

SEA OF SOULS

**SUPPLEMENTARY CONTENT FOR
THE GRIMOIRE OF HEART**

VOLUME VIII





Huge thank-you to our *Tyrant* Patrons:
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Matthew

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This book's index can be found at the last page.

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 real-world hate groups.

Exercise caution if these subjects are uncomfortable to you.

Welcome to the Sea of Souls! This document compiles the first 2024 batch of official add-ons released for the [Grimoire of Heart](#) starting from the 4.13 update.

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

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

As always, a big thank-you to everyone in [our Discord server](#) for contributing concepts and feedback for the Sea of Souls!

Updated 2025-05-27

Class Variant – Wild Q (Wildcards)

*“As I thought, you sense something as well...
I look forward to the story that the strands of fate will weave.”*

The Wildcard's potential is often described as the “Power of Zero”, an emptiness that enables its wielder infinite possibilities, as long as this power is honed responsibly. Wildcards thrive forging strong bonds and sharing their lives with others, which in some rare cases can trigger a peculiar phenomenon: A Wildcard's power, particularly in times of cognitive instability, can “bleed into” others, granting a part of their power and a unique set of skills to all involved.

Mechanically, Wild Qs are considered Wildcards, but with the following Class Features instead of the Wildcards':

- ❖ **Maze of Life:** Much like the original Wildcard Users, Wild Qs can obtain Personae by negotiating with Shadows. Standard negotiation rules apply, and Wild Qs are subject to the same stock limitations as Wildcards (by default, eight Personae including their Starter);
- ❖ **Light the Fire:** Wild Qs cannot switch active Personae, being limited to using their Starter. However, the vestigial power of the Wildcard allows them to equip a “Sub-Persona” by drawing upon part of the powers of the new Personae to bolster their Starter. As a **default** action, or once per Scene, a Wild Q can equip any Persona in their stock, except their Starter, as a Sub-Persona. When you do, you can access the Sub-Persona's Natural Skill, and one of the following benefits (chosen whenever you switch to a different Sub-Persona):
 - Choose up to four spells from your Sub-Persona. Those spells are considered to be part of your Starter Persona's deck as long as that Sub-Persona is equipped to you. This can be done even if those spells would exceed your Persona's limit of 16 spells. Chosen spells must obey normal spell deck limitations, such as no repeated Unique Category spells;
 - Choose up to three Affinities from your Sub-Persona, except Neutral Affinities, and overwrite your Starter Persona's Affinities with the chosen. This is not a Buff effect and remains active as long as that Sub-Persona remains equipped.
 - Note that switching Sub-Personae in combat is always considered a **Default** action, ignoring the effects of “*The Other Cheek*” and similar effects.
- ❖ **Longing and Instinct:** The Wild Q's unique way of manifesting Personae grants them a subtle advantage in negotiating with Shadows. During negotiation, if either your Starter Personae's or your Sub-Persona's Arcana match the negotiation target's Arcana, you gain a +1 Social Skill bonus for that negotiation
- ❖ **Invitation to Freedom:** Being blessed with a similar power to that of the Wildcard, Wild Qs can access the Velvet Room's full suite of rituals: Fusion, Sacrifice and Seclusion, under the same rules as other classes with access to these rituals.



Spells

Name	Categories	Reach	Effect	Description
Foul Legacy [Tier II]	Debuff, Raku (A)	One target within 8 meters	Spend 1 Energy and the use of one Element spell in your deck, then apply the following Debuff effect based on the Tier and Type of spent spell: T1: Fortify <Element> -6 T2: Fortify<Element> -12 T3: Fortify <Element> -18 T5: Fortify <Element> -36	Your Persona burns or otherwise destroys a card that represents your chosen spell, and fires a wave of translucent energy that envelops the enemy.
Universal Diagnosis [Tier II]	Status, Affinity (H)	One target within 6 meters	The target's Status Affinity becomes equal to your Status Affinity when you cast this spell. This is a Condition . During subsequent turns while this effect is active, as a Quick action, you can spend 1 Energy to extend this effect until the end of your next turn, or spend 2 Energy to extend this effect until the end of your next turn and grant your original target Status Affinity +1 or -1 (your choice).	You fire a strand of energy that wraps around your wrists and the target, palpitating with energy.
Grim Heart [Tier III]	Death, Dark (A)	Caster	When you cast this spell, you gain the "Grim" Condition until the end of your next turn. While under this Condition, each time you slay at least one target during your turn, increase the duration of Grim on you by one round. As a default action, you can choose to remove Grim from yourself. When Grim is removed by any means, choose one target you can see as a Quick action: On hit, that target takes MAGdX Dark damage. The damage dice for this spell depends on the number of turns spent consecutively under Grim: 1: d4; 2: d6; 3: d8; 4 or more: d10	A sinister shade floats around you, growing in size and ferocity with each moment.
Cosmic Art – Hyouka [Tier III]	Area, Move, Nuclear, Cosmic (A)	One Nebula Cloud you created	Decrease the area of your Nebula Cloud in 1m (You cannot declare this action if this would decrease the area of effect to less than 1m), then: Extend the effect of Nebula Cloud to until the end of your next turn. Shadows inside the area of effect cannot move or be moved outside the area of effect. Shadows that would be moved outside of the area of effect when its range is decreased are automatically moved to the closed unoccupied space within the area, if possible. Shadows within the area of effect take 2MAG Nuclear damage, no check.	Your cloud glows intensely and collapses into itself, burning and dragging enemies along itself.

Dawn [Tier III] 	Line, Fire (A) Time: Default Duration: Instant	Any number of targets between you and a point within 5m	<p>On hit: SKLd8 Fire damage, and apply the following Condition on yourself for X turns, where X is the number of targets that took damage from this spell:</p> <p><i>Upon casting a spell that deals Physical or Gun damage, or upon declaring a basic attack, you change that damage to Fire.</i></p>	You conjure the specter of a legendary bird wreathed in flame that flies through the arena towards you, covering your Persona and weapons in bright flames.
Isomer 75 Type-2 [Tier III] 	Repress, Interrupt, Heal (A) Time: Default Duration: 2 rounds	Caster	<p>Repress one use of a spell in your deck.</p> <p>When an ally casts a spell of the same Type as the Repressed spell, or when a Shadow deals damage of the same Type as the Repressed spell, you can cast one Heal spell from your deck as an Interrupt action. Once per round, when you trigger this effect, you can Repress the cast spell: Casting it does not spend your Interrupt action for this round.</p>	You conjure a small mechanical construct visually based on the Type of spell chosen, that can produce supporting magic automatically.
Icy Fangs [Tier V] 	Mono, Combo, Ice, Unique (H) Time: Default Duration: Held	Caster	<p>When you cast this spell, you gain a number of Icy Counters equal to the number of Shadows within 4 meters. While this spell's effect is active, you cannot declare movement actions.</p> <p>You can spend one Icy Counter to declare the following attack as a Free action:</p> <p>1 target within 4 meters. On hit: SKLd6 Ice damage. Unspent Icy Counters disappear at the end of your turn.</p> <p>During your next turn after casting this spell, you can spend 3 Energy as a Default action to activate this spell's effect again as if you'd cast it.</p>	You adopt a firm and aggressive combat stance, with your Persona behind you, mirroring your movements and creating blasts of cold air around you.
Cherry Blossom Sovereign [Tier V] 	Thunder (A) Time: Default Duration: 3 rounds	1 unoccupied space within TEC meters	<p>Create one <i>Cherry Blossom Retainer</i> on the chosen space. Cherry Blossom Retainers are immobile cognitive constructs that cannot be targeted by attacks or effects. Shadows cannot move through Cherry Blossom Retainers.</p> <p>At the start of each round, select one target you can see, for no action cost, and declare the following attack:</p> <p>On hit: This spell's damage is based on the number of Cherry Blossom Retainers you control.</p> <ul style="list-style-type: none"> 1: MAGd6 Thunder damage. 2: MAGd8 Thunder damage. 3 or more: MAGd10 Thunder damage. <p>If the target is Shocked, you can roll for a Critical Hit against that target without spending Luck Charges.</p>	You summon a spectral fox statue, or another creature based on your Persona's mythos, that tracks your enemies with its gaze and strikes with merciless thunderbolts.



Theurgy Spells

“Spiritual magic that could reach the gods.”

First discovered during the Tatsumi Port Island incidents, Theurgy channels a Persona User's emotions, usually through a special device, into a spell that's finely-tuned to each person's personality and fighting styles. In theory, although only the members of SEES are known to wield Theurgy, any User class could be able to learn this technique with the proper equipment and training.

Mechanically, Theurgy is considered a normal spell that has its damage, targeting, effects and Categories chosen when it's first acquired. Theurgy spells can only be learned by Starter Personae and are always considered Tier V, thus costing 5 SP to learn and granting 2.5 SP when forgotten. Additionally, all Theurgy spells have the **Unique (A)** Categories, and are always considered Time: Default and Duration: Instant spells.

Each User can only have one Theurgy spell in their decks. Theurgy spells cannot be cast immediately, as their *Trigger* must be fulfilled first. After fulfilling your Trigger, a Theurgy can be cast at any point during that combat. After you cast your Theurgy, your Trigger must be fulfilled again. It's recommended that Theurgy spells are created during session downtime or between play sessions as to not disrupt the flow of gameplay. Choose one option from each row of the table below and add it to your Theurgy's description. Feel free to come up with a unique name and visual description for your Theurgy, although this is not obligatory.

Theurgy

Options

“This spell can only be cast after you perform the following:”

- ❖ Your current HP reaches 50% or lower
- ❖ Repress one spell from your deck
- ❖ Inflict or Ingrain a Status effect on a Shadow
- ❖ Deal a Critical hit against a Shadow
- ❖ Caster enters Death's Door or recovers an ally from Death's Door

Damage Type

- ❖ Choose one Damage Type your Persona knows, except Almighty, that will be the damage dealt by your Theurgy. If you choose Physical, you may change this damage to Gun. Add that Type as a Category.

Targets and Damage

- ❖ *One target within 8 meters.* Damage: SKLd12 + 5. Spell gains the **Mono** Category
- ❖ *Up to three targets within 8 meters.* Damage: SKLd10 + SKL. Spell gains the **Multi** Category
- ❖ *Any number of targets within 8 meters.* Damage: SKLd8. Spell gains the **Total** Category

Special Effect

- ❖ *Critical Margin +2*
 - ❖ *HDC +1*
 - ❖ *This spell treats the target(s) <Type> Affinity as -1*
 - ❖ **Ingrain**
 - ❖ *If this spell reduces the target's HP to less than 10+TEC%, the target is slain. This is a <Type> Death Category effect*
 - ❖ *The next time you use an **Imbue** effect, you can choose to not forget it after casting*
 - ❖ *Ignore the dodge check of your **Dueling** target*
 - ❖ **Gain 2 Stars**
 - ❖ *Before damage calculation, place 1 **Ofuda** on each target*
 - ❖ *Place **Pollen** on the position of each unit that took damage from this spell*
 - ❖ *Gain 1 **Forecast** counter. If this spell slayed at least one target, gain 1 more Forecast counter*
- Choose one of the effects below. If you do, add another *Special Effect* to your Theurgy

Extra (Optional)

- ❖ **Repress this spell**
- ❖ **Spend 1 Aspect Point to cast**
- ❖ **Fulfill your Trigger twice to cast, instead of once**



Skill Capsules

A breakthrough created by Blankenheim Pharmaceuticals, Skill Capsules are a type of supplement that grants the user a temporary boost in their abilities, such as improving one's capacity to learn and retain information, sharpen one's reflexes, among others. Visually, Skill Capsules are soft-shell medicine capsules full of a light and swirling liquid that comes in practically any color one could think of.

This development, however exciting, is little more than a front for the real purpose of Skill Capsules, meant only for Persona Users: The ability to condense part of a Persona's cognitive essence into material form. Skill Capsules are **Consumable Items** that override a User's Natural Skill, or NS, with the Skill contained within them. Upon consuming a Skill Capsule, their Starter Persona's Natural Skill is removed, its effects (if active) are nullified, and the Capsule Skill immediately takes its place. Uninvited Users must choose which of their Starters receives the new Capsule Skill whenever one is consumed. This effect lasts for 48 hours, eight Time blocks, or until the User chooses to "forget" the Capsule Skill, treated as a Quick action, removing its effect immediately and restoring their original NS. At any point outside of combat and before the effect expires, the User may choose to "internalize" the Capsule Skill, **permanently** replacing their previous NS with their current Capsule Skill. This cannot be undone and Internalized Capsule Skills cannot be forgotten the way a temporary Skill can.

Condensing and Purchasing Skill Capsules

User Classes who are able to obtain Personae through negotiation can choose to sacrifice extra Personae to obtain Skill Capsules. To do this, choose a Persona that is not originally a Tyrant, Element, Icon, or Ultimate Persona, and spend one Sub-block at a designated Blankenheim Therapy Facility. The Therapy Facility is a narrative detail that can be changed or expanded upon to better suit each table's setting and tone. Condensing a Persona into a Capsule permanently removes it from your stock and results in one free Skill Capsule of that Persona's NS, and the ability to purchase extra copies of that Capsule in the future.

The "Tier" under the Condensed Capsule's Price is equal to the RP reward (Core, Page 163), based on the Persona's listed Level in the Bestiary. A Condensed Capsule's name and effect are always the original name and effect of the Condensed Natural Skill. Condensed Capsules extracted from Rumor Personae maintain the ability of Rumor Skills to be used by other Users. The next page contains some examples of "default" Skill Capsules and the NS they provide.

Name	Effect	Cost	Rarity
Condensed Capsule	A Capsule created by condensing a Persona's essence into a tangible, digestible form. It carries the condensed Persona's Natural Skill.	2(Tier) RP	1
Musashi's Edge	As long as you have a sword equipped, when you dodge a spell or attack, you can declare a basic attack as your Interrupt action.	3 RP	1
Aubigny's Grace	Critical hits dealt by Polearms weapons you have equipped deal 50% extra damage (applied last in damage calculation)	4 RP	1
Sting Like Ali	As a free action, you can spend 1 Aspect Point to grant the bonuses on a Glove weapon equipped to you to an ally within this weapon's range until the end of their turn. This also grants them the DR benefits of <i>Glove Mastery</i> if you have it.	3 RP	1
Belmont's Legacy	Targets that take damage from a Whip weapon you have equipped, or are targeted by a spell cast through a Whip's Cast effect, immediately suffer Status Affinity -1 (Min. Weak) until the end of your turn. This applies before the Panicked roll for Whip Mastery. Basic attacks you declare while you have a Bow equipped treat the target's Damage Type Affinity as -1 (Min. Weak) during damage calculation.	3 RP	1
Pink Argus, Take Flight	You can subtract or add 1 to your <i>Bow Mastery</i> roll for no cost.	4 RP	1
Terminator Determination	When you activate the effect of <i>Firearm Mastery</i> , apply the following Condition to the same target: <i>Decrease this unit's HDC and DDC by 1 for all attacks declared by and against the User who applied this Condition.</i> This Condition lasts until the end of your next turn	2.5 RP	1
Infallible Phalanx	Declaring a basic attack with a Shield weapon outside of your turn restores 10% of your maximum HP to yourself, even if the attack misses or does not deal damage.	3 RP	1
Dance of Daggers	Attacks declared with Daggers treat any interaction higher than Resist as Null. This weapon deals Physical damage if the target's Physical Affinity is lower than its Gun Affinity, and deals Gun damage if the target's Gun Affinity is lower than its Physical Affinity. If the interactions are the same, you may choose which Damage Type to deal. If your Dagger deals non-Physical damage, you can choose to ignore this Skill's effect to deal that damage instead.	3 RP	1
Reader's Helper	When you take damage outside of your turn, you can use your Interrupt action to declare a basic attack: This attack deals (SKL/2) * X damage , where X is equal to the combined price of all Grimoire pieces currently equipped, of the damage type indicated by your equipped Chapter. Once per combat, this does not spend your Interrupt action for that turn.	4 RP	1

Divergent Shadows

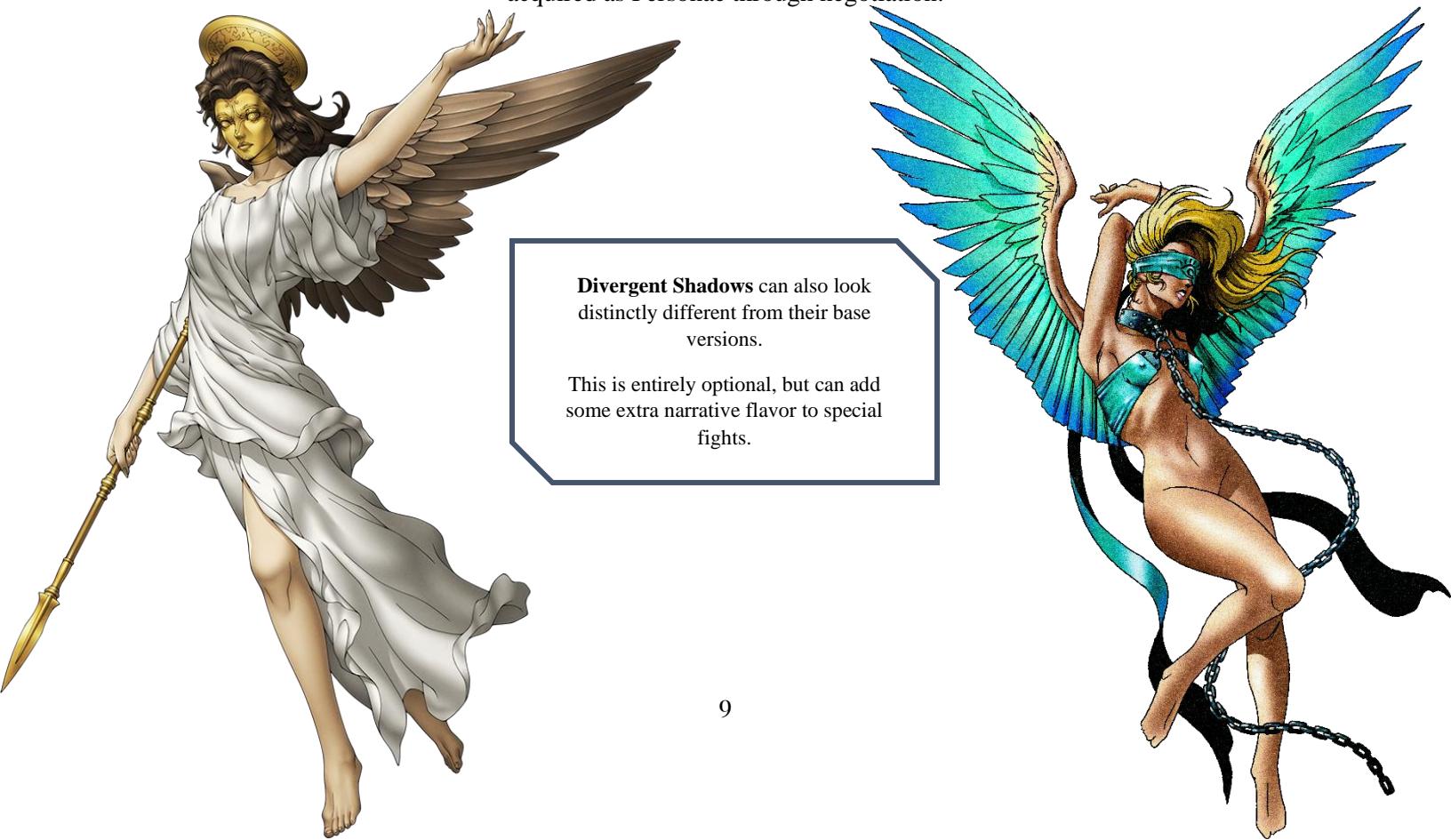
Most Shadows are completely interchangeable within their species: Once you've seen one Jack Frost, you've likely seen them all, outside of minor behavior or aesthetic differences. However, certain moments of Metaverse instability can give rise to Shadows with unique quirks and odd new powers, known as Divergent Shadows.

Divergences are keywords that can be applied to any Shadow, under the Narrator's discretion, to alter the dynamics of combat and make fights more challenging for the party. Mechanically, Divergent Shadows function exactly like their original species, outside of the effects applied by their Divergences. To facilitate identifying Divergent Shadows, you can append the *Title* of all active Divergences to the name of the Shadow, e.g. *Durable Phantasmal Pyro Jack* to represent a Pyro Jack with the *Durable* and *Phantasmal* Divergences. A Shadow can have as many Divergences as the Narrator sees fit active simultaneously. Divergences are not considered Conditions or Buffs, cannot be removed by any means, and can be revealed by Analysis spells such as *Analyze Affinity*.

All Divergences are based off the Shadow's original stats, and one Shadow can have multiple instances of the same Divergence active simultaneously. Note this by adding an x2 (or however many times the same Divergence is stacked) at the end of the respective Title. For instance, Pixie has a base HP score of 42. A *Vigorous Pixie* would have a HP score of 54 (42×1.3 , rounded down), while a *Vigorous x2 Pixie* would have a HP of 67 (42×1.6).

Finally, the Narrator can choose to reward players for tackling Divergent Shadows by granting rewards based on the active Divergences, following the *Rewards* table below. Note that this is optional and may soften the challenge offered by Divergences. In the case of a Shadow with multiple different Divergences, or multiple copies of the same Divergence, choose only one instance of a single reward.

All Divergences include the following effect: **Each instance of this Divergence applies a -1 penalty to negotiation rolls against this Shadow.** Divergences are **not** applied to Shadows that are acquired as Personae through negotiation.



Title	Effect	Reward
Agile	The first spell this Shadow casts, or attack it declares, during each of its turns is considered a Quick action. This Shadow's spells and attacks deal 50% less damage, applied last in damage calculation.	The User who defeats this Shadow gains a Spell Card of one of the Shadow's Types, as if one was gained through negotiation.
Chameleon	When this Shadow takes damage from a Type, except Almighty, its Affinity against that Type becomes Null until the end of the next User's turn.	When this Shadow is obtained through negotiation, grant it +1 to an Affinity of your choice.
Durable	This Shadow is affected by <i>damage gating</i> (Core, Pg. 153)	The party recovers the use of one Arcana Spread spent this session.
Healthy	At the end of the round, this Shadow recovers 20% of its own HP, for no action cost.	The User who defeats this Shadow recovers 2 Energy.
Jade-Lit	As long as this Shadow is active in combat, at the end of each round, it can declare a basic attack against the User with the highest current HP, as an Interrupt action.	All party members recover 50% HP when this Shadow is defeated.
Moontouched	Negotiating with this Shadow applies a -5 penalty to the negotiation roll.	N/A
Phantasmal	Whenever this Shadow dodges an attack or avoids a Status effect, it recovers 20% of its Max HP	The User who defeats this Shadow recovers 2 Energy.
Poisonous	Status effects cast by this Shadow's Attacks always treat Users' Status Affinity as -1	All party members recover 50% HP when this Shadow is defeated.
Righteous	As long as this Shadow is active in combat, no other Shadows can be afflicted with Status effects.	The party gains 1x Healing IV (Core, Pg. 85)
Sharp	This Shadow can roll for Critical Hits without spending Luck Charges.	At the end of combat, the User who defeated this Shadow recovers all their out-of-combat Luck Charges
Shielded	This Shadow's Weak Affinities become Neutral. This Shadow's Resist Affinities become Reflect.	When this Shadow is obtained through negotiation, grant it +1 to an Affinity of your choice.
Sycophant	Whenever this Shadow deals damage to a User, decrease that User's Energy by $1d4 + \text{half the Shadow's level}$, rounded down.	The party gains 2x Yawn-B-Gone (Core, Pg. 85)
Vigilant	This Shadow is automatically the first unit in the initiative queue. If an effect moves it to another spot in the queue, move this Shadow back to the first spot at the start of the next round.	The party gains 1x Healing IV (Core, Pg. 85)
Vigorous	Increases the Shadow's Max HP by 30%	The User who defeats this Shadow recovers 2 Energy.
Violent	Whenever this Shadow rolls to deal damage, roll one additional dice for each dice category listed in the spell or attack.	The party gains 1x Rasetsu Ofuda (Core, Pg. 86)

Shadows



Corpses

Shadow Horde

Level 2

HP: 400 (300/200/100)

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

Knee-Deep in the Dead (P): Whenever Corpses reaches 75%, 50% and 25% of its maximum HP, it casts Grotesque Merge as its Interrupt action.

Legion (P): As long as there's a User adjacent to Corpses, it can declare an extra attack this turn (to a maximum of four attacks, counting the extra attacks from the Shadow Horde features). Additionally, any damage Corpses takes that's not damage it's Weak against or from a Critical hit can be reduced by 50%, for no action cost, and Corpses can choose one adjacent target to deal that same amount of damage, of the same Type.

Grotesque Merge: Can only be cast through the effect of Knee-Deep in the Dead. All Users in combat. HDC +1. On hit: 3STR (12) Physical damage and Corpses chooses one target that took damage from this spell. That target is moved to a position adjacent to Corpses, and suffers the following Condition: Cannot move or be moved to a position that's not adjacent to Corpses. If Corpses takes damage it's Weak against, or suffers a Critical hit, remove this Condition.

Shamble: Any number of targets between Corpses and a space within 6 meters. On hit: 4d10 PSY damage and Corpses is moved to the selected space.

Death Touch (Physical): One target within 3 meters. Use the target's VIT instead of AGI to roll dodge for this attack. On hit: x Physical damage. If this damage reduces the target's HP to less than 30%, the target enters Death's Door. This is a Death Category effect.

A mass of fused, reanimated corpses. This grotesque process destroyed these creatures' minds, and now they exist in a state of constant agony.

Padlock

Level 7

HP: 132

Human

Dispositions:

Insane



Resist



Resist

Snap Shut (P): *Bound* is a Condition applied by Padlock, visually represented by a heavy and painful padlock piercing through the User's body. Bound targets cannot move or be moved by any means. Attacks and spells declared by Bound targets have -2 HDC. The first time a User is Bound, the party may roll an Expression (2) check, Risking allowed, to reveal the following insight about the Bound Condition: The padlock placed on the User can be targeted for attacks. It has 40 HP, cannot dodge and has no Type Affinities. If an attack lowers the padlock's HP to zero, the Bound Condition is removed and that User becomes immune to this Condition until the end of combat.

Tear Off: One Bound target. On hit: Remove Bound from the target, and lower their current HP to 1. This is considered Almighty damage.

Clamp Down (Intel): Up to three Users within 7 meters. 40% chance to apply Bound. Targets who do not suffer Bound instead suffer Intel Affinity -1 for 3 rounds. This is a Debuff effect.

Fire Slash: 1 target within 8 meters. On hit: 4d8 (18) Fire damage.

Humans who derive pleasure from pain, particularly by piercing their skin with heavy padlocks.

Moowis

Level 13

HP: 132

Human (Machine)



Resist



Weak

Marker: One target Moowis can see gains the *Marked* Condition. Moowis has +1 HDC against Marked targets and can target Marked targets for any attacks even if the target is obscured, invisible, outside of the attack's range or otherwise unreachable.

Vivisection: One target within 6 meters. On hit: 9d12 (58) Physical damage, and the start of that target's next turn, they lose 20% of their maximum HP as Almighty damage.

Dynablast: Dynablast: Any number of targets between Moowis and a point within 5 meters. On hit: 9d8 (40) Fire damage and applies the following Condition: Fire Affinity -1. This Condition does not stack with other activations of itself.

In Algonquian myth, Moowis is an artificial warrior created by a man with a peculiar purpose: Seducing a woman who'd spurned its creator, then break her heart.





Vairocana, The First Step

XIX – The Sun

Level 1

Hit Points 70

Spell Card: Dia (T1 Heal)

Types



Natural Skill: **The Sun, Absolute** – Every time you slay a target, you gain one Manifestation Counter. When you cast a Heal Type spell that requires a dice roll, you can spend X Manifestation Counters, for no action cost: Change the roll of up to X dices to their maximum value.

Dispositions:

Noble



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

Null

Megido Drop: One target Vairocana can see. On hit: 4d4 (10) Almighty damage.

Maragi: Any number of targets within 5 meters. On hit: MAG (4) Fire damage and Vairocana gains 1 Manifestation Counter for each target that took damage from this spell.

Manifested Dia: Vairocana spends all Manifestation Counters and recovers 20% (14) of its HP for each Manifestation Counter spent this way.

The “Greatest Buddha of Wisdom”, known as the Absolute due to its staunch resistance to worldly temptations.

Cosmic Buddha Vairocana

XIX – The Sun

Level 19

Hit Points 380

Spell Card: Megidola (T5 Almighty)

Types



Dispositions:

Noble



Natural Skill: **Radiant Mantra** – (Quick, once per combat) Target one unit you can see: Decrease the duration of a Buff or Debuff on that target by 1 round, then choose:

(1) Decrease the duration of all Debuffs on all Users by 1 round.

(2) Increase the duration of all Buffs on all Users by 1 round.

If the targeted unit was a User, that User is unaffected by the chosen effect.

STR	MAG	TEC	AGI	VIT	LCK		
1	10	9	1	10	4		

Reflect

Reflect

Annihilating Rain of Stars: Any number of targets within 5 meters. On hit: 10d8 (45) Almighty damage and -3 TEC, -3 AGI for 3 rounds (this is a Debuff effect)

White Lotus Flame: One target Vairocana can see. The target is moved to a position adjacent to Vairocana, if possible and with no dodge check. Then, on hit: 10d12+MAG (75) Fire damage.

Path of Prominence: Vairocana recovers up to 50% (190) of its maximum HP, then Vairocana selects one target it can see: Double the intensity and remaining duration of one Debuff effect active on that target.

The King of Asuras and Cosmic Buddha, the “inconceivable body” of Gautama Buddha and the very incarnation of sunyata, or *emptiness*.





Kudlak

XV – The Devil

Level 17

Hit Points 204

Spell Card: Demonic Decree (T5 Dark)

Types



Dispositions:

Snobbish



Natural Skill: **Memory of Red Blood** – When a Debuff effect on you is removed, either by expiring or by removal effects, you can spend your Interrupt action for that turn and choose one target within TEC meters: Apply the same Debuff that was active on you on that target, for 2 rounds.

STR	MAG	TEC	AGI	VIT	LCK		
1	6	6	11	6	2		

Reflect

Weak

Two Paths Crossing (P): Kudlak deals 50% more damage (applied first in damage calculation) against Shadows named Kresnik and Users whose Active Personae are named Kresnik.

Drink From Me... (P): Crimson Mist is a condition applied by Kudlak to Users. Targets under this Condition suffer -1 Dark and Status Affinity.

... And Live Forever (Interrupt): Can only be cast when a User under Crimson Mist enters Death's Door. That User is revived with 1 HP (effects from entering Death's Door still apply) and immediately suffer the Charmed Status. This ignores the target's Status Affinity.

Monotonous Gift: One target Kudlak can see. While casting this spell, Kudlak is moved to an unoccupied space adjacent to the target. Then, on hit: 6d8 (27) Dark damage and applies the "Crimson Mist" Condition to the target.

Musings of Meat: Up to three targets within 6 meters. On hit: 6d4 (15) Nuclear damage and applies the "Crimson Mist" Condition.

A vampire from Croatian beliefs. It's said that children born with cauls can turn into either Kudlak or Kresnik, and those who are fated to become Kudlak have their souls leave their bodies every night to attack people, being a threat to their community even before their transformation is complete.

Picaro Shadows

Picaro Shadows are rare specimens that were transformed by the desire to lead a revolution, born of a User with a particularly powerful Conviction. Despite being similar to Icons, Picaro Shadows are treated as normal Shadows for all purposes.

Orpheus Picaro

XXI – The World

Dispositions:

Friendly



Types



Level 1

Hit Points 150

Spell Card: Agi (T1 Fire)

Natural Skill: **Circle of Sadness** – (Passive) You cannot be targeted by effects that Revive other than Circle of Sadness. (No action cost, spend 1 Aspect Point) During your turn, when at Death's Door, trigger to Revive at 10 HP.

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



Resist



Weak

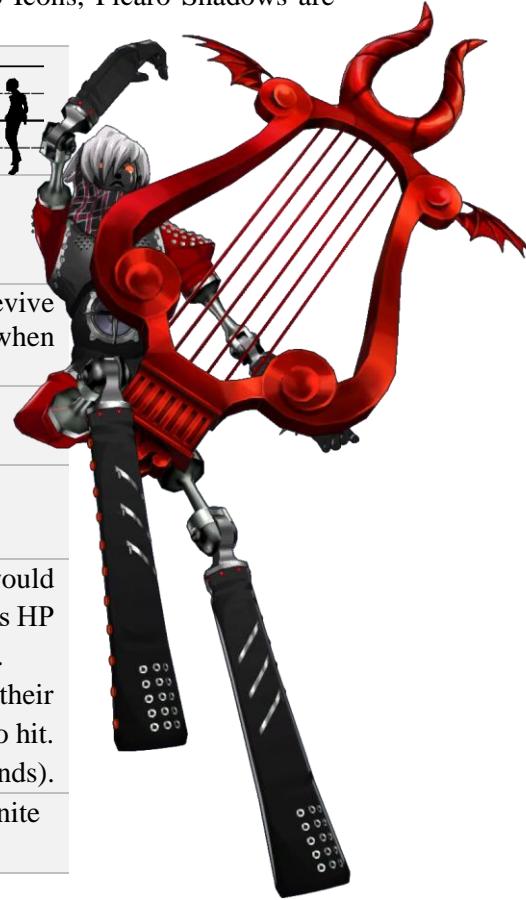


Drain

Rebellious Melody (P): As long as Orpheus Picaro's HP is above 1, any attack that would slay Orpheus Picaro reduces him to 1 HP instead. Once per round, when Orpheus Picaro's HP is reduced to 1, the current turn ends, and Orpheus Picaro gains a second turn this round.

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

A Persona transformed by the soul of revolution. This Shadow carries within itself infinite possibility and a strong desire to live life to its fullest.



Izanagi Picaro

XXI – The World

Types



Null

Level 1

Hit Points 115

Spell Card: Zio (T1 Thunder)

Dispositions:

Noble



Weak

Natural Skill: **God Maker** – (Passive) Whenever a Persona in your stock without God Maker gains a Persona Level, grant one Persona with God Maker in your stock one Persona Level. This cannot be activated by any of an Uninvited User's Starter Personae

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

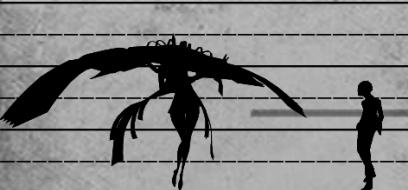
Rebellious Edge (P): When Izanagi Picaro casts a spell, it can spend 1 Mist Counter. That spell is treated as a Free action.

Myriad Slash: One target within 4 meters. HDC +1. On hit: 4d4 (10) Physical damage, and Izanagi Picaro gains one Mist Counter. This replaces Izanagi Picaro's basic attack.

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

A Persona transformed by the soul of revolution. Izanagi carries himself proudly, unburned by deception.





Kaguya Picaro	Disposition:				
	Noble, Friendly				
XVIII – The Moon	 				
Level 7	Types				
Hit Points: 260	  				
Reward: Prayer Bead (Consumable)					
Skill Bonus: +4 Charm, +4 Expression					
Natural Skill: Lunar Sovereign - (Free, once per combat, spend 1 Aspect Point) Choose one Type you're not Weak against: Gain <Type> Affinity +1 until the end of combat.					
STR 1	MAG 4	TEC 7	AGI 4	VIT 6	LCK 2
 Weak	<p>Rebel Moon (P): At the start of each round, Kaguya gains Affinity +1 against one Type. If Kaguya has an Affinity of Resist or higher against more than 5 Types at once, it immediately loses all Affinities gained by Rebel Moon, and gains two extra turns this round, directly after her default turn.</p> <p>Rejection (Light): Reduces 1 target's current HP to 1.</p> <p>Selene (Almighty): Deals 1 point of Almighty damage to all combatants, no dodge check.</p> <p>Stunning Galaxy (Intel): All targets whose HP are below $15+5\text{TEC}\%$ (50%) are rendered unconscious (cannot perform any actions until attacked).</p> <p>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.</p>				

A Persona transformed by the soul of revolution. Kaguya beckons the wisdom of the moon, wielding it with peerless grace.



Asterius Picaro

Level 9
Hit Points 520
Spell Card: Magnadyne (T2 Earth, Sea of Souls III)



X – Fortune

Dispositions:
Insane, Aggressive



Types



Skill Bonus: +2 STR, +1 VIT

Natural Skill: **Frenzied Bull** – (Passive) As long as your current HP is less than 10, your SKL cannot be lowered, and Buff effects applied to your SKL cannot be removed by duration or removal effects.

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



Resist



Reflect



Resist

A Persona transformed by the soul of revolution. Asterius wields a power strong enough to cleave the world apart, being held back only by the strong will of its original User.

Auto-Matarukajamon (P): At the start of combat, all Shadows gain +2 STR, +2 MAG for 3 rounds.

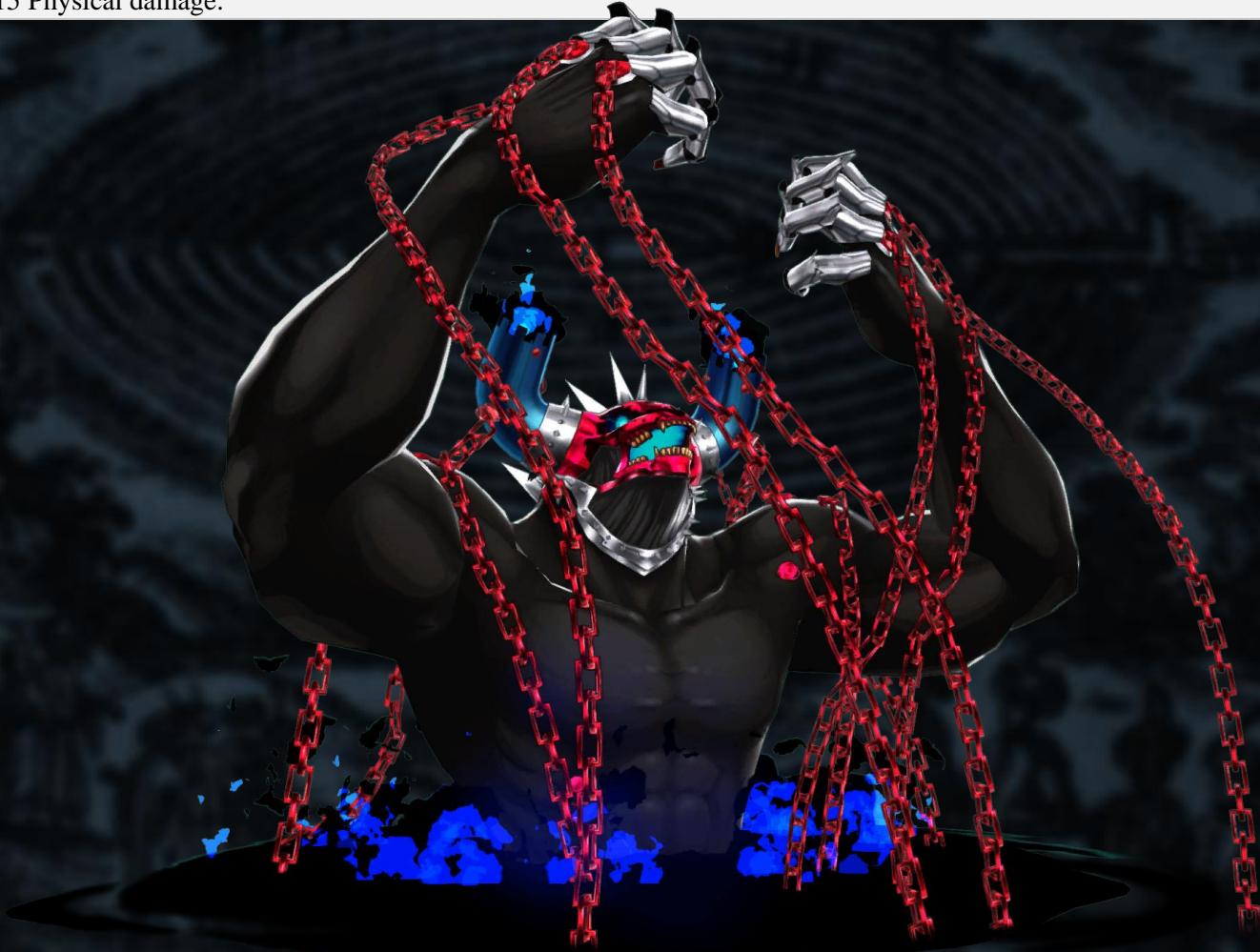
Rebellious Arm (P): Every time Asterius casts Titanomachia or Primal Force, there's an 80% chance Asterius can cast Gigantomachia as a Quick action this turn.

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

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

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

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



Ariadne Picaro

X – Fortune

Level 9

Hit Points: 260

Reward: Bus Stop Sign (Polearm, 4 RP)

Disposition:

Snobbish, Friendly



Types



Skill Bonus: +2 STR, +1 VIT

Natural Skill: **Conqueror of the Labyrinth** – (Passive) When you roll damage for a basic attack or a Mono Category spell that deals Physical or Gun damage, you may change the roll of up to X dice to their maximum value, where X is the total amount of Debuff, Condition, and Status effects active on the target.



Null



Weak



Null



Weak

A Persona transformed by the soul of revolution. Ariadne's steely resolve is bolstered by the warmth of its allies, able to tame even the fiercest evil.

STR
9

MAG
1

TEC
6

AGI
5

VIT
5

LCK
2

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.

Rebel Assault (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). Buff effects active on Ariadne Picaro do not expire naturally, and cannot be overwritten by Debuffs.





Tsukiyomi Picaro

XVIII – The Moon

Level 18

Hit Points: 222

Spell Card: Black Future (T5 Dark)

Disposition:

Insane



Types



Skill Bonus: +2 MAG, +2 TEC, +1 AGI, +4 Charm

Natural Skill: **Collective Heartbreak** – (Quick) If an ally is in Death's Door, you can choose to enter Death's Door to revive them with 1 HP (This is a Revive Category effect). When you enter Death's Door this way, you lose 1 Energy, instead of the usual 5. While in Death's Door, you can declare Default actions, as long as they're not Revive effects, can declare Critical Hits without spending Luck Charges, and gain +1 Critical Margin.

STR

1

MAG

10

TEC

10

AGI

8

VIT

3

LCK

2



Reflect



Reflect



Null

Abyss Wings: Any number of targets Tsukiyomi Picaro can see. On hit: MAGd6 (35) Dark damage.

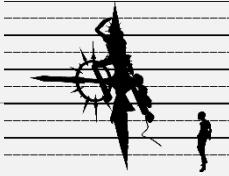
Shinma Messatsu (Dark): One target Tsukiyomi Picaro can see whose HP is below $30+2\text{TEC}\%$ (50%) dies instantly. Ignores Resist Dark. If the target has Weakness to Dark, it dies regardless of its HP and enters Death's Door with 1 counter.

Insanity (P): Abyss Wings gains Critical Margin +1 for each Shadow defeated in combat.

Rebel Tenacity (P): When Tsukuyomi Picaro is slain, or removed from combat through other means, create one *Rebel Heart* on the field. Rebel Hearts are cognitive objects that cannot be targeted for attacks or effects. At the start of each round, all Rebel Hearts present in combat can cast one spell from Tsukuyomi Picaro's spell list, using the same targeting rules and damage calculation.

A Persona transformed by the *shoul* of revolution, bearing the cunning and tenacity of a User who's overthrown their own fate.





Messiah Picaro

XX – Judgement

Level 20

Hit Points 700

Spell Card: Plume of Dawn (T5 Heal)

Types



Cannot be acquired by Fusion, will not respond to negotiation.

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

Natural Skill: **Joy and Wonder (Any two non-Damage Types)** – *This is treated as both a Rumor Skill and an Icon Shadow's Natural Skill.*

(No action cost, spend 1 Aspect Point) When you deal the killing blow against a Shadow, or trigger a Negotiation result that removes a Shadow from combat: Every User currently in combat can trigger effects that require a target to be slain by a specific User, such as Receptive Cognition, as if they were the User who's slain the target Shadow.

Other Users don't have to fulfill the Type requirements of Joy and Wonder to trigger its effect as a Rumor Skill. Each User can only trigger the effect of Joy and Wonder once per combat.

STR

1



Resist

MAG

15



Resist

TEC

9



Resist

AGI

5



Resist

VIT

6



Resist

LCK

2



Resist

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

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

Ultimate Rebel's Soul: Spend two Link Counters: Messiah Picaro gains an extra turn every round until the end of combat.

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

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

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

A Persona who embodies the soul of revolution, capable of defying death itself.





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