:

Noble, Aggressive



STR	MAG	TEC	AGI	VIT	LCK
1	1	14	8	8	4



Resist



Drain



Basic Attack



Megido Fire



Reflect



Weak

The voice of God. Every time a human believes he's heard God speak to them it was actually Metatron speaking on His behalf. A million eyes and mouths cover his body and each mouth speaks a different tongue. Metatron is the being closest to God in the heavenly hierarchy.

By God's Will: Metatron's basic attack is replaced by **Megido Fire**: 1 target within 7 meters. On hit: TECd12 + TEC (105) Gun damage.

Upon death, Metatron's divine essence coalesces, granting the Users the Megido Fire *Special Firearm*.

Eternal Punishment: One target Metatron can see loses 50+3TEC% (92%) of its current HP, Light damage.

Manmaon (Light): Any number of targets Metatron can see loses 10+3TEC% (52%) of their current HP. After taking damage, each target has a 10% chance to die instantly.

Guiding Hand: Metatron may use its Interrupt action to force a target to re-roll a dodge check.

Fall from Grace: Any number of targets suffers DDC-1 until the end of Metatron's next turn and suffer a 20+5TEC% (90%) chance of Fearful.

Fire of Sinai: All combatants except Metatron. Does not check for dodge. Deals 30 Almighty damage, and this damage cannot be reduced by any effects.

Infinite Incandescence (P): All Light spells cast during combat lose their upper cap.

Terrifying Projection+ (P): All targets that become adjacent to Metatron have a 15+5TEC% (85%) chance of Fearful.

Hate the Sinner (P): If a Light spell cast by Metatron is Reflected, Metatron's next spell gains the following effect: *This spell deals damage based on the target's maximum HP instead of its current value.*

Metatron may perform up to four Hetelic Actions per round

Absolute Stance: When Metatron takes damage from an attack, grants TECd6 (49) damage reduction against the next attack.

Obliterate Shield: When the original target of an attack cast by Metatron is changed by the effects of items, movement Spells, Aspects, etc., or if damage is Reflected, the damage deals full damage against the original target, regardless of abilities or resistances, and half damage against the new target.

Accelerated Casting: Metatron can cast a spell of its deck immediately, outside of its turn, without spending its Interrupt action.

Wear Down: Each user loses 1d6-1 Energy.



Lucifer

XXI – The World



Level 21
Hit Points: 666 (66/132)

Cannot be acquired by Fusion.

Lucifer is considered a Tyrant and has Hetelic Resistances, but does not have access to Hetelic Actions

Skill Bonus: +3 MAG, +2 TEC, +1 VIT, +4 Courage

Natural Skill: **Eternal Suffering** – No Shadows besides Lucifer can be killed as long as Lucifer is in combat.

Combat Skills (Base):

STR	MAG	TEC	AGI	VIT	LCK
3	14	6	5	6	4

Combat Skills (Lucifer's Call):

STR	MAG	TEC	AGI	VIT	LCK
5	16	8	7	8	6

Combat Skills (Lucifer's Call and Infernal active):

STR	MAG	TEC	AGI	VIT	LCK
9	20	12	11	8	6



Resist



Resist



Resist



Resist



Resist



Resist



Resist



Null



Resist



Resist



Resist



Resist

Elemental Adept+ (P): Can declare the damage Type of all of his skills during casting. Lucifer can choose the Fire, Ice, Wind, Thunder, Nuclear, PSY, Light or Dark Types.

Infernal (P): Starts combat under the effects of Tarukajyne, Sukukajyne and Rakukajyne (+4 STR, +4 MAG, +4 TEC, +4 AGI, Fortify Physical +24 and Fortify Elements +24 for 3 rounds.)

Blade of Pure Evil (P): Lucifer wields *Lucifer's Call*, gaining its effects and replacing its basic attack. Lucifer grants this weapon to the Users upon being defeated.

Fallen Angels (P): Whenever Lucifer's HP reaches 80%, 60%, 40%, or 20%, add one Ultimate Shadow, chosen by the Narrator, into combat. Its action is placed immediately after the current turn. *He Who Is Closest to God – Metatron* cannot be placed into battle by this effect.

The most powerful of all rebel angels, his name meaning "he who comes from light" or "the light bringer". Lucifer was the most powerful Seraph under the orders of God, before falling from divine grace. Sources diverge about the reason of his rebellion, ranging from the refusal to bend for humanity to the desire to become the master of Paradise.

Despite its historical reputation, Lucifer must not be seen as a purely evil figure, existing to tempt or punish humans, as he's equally capable of being a powerful ally or a fearsome foe.

Sermon of the Seven Suns: Any number of targets. On hit: MAGd6 (49/56/70) damage.

Frashokereti: Up to 3 targets Lucifer can see. On hit: MAGd8 (63/72/90) damage.

Antichrist: 1 target within 12 meters. On hit: MAGd12 (91/104/130) damage.

Escathon: Any number of targets within 5 meters. Instantly kills any number of targets under 5TEC% (30%/40%/60%) HP. This spell can be either Light or Dark Type.

The Great Flood: All combatants, except Lucifer. On hit: MAGd10 (77/88/110) Almighty damage. Realized: Destroys all obstacles of the scenery within 8 meters of Lucifer, creating a completely level arena, and dispels all Intel effects from combat. This spell can only be cast once every three rounds.



Lucifrost

0 – The Fool

Level 21

Hit Points: 380

Reward: 10x Bufu Spell Card (T1 Ice)

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

Natural Skill: **Ice Age** – All Users in combat have their natural interaction with

Ice changed to *Weakness* as long as Lucifrost is in combat.

Disposition:
Snobbish, Childish



STR	MAG	TEC	AGI	VIT	LCK
1	20	9	5	10	4
Resist	Resist		Drain		
Resist	Null	Null	Resist		

Cool Army (P) – At the start of Lucifrost's turn, if there are less than six Shadows in combat, Lucifrost summons Black Frosts (Lv. 13) until there are six Shadows in combat. All Black Frosts summoned by this effect have initiative values equal to Lucifrost's -1.

Popsicle: 1 target Lucifrost can see. On hit: 20d12 (130) Ice damage and 100% Slowed chance.

Double Serve: Up to 2 targets Lucifrost can see. On hit: 20d8 (90) Ice damage and Rakundyne (Fortify Physical -24, Fortify Elements -24, for 3 rounds)

Achoo! Any number of targets Lucifrost can see. On hit: 20d6 (70) Ice damage and instantly kills targets whose HP is below 25%. (this is considered an Ice, Light, Death Category spell).

The chilliest of all rebellious Frosts, its name means nothing in particular. Lucifrost was the most powerful Seraphee under the orders of a powerful King Frost before losing his cool and falling from frozen grace. Sources diverge about the reason of his rebellion, ranging from the refusal to bend the kn(h)ee for humanity to becoming the master of the Frozen Heaven.





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 and 30% Sickened chance.

Sickened: Nerve Status that grants -1 STR, -1 TEC and deals 20% of target's maximum HP as damage 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 ☈

Disposition:

Insane, Devilish



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.

STR	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.



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 Tier (Min. 1) to one of your Combat Skills for the duration of combat.

Disposition:
Noble



Types



STR	MAG	TEC	AGI	VIT	LCK
1	9	5	1	10	2



Resist



Weak



Reflect

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.

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.



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 Tier, where X is the amount of leftover RP from the previous week (Max. 4). This effect lasts for the whole day.

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

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.

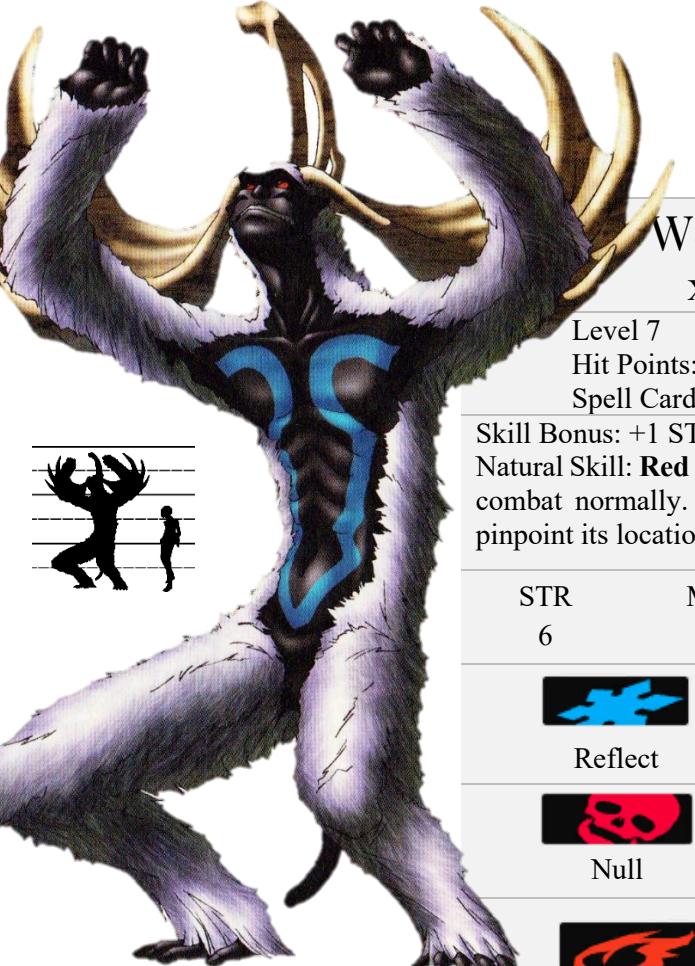
Poisoned chance: 20+5TEC% (60%).

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   	The “Lady in the Lake” in English mythology, a powerful fairy who gifted King Arthur the legendary Excalibur.					
		Level 11	Disposition:    	Hit Points: 78	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.	Spell Card: Mabufudyne (T3 Ice)	Skill Bonus: +4 Empathy, +1 MAG, +1 AGI
STR 1	MAG 6	TEC 7	AGI 7	VIT 3	LCK 2		
 Resist	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						
 Weak							
Wendigo ☿ XV – The Devil	Types  	Types					
		Level 7	Disposition:   	Hit Points: 110	Spell Card: Wage War (T2 Status)	Skill Bonus: +1 STR, +1 TEC	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	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.						
 Null	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.						
 Weak	Beasts from Canadian lore, said to be humans who tasted human flesh. Mindless and ruthless, Wendigo grow larger with each human they slay and devour.						



Fusion Results

	Fool	Magician	Priestess	Empress	Emperor	Hierophant	Lovers	Chariot	Justice	Hermit
Fool	Fool	Death	Moon	Hanged Man	Temperance	Hermit	Chariot	Moon	Star	Priestess
Magician	-	Magician	Temperance	Justice	Hanged Man	Death	Devil	Priestess	Emperor	Lovers
Priestess	-	-	Priestess	Emperor	Empress	Magician	Fortune	Hierophant	Death	Temperance
Empress	-	-	-	Empress	Justice	Fool	Judgement	Star	Lovers	Strength
Emperor	-	-	-	-	Emperor	Fortune	Fool	Strength	Chariot	Hierophant
Hierophant	-	-	-	-	-	Hierophant	Strength	Star	Hanged Man	Fortune
Lovers	-	-	-	-	-	-	Lovers	Temperance	Judgement	Chariot
Chariot	-	-	-	-	-	-	-	Chariot	Moon	Devil
Justice	-	-	-	-	-	-	-	-	Justice	Magician
Hermit	-	-	-	-	-	-	-	-	-	Hermit
Fortune	-	-	-	-	-	-	-	-	-	-
Strength	-	-	-	-	-	-	-	-	-	-
Hanged Man	-	-	-	-	-	-	-	-	-	-
Death	-	-	-	-	-	-	-	-	-	-
Temperance	-	-	-	-	-	-	-	-	-	-
Devil	-	-	-	-	-	-	-	-	-	-
Tower	-	-	-	-	-	-	-	-	-	-
Star	-	-	-	-	-	-	-	-	-	-
Moon	-	-	-	-	-	-	-	-	-	-
Sun	-	-	-	-	-	-	-	-	-	-
Judgement	-	-	-	-	-	-	-	-	-	-



Fortune	Strength	Hanged Man	Death	Temperance	Devil	Tower	Star	Moon	Sun	Judgement
Lovers	Death	Tower	Strength	Hierophant	Temperance	Empress	Magician	Justice	Justice	Sun
Justice	Fool	Empress	Hermit	Chariot	Hierophant	Temperance	Priestess	Lovers	Hierophant	Strength
Magician	Devil	Death	Magician	Devil	Moon	Hanged Man	Hermit	Hierophant	Chariot	Justice
Hermit	Chariot	Priestess	Fool	Priestess	Sun	Emperor	Lovers	Fortune	Tower	Emperor
Sun	Tower	Devil	Hermit	Devil	Justice	Star	Lovers	Tower	Judgement	Priestess
Justice	Fool	Sun	Chariot	Death	Hanged Man	Judgement	Tower	Priestess	Lovers	Empress
Strength	Death	Sun	Temperance	Strength	Moon	Empress	Chariot	Magician	Empress	Hanged Man
Priestess	Hermit	Fool	Devil	Strength	Temperance	Fortune	Moon	Lovers	Priestess	Hierophant
Emperor	Hierophant	Lovers	Fool	Emperor	Fool	Sun	Empress	Devil	Hanged Man	Tower
Star	Hierophant	Star	Strength	Strength	Priestess	Judgement	Strength	Priestess	Devil	Emperor
Fortune	Temperance	Emperor	Star	Empress	Hierophant	Hanged Man	Devil	Sun	Star	Tower
-	Strength	Temperance	Hierophant	Chariot	Death	Chariot	Moon	Magician	Moon	Fortune
-	-	Hanged Man	Moon	Death	Fortune	Hermit	Justice	Strength	Hierophant	Star
-	-	-	Death	Hanged Man	Chariot	Sun	Devil	Hierophant	Priestess	Magician
-	-	-	-	Temperance	Fool	Fortune	Sun	Fortune	Magician	Hermit
-	-	-	-	-	Devil	Magician	Strength	Chariot	Hermit	Lovers
-	-	-	-	-	-	Tower	Death	Hermit	Emperor	Moon
-	-	-	-	-	-	-	Star	Temperance	Judgement	Fortune
-	-	-	-	-	-	-	-	Moon	Empress	Fool
-	-	-	-	-	-	-	-	-	Sun	Death
-	-	-	-	-	-	-	-	-	-	Judgement

Fusion Reference

Personae tagged with a \star cannot be recruited or fused normally. Personae tagged with \diamond are part of a *Configuration* and Personae tagged with a \blacklozenge are the Configuration leaders. Finally, Personae tagged with \bowtie are a sample from the Compendium of Shadows, one of the add-ons from the [Sea of Souls](#).

0 – The Fool

Lv.	Persona	Types	Interactions	Pg.
1	Obariyon	Physical, Intel	Resist: Physical, Nuclear Weak: Thunder	168
3	High Pixie	Heal, Status	Resist: Thunder, Wind Weak: Gun, Intel	178
5	Yomotsu-Shikome	Physical, Dark, Status	Resist: Ice Weak: Fire	190
7	Legion	Status, Debuff	Resist: Physical, Fire Weak: Light, PSY	204
8	Decarabia	Fire, Intel	Resist: Dark, Status, Nuclear Weak: Physical	208
9	Ose	Physical, Status	Reflect Physical Weak: Light, Dark	219
10	Hell Biker	Fire, Dark	Reflect: Fire, PSY Weak: Light	222
11	Bugs	Physical, Light, Buff	Null: Dark, PSY Weak: Status	228
13	Black Frost	Fire, Ice, Dark	Null: Ice Resist: Fire Weak: Light, Wind	239
14	Dionysius	Fire, Buff, Debuff	Reflect: Thunder Resist: Light, Dark, Nuclear	250
16	Vishnu	Wind	Drain: Ice Null: Light, Dark Weak: Fire	261
16	Loki	Ice, Intel	Drain: Ice Weak: Fire Resist: Nuclear	262
18	Shiki-Ouji	Physical, Debuff	Null: Physical, Gun, Dark Weak: Intel	278
20	Satanael \star	Physical, Dark	Drain: Wind, Thunder	303

I – The Magician

Lv.	Persona	Types	Interactions	Pg.
1	Pyro Jack	Fire, Debuff	Null: Fire Weak: Ice	164
3	Jack Frost	Ice, Heal	Null: Ice Weak: Fire	179
5	Nekomata	Physical, Wind	Resist: Wind Weak: Ice	192
7	Choronzon ☿	Physical, Fire, Status	Drain: Fire Weak: Light	313
8	Queen Mab	Fire, Thunder, Debuff	Null: Fire Resist: Thunder Weak: Wind	208
12	Rangda	Physical, Dark, Debuff	Null: Fire, Dark Resist: Nuclear Weak: Thunder, Light	238
13	Surt	Physical, Fire	Reflect: Fire Null: PSY Weak: Ice	240
14	Jinn	Fire, Status	Drain: Fire Weak: Thunder	251
15	Dis	Fire, Heal	Reflect: Fire Weak: PSY	258
17	Futsunushi ☆	Physical, Buff	Resist: Physical, Fire, Ice, Wind, Thunder, Light, Dark, Nuclear, PSY Weak: Status, Intel	268
19	Sati	Fire, Intel	Null: Fire, PSY Weak: Ice	289

II – The Priestess

Lv.	Persona	Types	Interactions	Pg.
2	Apsaras	Ice, Heal	Null: PSY Resist: Ice Weak: Physical	171
3	Saki Mitama ♀	Ice, Heal, Debuff	Resist: Ice Weak: Wind	175
4	Silky	Ice, Status, Intel	Resist: Ice, PSY Weak: Thunder, Fire	187
6	Isis	Fire, Thunder, Wind	Null: Dark Weak: Wind	195
7	Kikuri-Hime	Fire, Heal	Null: Wind Weak: Fire	205
8	Ganga	Ice, Status, Heal	Drains: Ice Weak: Dark, Nuclear	210
9	Sarasvati	Status, Debuff	Null: Ice Weak: Status	214
15	Tzitzimitl	Fire, Ice, Wind	Reflect: Light, Null: Dark Weak: Wind	252
17	Skadi	Ice, Status	Reflect: Ice Null: Null	271
18	Lakshmi ☆	Ice, Light, Heal	Resist: Light, Ice Weak: Fire	280

III – The Empress

Lv.	Persona	Types	Interactions	Pg.
1	Senri	Fire, Heal	Null: Fire Weak: Thunder	167
3	Yaksini	Physical, Status	Resist: Ice, Nuclear Weak: Status	177
6	Lamia	Fire, Status	Null: Dark, Resist: PSY, Gun Weak: Ice	198
7	Dakini	Physical, Buff	Resist: Fire	205
8	Hariti	Status, Heal	Resist: Light, Status Weak: Physical	212
9	Gorgon	Physical, Ice	Null: Ice Weak: Light, PSY	218
11	Titania	Heal, Wind, Intel	Resist: Light, Dark Weak: Intel, Nuclear	229
14	Mother Harlot	Ice, Dark, Debuff	Null: Dark, Resist: Intel Weak: Light	247
16	Kali	Physical, Ice, Light	Null: Physical Reflect: Status, PSY	263
17	Scathach	Physical, Ice, Wind	Null: Wind Weak: Fire	271
18	Cybele	Light, Heal, Buff	Null: Wind, Reflect: Nuclear Weak: Intel	281
19	Alilat ☆	Ice, Buff, Intel	Reflect: Physical Weak: Light	286

IV – The Emperor

Lv.	Persona	Types	Interactions	Pg.
2	Forneus	Ice, Status	Drain: Ice, Null: Status Weak: Thunder	174
3	Oberon	Physical, Thunder	Null: Intel, Resist: Thunder Weak: Status	177
6	Setanta	Physical, Buff	Null: Thunder, PSY, Resist: Status, Nuclear Weak: Intel	197
7	Eligor	Physical, Fire, Buff	Resist: Fire Weak: Ice	200
8	Take-Mikazuchi	Thunder, Buff	Resist: Thunder Weak: Wind	209
12	Pabilsag	Physical, Dark, Debuff	Null: Fire, Resist: Nuclear Weak: Ice	237
13	Baal	Physical, Wind, Buff	Drain: Wind, Reflect: Nuclear Resist: Dark, Light Weak: Physical	240
13	Hadad	Wind, Buff	Drains: Wind Resist: Light	241
13	Barong	Thunder, Status	Null: Thunder, Light, Resist: PSY Weak: Fire, Wind	246
15	King Frost	Ice, Intel	Drains: Ice, Nuclear Null: Light, PSY	256
19	Odin ☆	Physical, Thunder, Wind	Null: Thunder Weak: Fire	304



V – Hierophant

Lv.	Persona	Types	Interactions	Pg.
2	Omoikane	Thunder, Intel, Debuff	Resist: Thunder Weak: Ice	172
2	Anzu	Wind, Light	Null: Wind Weak: Gun	174
4	Shiisaa	Physical, Thunder	Null: Light Resist: Physical Weak: Dark	186
5	Orobas	Fire, Buff	Resist: Thunder Weak: Physical	191
8	Unicorn	Physical, Light	Null: Light Weak: Dark	211
11	Daisoujou	Fire, Heal, Light	Null: Light Resist: Physical Weak: Dark	227
13	Hokuto Seikun	Physical, Ice	Reflect: Thunder Weak: Fire	243
15	Cerberus	Fire	Drain: Fire Resist: Intel Weak: Ice	255
16	Bishamonten ♀	Physical, Heal, Intel	Null: Physical Resist: Light Weak: Ice	263
17	Hachiman	Thunder, Buff, Debuff	Null: Ice, Thunder Weak: Light	269
20	Kohryu ♦ ☆	Light, Heal	Null: Status, Intel Reflect: PSY	302

VI – The Lovers

Lv.	Persona	Types	Interactions	Pg.
1	Pixie	Thunder, Heal	Resist: Thunder Weak: Dark	164
5	Leanan Sidhe	Dark, Status, Debuff	Resist: Wind Weak: Fire	192
6	Ame-No-Uzume	Ice, Thunder, Intel	Drains: Fire Weak: Wind, Light	195
11	Vivian ☽	Ice, Status, Intel	Resist: Ice Weak: Thunder	316
12	Kushinada	Fire, Intel, Status	Reflect: Light, PSY Weak: Status	237
13	Narcissus	Wind, Heal	Null: Thunder, Resist: Wind, Light Weak: Fire	244
15	Parvati	Thunder, Light, Heal	Reflect: Ice, Resist: Light, Status Weak: Dark	255
19	Raphael ♀	Physical, Debuff	Null: Intel, Status Drain: Ice	281
19	Ishtar ☆	Thunder, Heal	Null: Thunder Weak: Wind	288

VII - Chariot

Lv.	Persona	Types	Interactions	Pg.
1	Agathion	Physical, Buff	Resist: Physical Weak: Wind, PSY	165
3	Slime	Physical, Dark	Resist: Physical Weak: Wind, Nuclear	178
4	Nata Taishi	Physical	Resist: Fire Weak: Thunder	186
5	Ara Mitama ♀	Physical, Thunder	Resist: Physical, Nuclear Weak: Ice	190
10	Ares	Physical	Null: Light Weak: Wind	224
11	White Rider	Physical, Status, Dark	Reflect: Dark Null: Nuclear Weak: Ice	233
11	Triglav	Physical, Thunder	Reflect: PSY Weak: Thunder	228
13	Kin-Ki ♀	Physical, Buff	Null: Physical, Nuclear Weak: Intel	243
14	Oumitsunu	Physical, Intel	Weak: Wind	250
16	Thor	Physical, Thunder	Drain: Thunder Resist: Physical, Light Weak: Status	260
17	Atavaka	Physical, Light	Null: Physical, Light Weak: Ice, PSY	270
18	Chi You ☆	Physical, Buff	Null: Status Resist: Physical, PSY	279
19	Yoshitsune	Physical, Buff	N/A	289



VIII - Justice

Lv.	Persona	Types	Interactions	Pg.
3	Angel	Light, Heal, Debuff	Null: Light Weak: Dark	179
5	Archangel	Light, Status, Buff	Null: Light Weak: Status	191
6	Principality	Light, Status, Heal	Resist: Physical, Light Weak: Gun, Fire	196
8	Power	Physical, Heal, Buff	Resist: Wind Weak: Dark	212
14	Virtue	Physical, Light, Heal	Null: Thunder, Nuclear Weak: Dark	248
15	Melchizedek	Physical, Light	Drain: Light, Resist: Status Weak: Wind, PSY	254
16	Dominion	Thunder, Light	Reflect: Light, Null: Thunder Weak: Wind, Dark, PSY	265
17	Terminator	Physical, Thunder, Status	Reflect: Fire, Ice Weak: Thunder	267
17	Throne	Fire, Light	Drain: Fire Weak: Dark	266
19	Sraosha	Physical, Light, Thunder	Reflect: Light, Nuclear Drain: Thunder Weak: Dark	283
20	Metatron ☆	Light, Intel	Drain: Light, Reflect: Wind Resist: Physical Weak: Intel	308

IX - The Hermit

Lv.	Persona	Types	Interactions	Pg.
1	Koropokkuru	Ice, Debuff	Resist: Gun, Ice Weak: Intel	167
2	Bicorn	Physical, Wind, Debuff	Resist: Light Weak: Ice, Nuclear	170
6	Naga	Physical, Thunder	Null: Thunder, Nuclear Resist: Dark Weak: Wind	196
6	Sudama	Wind, Intel	Reflect: Wind, Resist: Nuke Weak: Ice	197
11	Jatayu	Wind, Buff	Drain: Wind Weak: Intel, Nuclear	230
13	Arahabaki	Fire, Buff	Reflect: Physical, PSY Resist: Light, Dark	242
14	Kumbhanda	Physical, Debuff	Null: Fire, Reflect: Dark Weak: Ice	251
15	Koumokuten ◊	Physical, Buff	Resist: Physical, Light Weak: Ice	254
16	Nebiros	Fire, Dark	Reflect: Dark Weak: Light	260
17	Nidhoggr	Ice, Dark	Null: Ice, Dark Weak: Light	269
18	Ongyo-Ki ◊ ☆	Fire, Status, Buff	Reflect: Light, Dark Resist: Physical, Gun	277

X - Fortune

Lv.	Persona	Types	Interactions	Pg.
4	Clotho ♦	Light, Intel, Heal	Null: Wind Weak: Ice, PSY	185
9	Ariadne	Physical	Resist: Gun, Light Null: Status Weak: Intel, Nuclear	217
10	Fortune	Wind, Buff	Null: Wind Resist: PSY, Nuclear Weak: Thunder	221
10	Lachesis ♦	Ice, Buff	Null: Ice, PSY Weak: Thunder	223
12	Atropos ♦	Thunder, Heal	Null: Wind Weak: Fire	236
18	Norn ♦ ☆	Wind, Thunder, Heal	Drain: Wind Null: Fire Resist: Physical, Gun, Intel	264

XI - Strength

Lv.	Persona	Types	Interactions	Pg.
2	Sandman	Status, Intel	Resist: Wind Weak: Thunder	171
2	Kusi Mitama ♦	Wind, Heal	Reflect: Nuclear Resist: Wind Weak: Fire	173
4	Kelpie	Wind	Resist: Ice Weak: Thunder	183
5	Oni	Physical	Resist: Physical, Gun	189
9	Okuninushi	Physical, Buff	Reflect: Thunder Weak: Light, Intel	214
9	Rakshasa	Physical, Thunder	Resist: Physical, Fire Weak: Light	218
12	Narasimha	Physical, Light	Null: Light Weak: Fire	236
14	Zouchouten ♦	Physical, Thunder	Resist: Physical Weak: Wind, PSY	249
18	Valkyrie	Physical, Buff	Null: Light Resist: Gun	278
19	Siegfried	Physical, Buff, Debuff	Null: Physical Resist: Ice Weak: Intel	282
20	Zaou-Gongen ☆	Physical, Fire	Reflect: Fire Null: Light, Dark Weak: Thunder	301



XII – Hanged Man

Lv.	Persona	Types	Interactions	Pg.
2	Orthrus	Physical, Fire	Resist: Status Weak: Ice	173
4	Inugami	Physical, Buff	Null: Fire, Resist: PSY Weak: Thunder	180
5	Hua Po	Fire, Status	Reflect: Fire Weak: Gun	189
7	Anubis	Light, Dark	Null: Intel, Dark Weak: Fire	201
7	Takeminakata	Physical, Thunder	Resist: Dark Weak: Intel	204
9	Hecatoncheires	Physical, Intel	Null: Physical Weak: Light	213
9	Makami	Fire, Debuff, Heal	Null: Light Weak: Thunder	215
11	Yomotsu-Ikusa	Physical, Ice, Status	Null: Dark Weak: Fire	227
13	Yatsufusa	Fire, Buff	Drain: Fire, Reflect: Wind Resist: Nuclear Null: Light	242
15	Taown	Physical, Buff	Null: Wind, Dark Weak: Fire, Light, PSY	253
16	Moloch	Fire, Status	Reflect: Fire, Resist: Thunder, PSY Null: Status Weak: Ice	261
18	Vasuki	Light, Status	Null: Ice, Thunder Weak: Dark	276
20	Attis ☆	Fire, Heal, Buff	Reflect: Wind, Null: Fire Weak: Dark	300

XIII – Death

Lv.	Persona	Types	Interactions	Pg.
1	Mandrake	Physical, Status	Resist: Ice Weak: Fire	165
3	Mokoi	Physical, Status, Buff	Resist: Thunder, Weak: Wind	176
5	Ghoul	Physical, Status, Debuff	Null: Ice, Nuclear Weak: Fire, Light	188
8	Pisaca	Physical, Status	Null: Dark, Weak: Fire	210
10	Matador	Physical, Debuff, Wind	Reflect: Dark, Weak: Fire	223
12	Pale Rider	Dark, Status	Reflect: Dark, PSY Weak: Light	234
14	Mot	Dark, Status, Intel	Resist: Physical Weak: Wind, Nuclear	248
14	Chernobog	Physical, Heal, Status	Drain: Ice, Reflect: Dark Weak: Fire, Light	249
17	Samael	Dark, Status, Debuff	Null: Thunder, Resist: Dark Weak: Wind, Intel	265
19	Mahakala	Physical, Fire, Buff	Drain: Fire, Reflect: Thunder Null: Dark	285
20	Alice ☆	Dark	Reflect: Dark Resist: Intel	290

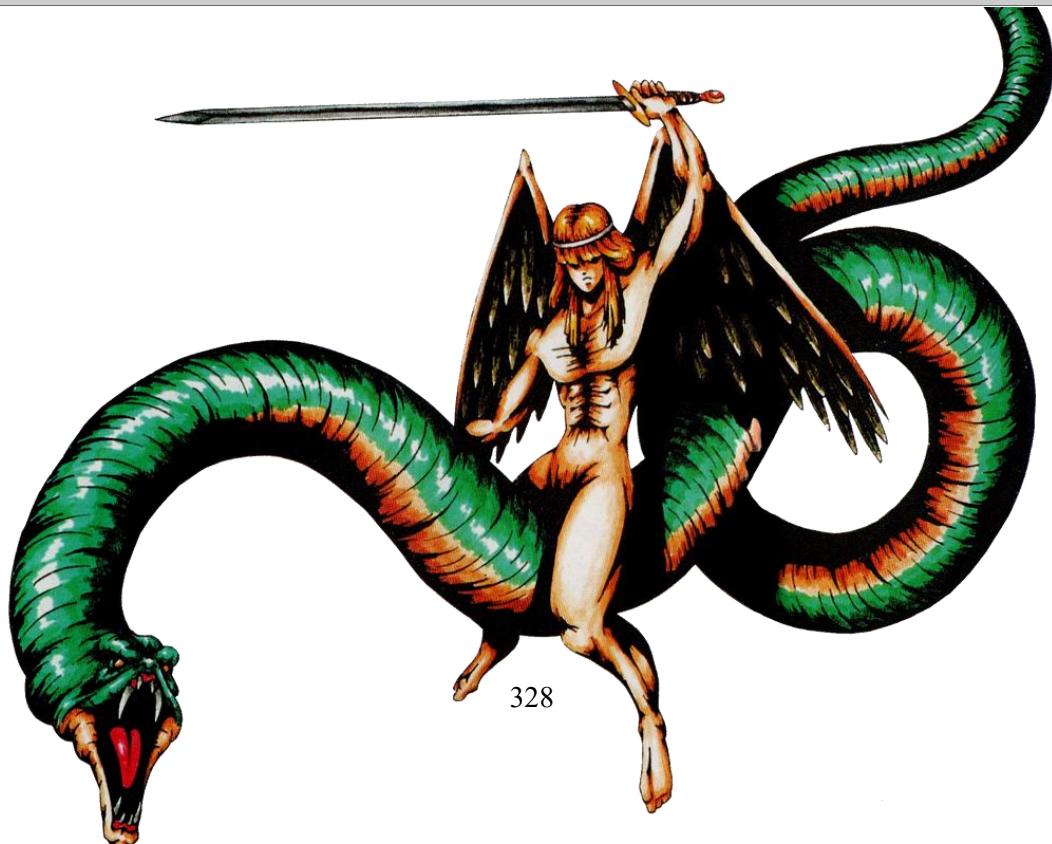
XIV – Temperance

Lv.	Persona	Types	Interactions	Pg.
1	Nigi Mitama ♀	Light, Heal	Null: Nuclear Resist: Light, Dark Weak: Thunder	168
4	Koppa Tengu	Physical, Status	Resist: Light, Nuclear Weak: Ice	182
4	Genbu ♀	Ice, Heal, Debuff	Resist: Ice, PSY Weak: Wind	183
6	Jikokuten ♀	Physical, Buff, Debuff	Resist: Physical, Light Weak: Dark, PSY	194
7	Mithra	Light, Heal	Null: Ice Resist: PSY Weak: Thunder	201
9	Xiezhai	Thunder, Status	Resist: Thunder Weak: Status	216
11	Raja Naga	Thunder, Status	Null: Thunder Weak: Nuclear	226
12	Byakko ♀	Ice	Drain: Ice Weak: Dark	232
12	Seiryu ♀	Thunder, Debuff, Intel	Resist: Ice Weak: Status, PSY	235
14	Gabriel ♀	Ice, Thunder, Light	Drain: Light, PSY	247
20	Yurlungur ☆	Physical, Ice, Light	Null: Thunder Drain: Nuclear Resist: Light Weak: Status	299



XV – The Devil

Lv.	Persona	Types	Interactions	Pg.
2	Ukobach	Fire, Status	Resist: Fire Weak: Light	170
4	Incubus	Fire, Status	Resist: Thunder Weak: Gun	185
6	Andras	Thunder, Heal	Resist: Ice Weak: Gun	194
7	Lilim	Ice, Debuff	Null: Dark Resist: Nuclear Weak: Light	200
7	Succubus	Fire, Dark, Status	Null: Dark Resist: Fire Weak: Gun	202
7	Wendigo ☿	Physical, Status	Reflect: Ice Null: Dark Weak: Fire	316
8	Flauros	Physical, Fire, Buff	Null: Fire Weak: Ice	207
10	Pazuzu	Wind, Dark, Status	Null: Dark, PSY Weak: Light	221
10	Vetala	Physical, Status	Resist: Wind, Dark Weak: Fire	219
13	Baphomet	Fire, Ice, Thunder	Null: Dark Resist: Fire Weak: Light	241
17	Belphegor	Thunder, Status	Reflect: Dark Resist: Ice Weak: Fire	267
19	Belial	Physical, Fire, Dark	Null: Dark	283
20	Beelzebub ☆	Status, Buff, Debuff	Drain: Ice Null: Dark Weak: Fire	293





XVI – The Tower

Lv.	Persona	Types	Interactions	Pg.
5	Tao Tie	Physical, Debuff	Reflect: Dark	187
10	Masakado	Physical, Light	Null: Physical, Fire Weak: Thunder, Dark	225
10	Jack Ripper ☽	Dark, Status, Debuff	Resist: Intel Weak: Light	313
11	Red Rider	Physical, Intel	Null: Dark, PSY Weak: Light	233
13	Seth	Fire, Wind, Thunder	Reflect: Fire, Thunder Weak: Light, PSY	239
15	Fafnir ☽	Physical, Status, Buff	Resist: Physical, Ice, Thunder Weak: Fire, Wind	315
15	Mara	Physical, Buff	Drain: Thunder Weak: Ice	257
19	Mada	Fire, Status	Drain: Fire Resist: Intel Weak: Dark	287
20	Shiva ☆	Physical, Wind, Heal	Reflect: Thunder Null: Ice, Light, Dark, Nuclear Weak: Status	295

XVII – The Star

Lv.	Persona	Types	Interactions	Pg.
1	Kodama	Wind, Status, Debuff	Resist: Ice, PSY Weak: Fire	166
3	Fuu-Ki ♦	Wind, Buff	Drain: Wind, Null: Nuclear Weak: Thunder	176
6	Kaiwan	Dark, Buff	Null: Status, Gun Weak: Intel	198
8	Nandi	Wind, Status, Heal	Null: Wind Weak: Fire	207
10	Ananta	Ice, Buff	Drain: Ice Weak: Thunder	222
10	Hanuman	Physical, Heal	Resist: Status, Light Weak: Ice	224
12	Black Rider	Physical, Dark	Resist: Light, Dark Null: Nuclear	234
12	Neko Shogun ♦	Intel, Heal	Null: Light Weak: Wind, PSY	232
13	Ganesha	Physical, Debuff	Drain: Wind Weak: Status	244
17	Saturnus	Fire	Drain: Fire, Null: Wind Weak: Ice, PSY	270
18	Uriel ♦	Physical	Reflect: Light	274
20	Helel ☆	Fire, Dark, Buff	Null: Physical, Dark Weak: Ice	329

XVIII – The Moon

Lv.	Persona	Types	Interactions	Pg.
2	Nue	Physical, Dark, Status	Null: Dark Weak: Fire, PSY	172
3	Onmoraki	Fire, Dark	Null: Dark Weak: Fire	180
4	Nozuchi	Thunder, Status	Reflect: Thunder Weak: Ice	182
7	Kaguya	Light, Heal, Intel	Null: Light, Dark, Nuclear Weak: Fire	203
8	Mothman	Thunder, Status	Null: Thunder, PSY Weak: Intel, Nuclear	211
9	Black Ooze	Status	Null: Dark Resist: Physical Weak: Thunder, Intel, Status	216
11	Lilith	Ice, Wind, Dark	Reflect: Ice Weak: Fire	230
12	Girimekhala	Physical, Dark, Status	Reflect: Physical, Gun Null: Dark Weak: Light	235
14	Sui-Ki ♦	Ice, Intel, Buff	Drain: Ice Weak: Status	246
17	Cu Chulainn	Physical, Wind, Thunder	Reflect: Physical Null: Nuclear Weak: Ice	266
18	Tsukuyomi	Dark	Resist: Gun Reflect: PSY Weak: Intel Drain: PSY	276
19	Baal Zebul	Ice, Dark, Status	Resist: Wind Weak: Fire, Light	282
20	Sandalphon ☆	Light, Heal	Reflect: Light, PSY Null: Dark Resist: Physical, Gun	296



XIX – The Sun

Lv.	Persona	Types	Interactions	Pg.
1	Cu Sith	Wind, Status	Resist: Wind Weak: Fire	166
3	Suzaku ♦	Fire, Thunder	Resist: Intel Weak: Ice	175
5	Phoenix	Physical, Fire, Wind	Null: Wind, Resist: Ice Weak: Thunder	188
7	Mithras	Thunder, Light, Dark	Drain: Fire, Null: Status Weak: Intel	202
9	Horus	Heal, Light	Reflect: Light, Resist: Nuclear Weak: Fire	213
9	Gdon	Fire, Ice	Drain: Fire Weak: Ice	215
11	Yatagarasu	Fire, Heal, Intel	Null: Light, Nuclear Weak: Dark	226
15	Quetzacoatl	Wind, Light, Buff	Null: Fire, Resist: Wind Weak: Status	253
16	Suparna	Wind	Null: Wind Weak: Thunder	258
18	Asura ☆	Fire, Light, Buff	Reflect: Status Weak: Ice	275

XX – Judgement

Lv.	Persona	Types	Interactions	Pg.
4	Abaddon	Physical, Heal	Drain: Physical, Null: Nuclear Weak: Intel	184
6	Yamata No Orochi	Physical, Ice	Null: Ice, Resist: Dark Weak: Status	199
8	Ardha	Physical, Heal	Null: Fire, Thunder Drain: Ice	209
12	Jeanne D'Arc ☙	Heal	Reflect: Light Resist: Gun, Dark Weak: Fire	314
15	Trumpeter	Light, Debuff	Reflect: Thunder, Light Resist: PSY	252
16	Michael ♦	Thunder, Wind, Heal	Reflect: Light Weak: Physical	262
18	Cherub	Physical, Heal	Null: Light, Dark, PSY	274
18	Zeus	Physical, Thunder	Null: Intel Drain: PSY Weak: Status	273
20	Satan ☆	Fire, Ice, Thunder	Reflect: Ice, Dark, PSY Resist: Gun	331

XX – Aeon

If a fusion would result in a Judgement Persona, you may instead choose an appropriate Aeon Persona.

Lv.	Persona	Types	Interactions	Pg.
1	Moh Shuvuu	Psy, Wind, Heal	Resist: Psy Weak: Thunder	169
2	Hitokoto-Nushi	Nuclear, Light	Resist: Nuclear Weak: Dark	169
3	Mishaguji	Psy, Thunder, Dark	Resist: Dark Weak: Ice	181
4	Seiten Taisei	Nuclear, Wind	Resist: Nuclear Weak: Fire, Intel	181
5	Helldog	Psy, Fire	Null: Fire Resist: Status Weak: Light	193
6	Shax	Nuclear, Ice	Resist: Ice, Nuclear Weak: Psy	193
7	Heqet	Psy, Heal	Resist: Ice Weak: Status	206
8	Kotoshironushi	Psy, Intel	Resist: Intel, Psy	206
9	Botis	Nuclear, Thunder, Buff	Reflect: Thunder Weak: Light	220
10	Ouroboros	Nuclear	Resist: Fire, Nuclear Weak: Ice, Psy	220
11	Hare of Inaba	Nuclear, Heal	Null: Gun, Resist: Ice Weak: Thunder	231
12	Dormarth	Psy, Buff, Debuff	Null: Psy Resist: Physical Weak: Ice	231
13	Alraune	Psy, Status	Null: Status Weak: Fire	245
14	Armaiti	Psy, Fire	Resist: Fire, Ice	245
15	Hresvelgr	Nuclear, Wind	Reflect: Wind Weak: Gun	259
16	Kresnik	Physical, Ice, Psy	Null: Dark, Resist: Physical Weak: Intel, Nuclear	259
17	Murmur	Nuclear, Thunder	Reflect: Wind, Thunder, Weak: Fire, Ice	272
18	Gucumatzz	Psy, Debuff	Reflect: Psy Weak: Dark	272
19	Lucifuge	Nuclear, Buff, Status	Reflect: Gun, Wind Resist: Dark Weak: Thunder	284
20	Maria ☆	Psy, Light	Drain: Light, Dark Null: Wind Resist: Thunder	291

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