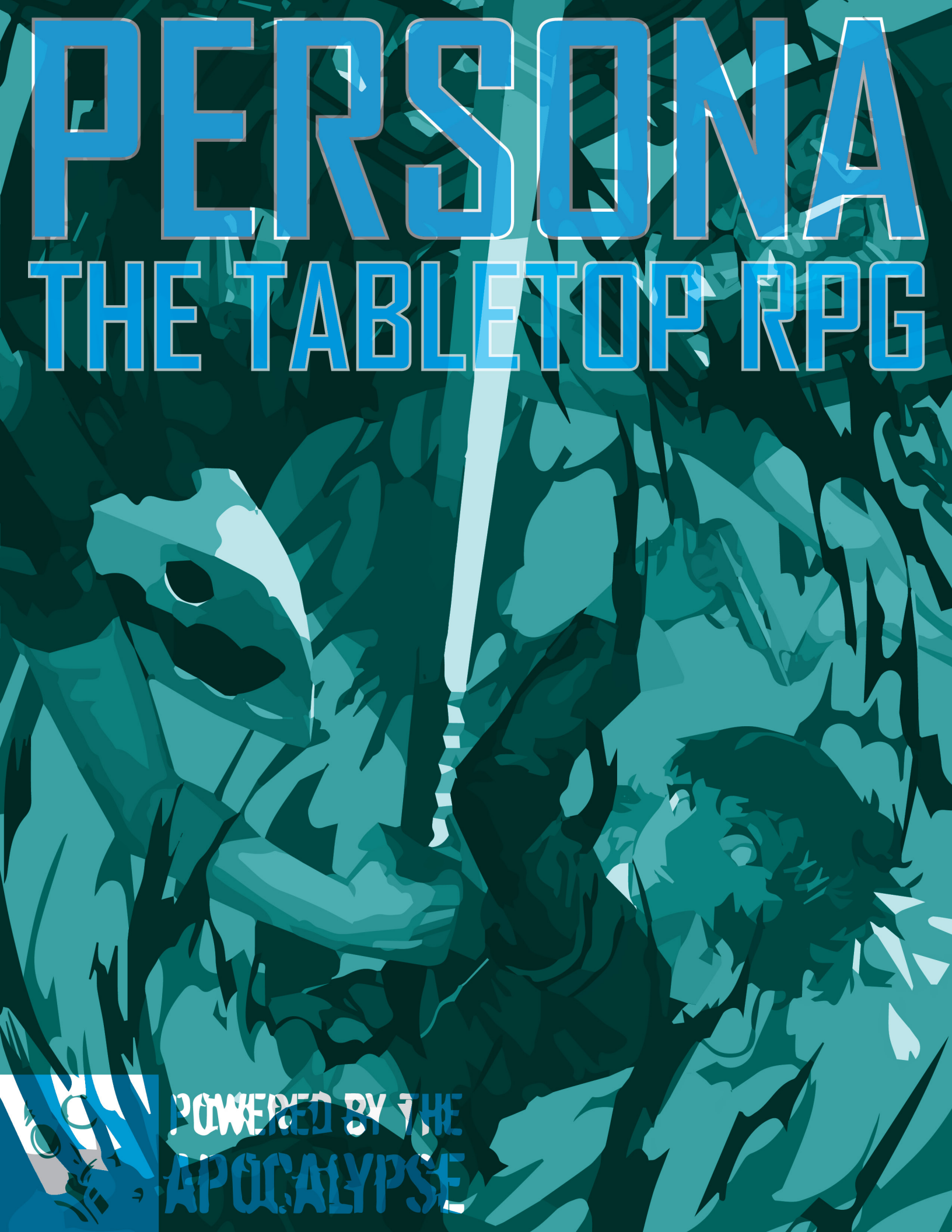
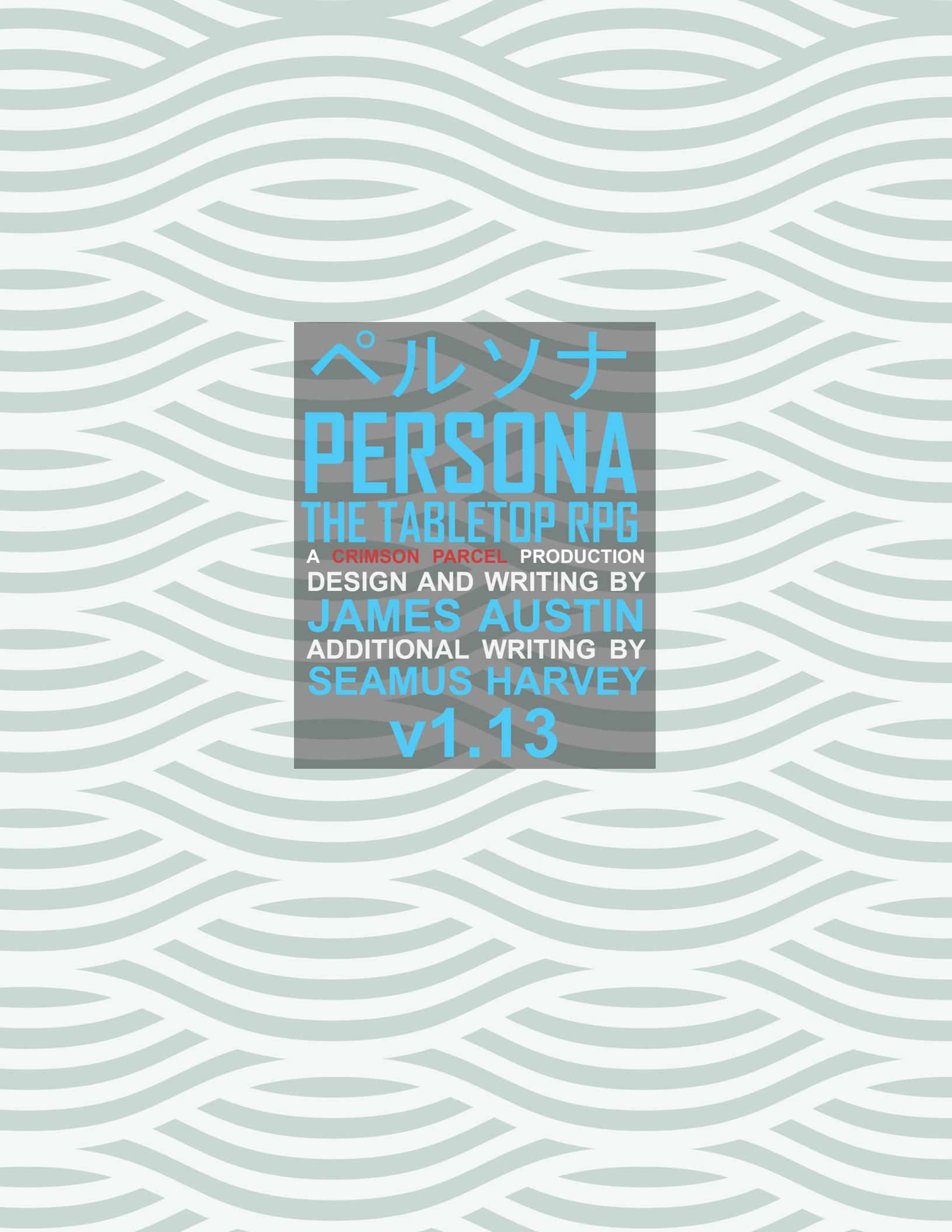


PERSONA

THE TABLETOP RPG



POWERED BY THE
APOCALYPSE



ペルソナ
PERSONA
THE TABLETOP RPG
A **CRIMSON PARCEL** PRODUCTION
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v1.13



THANK YOU

to co-writer and confidant
SEAMUS HARVEY;

to playtesters
**CHESH
SERGIO
AND TRAVIS;**

to those who have given feedback on the
CRIMSON PARCEL DISCORD
(<https://discord.gg/Vyk93jQ>);
and to **YOU**, for reading!

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*PTTRPG is a fan game. Atlus is not associated with the game in any way.
No money has or should ever be made as a result of the distribution of this book.*

You're spent. You and your partners have combed every last corner of this odd tomb. A knight on horseback has just pierced your shirt with his spear - your favorite shirt! Lying on the ground, staring up at the undulating and unearthly corridors, you wonder how you're going to explain this all to your parents. You glance at your phone and catch your reflection in the empty blue static which fills the screen. This place holds more mysteries than you can count. Thankfully, you have the power of friendship on your side.

Welcome to *Persona: The Tabletop Role-Playing Game* (aka PTTRPG, btw). PTTRPG uses PbtA (Powered by the Apocalypse) as a loose framework for an extensive *Persona*-themed role-playing game without always strictly adhering to the PbtA structure. After all, rules are made to be broken.

Persona is a series of anime video games, all of which follow groups of high schoolers with the titular power of *Persona*. These stories focus on noir mystery and slice-of-life drama. If you aren't familiar with the series, I would hazard a guess that you might not enjoy this book.



PTTRPG uses a number of common terms in tabletop gaming, such as 2D6 (two six-sided dice), HP (hit points), GM (game master), and etc. If you've never heard these terms before, please take a look at the following explanation.

In order to play this game, you're going to need a group of friends. One of you will take on the role of the Game Master, or **GM**. This person will act as both narrator and referee. They will also play the role of every character besides the main characters, including enemies. The GM will have a lot on their plate, so those who take on this role should be ready for it. This might make you anxious, but you might also find that you enjoy your time in the spotlight.

Everyone who isn't a GM will be a Player Character, or **PC**. These should be the main characters of the story you tell together. The PCs should work together to progress the story, work toward their goals, and most importantly have fun. In the *Persona* video games the PCs are always high school students, but that doesn't necessarily have to be the case in this game. The players could be private detectives, teachers, construction workers, or anything else you can think of.

The core mechanic of almost any RPG is called a **check**. To do a check in *Persona*, you roll two six-sided dice or **2d6**. You check to see what happens when you do something with an uncertain outcome. This adds elements of both strategy and surprise to the story you and your friends will tell together.

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ASPECTS

Characters have five Aspects which affect everything they, as a human, do. These are as follows:

- **ATHLETICISM** is your physical strength, speed, stamina, and general self-defense ability when it comes to melee combat.
- **PROFICIENCY** is your technical ability; how good you are with your hands, including your aptitude with ranged combat.
- **GUTS** is your heart; your courage, your wisdom, your willpower. Gutsy people often find themselves in a leadership role.
- **KNOWLEDGE** is your mind; not just how well studied you are, but also your intuition and deductive reasoning skills.
- **CHARM** is your interpersonal skill; your power of influence. Charm can open many doors that would otherwise be shut.

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Generally you can only make a check to do something that is humanly possible. When making a check, the GM will usually prompt you to add a modifier based on one of your character's five Aspects.

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If the result of the check is between 1 and 6, that's what we call a failure. You don't do what you wanted to do, and you receive a setback. These setbacks can be anything; someone likes you less, something in your environment changes, you get hit by an enemy, etc.

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If the roll comes up as a 7, 8, or 9, it's called a mixed success. You still incur a setback, but you also do what you set out to do. This is the most common result.

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On a roll of 10 or higher, you do what you wanted to do and avoid all drawbacks; a complete success. Your GM might describe how your character succeeds in a spectacular fashion.

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The number you add to the result of this roll, also known as a **modifier**, will often be equal to one of your Aspects. Generally, it should be obvious which one to add. For example, when your character is making a check to determine whether or not they break down a door, they would add their *Athleticism* Aspect to the roll. If they were studying

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in a library, they would add their *Knowledge* Aspect. When in doubt about which stat to use for a particular roll, just ask your GM.

Try to think about what kind of character you'd like to play before you set your Aspects, as this will likely help you decide where you want your biggest numbers to be.

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Character creation in Persona is fairly simple, and shouldn't take more than an hour or so. The following guide will help you get your character ready for their first journey into the unknown.

1. TALK TO YOUR GROUP.

Make sure everyone is on the same page. Don't bring your character, who is a criminal, into a group of cops unless everyone agrees on it. If the GM is running a game set in a school, you should probably make a student or a teacher.

2. CONSIDER YOUR BACKSTORY

What's your character's name? How do they act? What are their hobbies? What motivates them? You can go as in-depth as you want, but try to come up with answers for these questions, at least. The best characters are the ones that take on lives of their own; if you've done it correctly, you'll find you need to put very little thought into what your character does at any given moment. The answer will come to you organically.

3. SET YOUR STARTING ASPECTS

Each of your Aspects start at 0. You can increase a few of them now, but most of them will only go up when you better yourself as a person. Choose three different Aspects. You can add a point to each of them right now, giving them a value of +1.

4. OPTIONAL: ADD MORE PERSONALITY

You can choose to start the game with slightly altered stats. If you take this option, select one of the Aspects you chose in Step 3 and increase it to +2. However, you must also select an Aspect you didn't pick in Step 3 and change it to -1.

5. CREATE YOUR PERSONA

Your character either has or will soon have another half, called their *Persona*. When a Persona becomes available to you, you will become much more powerful. For a more detailed guide on Persona creation, see pg. 7. You might also consider the Arcana listed on pg. 9, so you can create a Persona belonging to your favorite.

FOR EXAMPLE, I'm going to make a character and let's just say his name is Junpei. I want Junpei to be stupid, brash, and overall just sort of awful. He'll have a soft side, I guess, but mostly he'll just be someone you wish you didn't have to be around.

I already know what sort of character I want him to be, so all I have to do now is set his starting Aspects. I'll start with Proficiency. I want him to be decent at fighting, too, so I'll give him a point in Athleticism. Finally Guts, since he's too dumb to know better.

Now I have to decide whether or not to take the optional rule. I'm going to go for it. In this case, I'll choose to increase his Guts, which now becomes +2 instead of +1. Junpei is very courageous. He also wants to be a leader, but there's someone outshining him. Someone smarter, more charismatic, and more talented than he is.

Since I took the optional rule, I also have to decrease one of my stats to -1. I'm going to pick my Knowledge, since I just don't care about it. Now, when I make a Knowledge check, I have to subtract 1 from the result of the roll.

We'll catch up with Junpei after we learn about Persona creation.

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During combat, we slow down to bullet time because it's so exciting. We slow down so the players can savor, plan, and describe all the important details of the fight they're in.

There isn't always set order for each character to take their turn in Persona. Instead, the GM will move around the table and call on you when it's your turn to act. The GM might describe the threats or the circumstances in front of you before asking "what do you do?".

ATTACKING

When you attack something, the first thing you do is make a check to see if you hit. If you're making a melee attack *as yourself*, you add your Athleticism Aspect to the result of the check. If you're making a ranged attack as yourself, you add your Proficiency (see *Basic Moves*; page 10).

However, when you're attacking with your Persona (which is often more effective) you add your Persona's stats instead. When making a ranged attack with your Persona, you add your Persona's AGI stat, and when making a melee attack you add your Persona's STR stat. When using a spell, add your Persona's MAG stat.

On a 1-6 (failure) you fail and receive a **setback**; You expose yourself, you receive a status ailment, etc. The most common setback when attacking an enemy is that enemy *attacking you back*.

On a 7, 8, or 9 (mixed success), you attack the enemy but receive a setback as well; you and your opponent are "trading blows".

On a 10 or higher (complete success) you hit the enemy and avoid all setbacks. Your GM might ask you to describe your character's glorious or impressive success.

DAMAGE

When you attack somebody, or when somebody attacks you, you have to determine how much **damage** the attack does. In the case of a basic attack that doesn't use a particular weapon (fighting with your fists, throwing a rock, etc.), the damage is 1D4-1, plus the related stat. Again, melee attacks use Athleticism and ranged attacks use Proficiency. Magic attacks gain a damage bonus equal to MAG.

You might also find or purchase a weapon that does more damage. In this case, the GM should tell you how much damage your weapon does.

Personas *can't use human weapons*. Any weapons they have are built into or specially attuned to them. Instead, your Persona will unlock new abilities that do more and more damage as they level up.

More advanced combat rules, including rules for Weaknesses & Resistances, All-Out Attacks, how to use LUC, and Leveling Up can be found starting on page 16.



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HIT POINTS

Player characters in Persona have two important resources to manage: hit points (**HP**) and spirit points (**SP**). A character's HP stat is a representation of their overall health. When a character takes damage in combat, the damage they take is subtracted from their HP (after armor is taken into consideration; see below). When a player character hits 0 HP, they start dying (see *Death & Dying*; page 17).

ARMOR

Armor is a statistic that blocks incoming damage for a given character. It starts at 0, but can be increased with certain abilities and pieces of equipment. When a character with an Armor score greater than 0 takes damage, they subtract their Armor score from the damage they took. For example, if a character with an Armor score of 2 got hit for 6 points of damage, they would actually only lose a total of 4 HP.

SPIRIT POINTS

A character's spirit points (SP) are a counterpart to their HP. A character's SP stat represents their spiritual essence and well of magical willpower. When a character uses one of their more powerful and / or extraordinary abilities, they will typically have to spend some of their SP. SP and HP are both recovered by taking a long rest; see below.

LONG REST

A long rest is simply a rest of six or more hours made in a safe area. If your game has a split between worlds, the GM may force you to return to the real world before taking an effective long rest.

THE +4 RULE

When a character is making a 2d6 check for any move that relates to hitting an enemy (e.g. Basic Strike, Basic Shot, Basic Spell, Pulse, Staggering Strike, etc.), the modifier for the check can never be higher than +4. For example, even if your MAG is 5 and your Mudoon bonus is +2, you will always be limited to a +4 bonus when rolling to see if your magic attack hits. This limitation does not apply to other rolls, such as damage rolls themselves.

OPTIONAL RULE: SP VARIATION

PTTRPG contains a number of optional rules. These can be either used or left untouched depending on the preferences of the GM and the players. More optional rules can be found at the end of this book, starting on page 142.

The first optional rule, the "SP Variation", has the potential to completely change how the game is played. In Persona, characters have access to a number of elemental skills; Agi is a skill that damages enemies with fire, Zio with electricity, and so on. Enemies are often weak to one or more of these types of elemental skills. Hitting enemy weaknesses is an essential strategy, and magic skills are powerful as a result. By default, in PTTRPG, these skills have no cost. SP is instead used only when someone is making a **special move** (also known as an SP move). The SP Variation changes that, causing every magic skill (Agi, Zio, Maragi, Ziodyne, etc.) to cost 1 SP. This will cause PCs to have to think more carefully about how often they want to use these skills.

To account for the increase in SP expenditure, the SP Variation also introduces a boost in SP gained by the players. PCs start with 5 more SP than what is noted on their Arcana page. They will also gain 1 more SP than what they normally would when their character gains additional SP by leveling up. See page 16 for details on gaining SP by leveling.

When you're making your character, ask your GM whether or not they plan on using the SP variation, so that you can calculate your SP accordingly.

A NOTE ON ENEMIES

Enemies in PTTRPG use a more limited ruleset than PCs, in order to make the GM's job easier. Enemies do have HP, but they do not have a process for dying the way PCs do. When an enemy reaches 0 HP, they simply die on the spot - no saves, nothing. Enemies can have armor, but they do not have SP - their SP is essentially unlimited.

Additionally, if the default ruleset is being used, enemies do not take turns the way PCs do - they act only as the result of setbacks incurred when PCs roll mixed successes or failures. However, there is a rule which gives enemies full turns, more akin to a traditional RPG such as D&D (see *Optional Rule: Turn Order*; page 142).

MOVES

Moves are pre-written guidelines for things your character can do. Every time your character tries to do something with an uncertain outcome, they are making a move. Oftentimes a move will involve a check - the result of which will indicate what happens as the story moves forward. If this seems confusing to you, just read on - it should all make sense soon.

SETBACKS

Oftentimes a PC will incur something called a "setback" as a penalty for failure or mixed success. These can be anything the GM wishes, but they should be appropriate given the story at hand and the circumstances of the move being made. As a GM, when you're coming up with a setback, consider the following list of suggestions. Of course, you can also improvise any other setback that suits your will, as long as it isn't *too* punishing.

- The PC falls over embarrassingly and gains the Downed status ailment.
- The PC bumps their head, twists their ankle, or incurs some other minor injury. The GM should inflict a small amount of damage on them (see table to the right).

- An NPC grows suspicious of the PC or likes them less for whatever reason.
- A piece of equipment becomes broken or unusable until it is repaired.
- An enemy or group of enemies is alerted to the presence of the PC.
- Some unseen mechanism, such as an alarm or a trap, suddenly triggers.
- The action succeeds, but it takes an inordinate amount of time.
- The PC loses one SP due to spiritual pain.
- A friend of the PC becomes upset and must be soothed before they can be hung out with again.

Keep in mind that if a move being used describes a specific setback, the GM should generally stick to that setback. However, as always, the GM is free to improvise something else if they think it would be more appropriate. As a rule of thumb, PCs should only be allowed to make moves for tasks that are *actually within the realm of possibility for them to accomplish*.

If a character is doing something and you aren't sure that there's an appropriate move for it, don't panic. Just use the *Golden Move* as a guideline to determine success or failure. You can always improvise the effects of the Golden Move, or what happens in the story as a result.

SUGGESTED SETBACK DAMAGE

LEVEL	SUGGESTED DAMAGE
1 - 2	1d2
3 - 4	1d4
5 - 9	1d6
10 - 15	2d6

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GOLDEN MOVE

This is a catch-all move. It can cover any character-driven action that has an uncertain outcome. As a player, make a 2d6 check. The GM will prompt you to add an appropriate aspect or Persona stat to the result. If the GM is not certain that any aspect or stat would apply, they may prompt you to add your current LUC stat.

- On a **complete success**, you do what you set out to do. The GM should describe any obstacles you overcome and / or how the story moves forward as a result.
- On a **mixed success**, you do what you set out to do but the GM can inflict a setback. If the GM is unable to think of any setback, they are free to say the move goes off without a hitch even on a mixed success.
- On a **failure**, you do not do what you set out to do and the GM can inflict a setback.

There are three types of prewritten moves. **Basic moves** are typically used in combat situations, or in any situation where direct character-driven action is needed. The full list of basic moves can be found within the following pages. There are also **special (SP) moves** and **downtime moves** which are detailed on pages 45 and 68, respectively.

BASIC STRIKE

You go after an opponent and try to hit them with a melee weapon. Make a 2d6 check and add your Athleticism aspect to the result.

- On a **complete success**, your strike connects. Roll the damage dice indicated by the melee weapon your character is wielding and add your Athleticism aspect to the result. Then, tell the GM how much damage you did. If you do not have a weapon, by default you can always do 1d4 + Athleticism damage with your bare hands. If the enemy being targeted is weak to Physical damage, they will become Downed and the PC will gain a one-more (see *One-More*; page 15).
- On a **mixed success**, your strike connects but you leave an opening for your enemy. Roll for damage as if you had rolled a complete success. The GM should then make a move as the

character you're fighting. If the enemy being targeted is weak to Physical damage, they will become Downed after their counterattack. However, the PC will not gain a one-more.

- On a **failure**, your strike fails to connect and you leave an opening for your enemy. The GM should make a move as the character you're fighting.

BASIC SHOT

You take aim and try to hit an opponent with a ranged weapon. Make a 2d6 check and add your Proficiency aspect to the result.

- On a **complete success**, your shot connects. Roll the damage dice indicated by the ranged weapon your character is wielding and add your Proficiency aspect to the result. Then, tell the GM how much damage you did. If you do not have a ranged weapon, by default you can always do 1d4 + Proficiency damage by hurling random debris. If the enemy being targeted is weak to Ranged damage, they will become Downed and the PC will gain a one-more.
- On a **mixed success**, your shot connects but you leave an opening for your enemy. Roll for damage as if you had rolled a complete success. The GM should then make a move as the character you're fighting. If the enemy being targeted is weak to Ranged damage, they will become Downed after their counterattack. However, the PC will not gain a one-more.
- On a **failure**, your strike fails to connect and you leave an opening for your enemy. The GM should make a move as the character you're fighting.

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BASIC SPELL

This is either a basic move or an SP move depending on whether or not the optional SP Variation is in effect. If it is an SP move, it costs 1 SP to use. You command your Persona to strike an opponent using an elemental skill you have access to, such as Agi or Zio. Select the skill and make a 2d6 check, adding your Persona's MAG stat to the result. If you do not have access to any magic skills, you cannot make this move.

- On a **complete success**, your spell connects. Roll the damage dice indicated by the skill you are using and add your Persona's MAG stat to the result. Then, tell the GM how much damage you did. If the enemy being targeted is weak to the type of damage the skill inflicts, they will become Downed and the PC will gain a one-more.
- On a **mixed success**, your spell connects but you leave an opening for your enemy. Roll for damage as if you had rolled a complete success. The GM should then make a move as the character you're fighting. If the enemy being targeted is weak to the type of damage the skill inflicts, they will become Downed after their counterattack. However, the PC will not gain a one-more.
- On a **failure**, your spell fails to connect and you leave an opening for your enemy. The GM should make a move as the character you're fighting.

COMMAND PERSONA

You command your Persona to use a combat skill, such as Snap or Lunge. Select the skill, make a 2d6 check and add the appropriate Persona stat to the result. Attacks that inflict Physical damage should gain a bonus equal to the STR stat. Ranged attacks gain an AGI bonus. If the optional rule *HP Variation* is in effect, this move costs 1 HP to use.

- On a **complete success**, your attack connects. Roll the damage dice indicated by the skill you are using and add the appropriate Persona stat to the result. Then, tell the GM how much damage you did. If the enemy being targeted is weak to the type of damage the skill inflicts, they will become Downed and the PC will gain a one-more.
- On a **mixed success**, your attack connects but you leave an opening for your enemy. Roll for damage as if you had rolled a complete success. The GM should then make a move as the character you're fighting. If the enemy being targeted is weak to the type of damage the skill inflicts, they will become Downed after their counterattack. However, the PC will not gain a one-more.
- On a **failure**, your spell fails to connect and you leave an opening for your enemy. The GM should make a move as the character you're fighting.

SNEAK AROUND

They'll never see it coming! Make a 2d6 check and add your Proficiency aspect to the result.

- On a **complete success** you remain quiet and utterly hidden as you sneak through an area, swipe an object, or prepare to make another move.
- On a **mixed success** you remain somewhat hidden, but the GM should inflict a setback. As the GM, choose one of the following setbacks.
 - 1) A PC trying to sneak up on an enemy is discovered at the last minute, meaning they are unable to perform a Backstab.
 - 2) A single enemy catches a glimpse of a PC and heads over to investigate.
 - 3) The enemies go on alert, inflicting a penalty of -1 when using this move again in the foreseeable future.

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▪ On a **failure**, you are spotted. As the GM, choose one of the following setbacks.

- 1) A PC trying to sneak up on an enemy is discovered at the last minute, meaning they are unable to perform a Backstab.
- 2) A group of enemies gets a good look at the PC and heads over to stop them.
- 3) The enemies go on high alert, inflicting a penalty of -2 when using this move again in the foreseeable future.

AN ATHLETIC DISPLAY

You leverage your physical skill to overcome an obstacle. You might be running and jumping over a large gap, breaking open a shut door, intimidating an NPC, or etc. Make a 2d6 check and add your Athleticism aspect to the result.

▪ On a **complete success** you do what you set out to do, perhaps even with additional flair and style.

▪ On a **mixed success** you do what you set out to do, but the GM can inflict a setback. As the GM, if you wish, choose one of the following setbacks.

- 1) The PC bumps their head, twists their ankle, or incurs some other minor injury. The GM should inflict a small amount of damage on them.
- 2) A piece of the PC's equipment becomes broken or unusable until it is repaired.
- 3) The PC makes a loud noise, alerting a nearby enemy or group of enemies.

▪ On a **failure** you do not do what you set out to do, and the GM can inflict a setback. As the GM, if you wish, choose one of the setbacks as if the PC had rolled a mixed success.

A PROFICIENT SOLUTION

You use your technical skill to overcome an obstacle. You might be disassembling a trap, picking a lock, nimbly dodging a hazard, or etc. Make a 2d6 check and add your Proficiency aspect to the result.

▪ On a **complete success** you do what you set out to do, perhaps even with additional flair and style.

▪ On a **mixed success** you do what you set out to do, but the GM can inflict a setback. As the GM, if you wish, choose one of the following setbacks.

1) The PC knicks themselves with a sharp object, gets electrocuted, or incurs some other minor injury. The GM should inflict a small amount of damage appropriate to their level.

2) A piece of the PC's equipment becomes broken or unusable until it is repaired.

3) Some unseen mechanism, such as an alarm or a trap, suddenly triggers.

▪ On a **failure** you do not do what you set out to do, and the GM can inflict a setback. As the GM, if you wish, choose one of the setbacks as if the PC had rolled a mixed success.

A GUTSY ATTEMPT

You call upon your well of courage to stomach or persevere through a tough obstacle. You might be dealing with a situation which is awkward or uncomfortable, searching for the will to do something dangerous, trying not to throw up at a terrifying sight, or etc. Make a 2d6 check and add your Guts aspect to the result.

▪ On a **complete success** you do what you set out to do without breaking a sweat.

▪ On a **mixed success** you do what you set out to do, but the GM can inflict a setback. As the GM, if you wish, choose one of the following setbacks.

1) The PC gains a status ailment such as Afraid or Sickened.

2) The PC accidentally does something weird which an NPC finds disturbing and / or off-putting.

3) The PC loses an SP due to spiritual pain.

▪ On a **failure** you do not do what you set out to do, and the GM can inflict a setback. As the GM, if you wish, choose one of the setbacks as if the PC had rolled a mixed success.

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A KNOWLEDGEABLE QUANDARY

You attempt to come up with a solution to a problem using your intellect and deductive reasoning skills. You might be trying to solve a difficult puzzle, using a complicated tool such as a computer, studying for an upcoming midterm, or etc. Make a 2d6 check and add your Knowledge aspect to the result.

- On a **complete success** you do what you set out to do with no hesitation as the answers come to you immediately.

- On a **mixed success** you do what you set out to do, but the GM can inflict a setback. As the GM, if you wish, choose one of the following setbacks.

- 1) The PC gets a headache and suffers -1 to all further Knowledge rolls until they take a long rest.

- 2) An answer sought by the PC is known, but the knowledge is fuzzy or incomplete.

- 3) An answer eventually comes to the PC, but only after an inordinate amount of time has passed.

- On a **failure** you do not do what you set out to do, and the GM can inflict a setback. As the GM, if you wish, choose one of the setbacks as if the PC had rolled a mixed success.

A CHARMING PERSUASION

You use your force of personality and social insight to overcome a problem. You might be convincing someone with facts and logic, attempting to put on a good poker face, trying to discern whether or not someone is being honest, or etc. Make a 2d6 check and add your Charm aspect to the result.

- On a **complete success** you do what you set out to do, and others will find you charismatic and convincing.

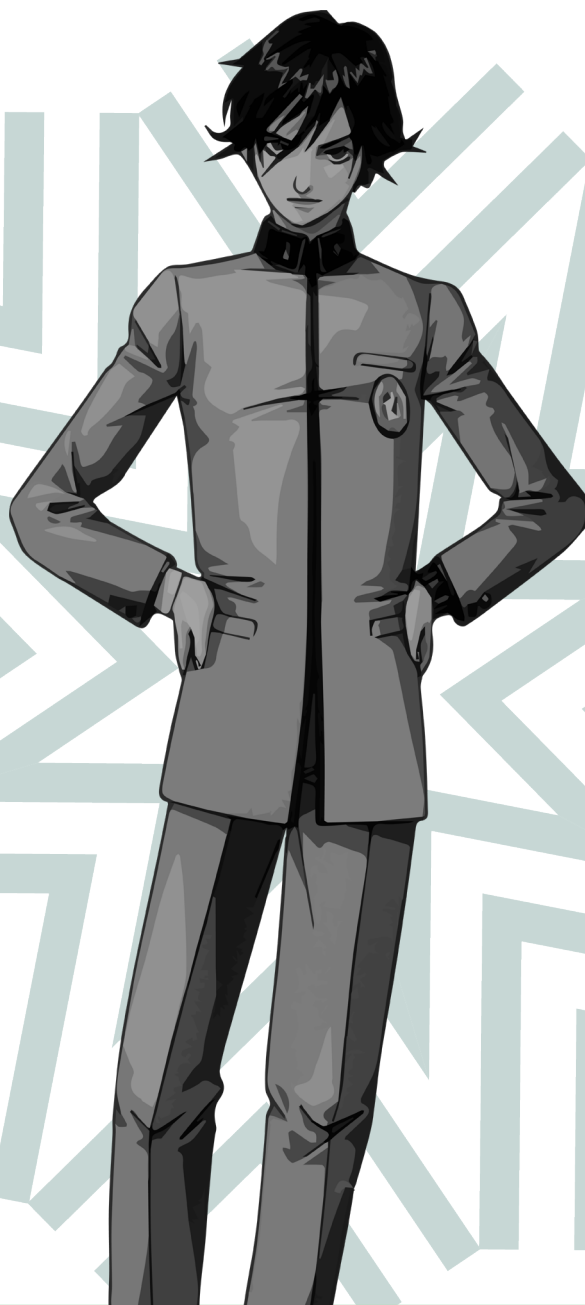
- On a **mixed success** you do what you set out to do, but the GM can inflict a setback. As the GM, if you wish, choose one of the following setbacks.

- 1) The PC says or does something that causes an NPC to like or trust them less.

- 2) An NPC gives in, but demands compensation such as a favor or bribe.

- 3) The PC loses an SP due to spiritual pain caused by embarrassment or guilt.

- On a **failure** you do not do what you set out to do, and the GM can inflict a setback. As the GM, if you wish, choose one of the setbacks as if the PC had rolled a mixed success.



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The following pages contain the basics of combat and other rules that will come in handy as you are playing the game.

TURN ORDER

There are two methods to determine player Turn Order. Your GM will tell you which they plan to use.

METHOD 1: POWERED BY THE APOCALYPSE. There is no set turn order. Instead, the GM moves around the table and describes the circumstances or threats in front of each player, allowing them to act when appropriate.

METHOD 2: ROLL FOR INITIATIVE. Each player makes an AGI roll. Those who rolled a complete success go first, followed by those who rolled a mixed success, and finally those who rolled a failure. When two players achieve the same level of success, the player with the highest AGI can go first. If the two players in question have the same AGI, simply flip a coin or roll a die to determine who goes first.

SHADOWS

Shadows are monsters or demons which dwell in the realm of the human subconscious. They are embodiments of human spirituality, given power by those who believe in them. This book refers to shadows and demons interchangeably; they are both “enemy monsters”. Some GMs may let their players capture shadows for use in battle.

STRENGTHS AND WEAKNESSES

Most Personas and shadows have at least one type of damage they are strong against and at least one type of damage they are weak to. Exploiting weaknesses can often be the key to success in Persona.

When a Persona or Shadow is successfully attacked with a type of damage that they are weak to, the 2d6 check for the attack gains a bonus of +2 (up to a maximum of +4). The damage roll also receives a +2 bonus. If the attack is successful, the character who was attacked gains the Downed status ailment.

When a Persona or Shadow is attacked with a type of damage that they are strong against, the 2d6 check and damage rolls for the attack instead each take a penalty of -2.

Some Personas and Shadows can “Null” or be Reflective to certain types of damage. If they Null the damage type, attacks of the given type do no damage whatsoever. If they are Reflective, attacks of the given type are bounced back and will instead damage whoever made the attack.

ONE-MORE

When a Player Character makes a roll against an enemy while using a type of damage that the enemy is weak to, *and* they roll a complete success, they may immediately take another action. This is known as “getting a one-more”. One-mores can be chained indefinitely, but only if a different enemy is targeted each time.

ALL-OUT ATTACKS

If every enemy in a given battle is Downed, the players can perform an All-Out Attack. To do this, have each player roll damage for a basic melee or ranged attack. Then, add the results of all their rolls together. Then, apply the resulting damage sum to each enemy on the battlefield.

Any enemies left alive after an All-Out Attack stand back up. If all enemies are Downed and the players do not immediately perform an All-Out Attack (or dispatch them in some other way, like with a hold-up), the enemies automatically stand back up.

LUC

LUC is a special statistic which doubles as an expendable resource. When you fail or get a mixed success on a 2d6 check, you can opt to spend a point of LUC to improve your level of success. For example, if you roll a failure and spend a point of LUC, you effectively rolled a mixed success instead. You can only spend one point of LUC at a given time. The LUC disappears and will not return until later. The GM may also ask you to make a LUC roll to determine the outcome of an action that falls outside the purview of your other Stats (such as fumbling through a pitch-black room or playing a game of cards). In this case, you should use the LUC you *currently have* as the modifier, rather than your maximum LUC stat.

LUC refills itself on a regular basis, as determined by the GM. By default, LUC is restored to its full amount at the beginning of a new session. However, the GM should feel free to change this interval to suit their needs.

ADVANCEMENT

Over the course of the game, your character will earn XP based on your successes. At the end of each session, your GM will prompt you to answer some questions based on how you think you did.

- **QUESTION 1.** Did the group overcome a powerful or unique enemy or obstacle, or did we learn something about our goal? If so, everyone gains two XP. The answer to this question should, more often than not, be yes.
- **QUESTION 2.** Did you begin or advance a Social Link during the session? If so, you gain one XP. Did you begin or advance multiple S. Links? If so, you gain two XP.
- **QUESTION 3.** Look at the XP Trigger on your Arcana Page. Did you satisfy one of the conditions? If so, you gain one XP. Did you satisfy two of them? If so, you gain two XP.

As you can see, a PC can gain (at most) 6 XP for each session they play.

LEVELING UP

To gain a new level, you have to spend XP equal to the number of the new level + 3. For example, moving from level one to two costs 5 XP. Moving to level 3 costs 6 XP, and etc. There are a total of 15 levels. Leveling up comes with a wide array of benefits.

- **EVERY LEVEL**, you gain one attack from the list of Available Attacks for your Persona. You can only select attacks that are listed at or below your current level. You also gain at least 2 HP. If your END stat is 3, you instead gain 3 HP. If it's 4, you gain 4, and so on.
- **EVERY OTHER LEVEL**, you gain an SP Move. You can take the Any-Level Move for your Arcana, or one of the ones from your Suit.
- **EVERY THIRD LEVEL**, you gain additional SP equal to your MAG stat (minimum of 1).
- **EVERY FIFTH LEVEL**, you can improve your stats. Select two of your Persona's stats and improve each of them by one. Keep in mind: until you're level 10, your stats can't go higher than 3. They can never go higher than 4.

For your reference, here is a list of the bonuses gained at each new level:

- **LEVEL 2:** 1 Attack, More HP, 1 SP Move
- **LEVEL 3:** 1 Attack, More HP, More SP
- **LEVEL 4:** 1 Attack, More HP, 1 SP Move
- **LEVEL 5:** 1 Attack, More HP, Bonus Stats
- **LEVEL 6:** 1 Attack, More HP, 1 SP Move, More SP
- **LEVEL 7:** 1 Attack, More HP
- **LEVEL 8:** 1 Attack, More HP, 1 SP Move
- **LEVEL 9:** 1 Attack, More HP, More SP
- **LEVEL 10:** 1 Attack, More HP, 1 SP Move, Bonus Stats
- **LEVEL 11:** 1 Attack, More HP
- **LEVEL 12:** 1 Attack, More HP, 1 SP Move, More SP
- **LEVEL 13:** 1 Attack, More HP
- **LEVEL 14:** 1 Attack, More HP, 1 SP Move
- **LEVEL 15:** 1 Attack, More HP, More SP, Bonus Stats



RETROACTIVE BONUSES

Stat increases apply retroactive bonuses with regards to HP and SP gains.

For example, let's say you level up to 5 and increase your END by 1. Because you gain HP at every level based on your END stat, you would gain a retroactive bonus to your HP equal to the number of times you increased it (i.e., your current level minus one). In other words, recalculate your character's HP *as if they'd had an extra END the entire time*.

This applies to SP as well. If you increase your MAG, you should gain a retroactive bonus to your SP. However, keep in mind that SP is only gained at every *third level*, not at every level.

BACK-ORDERING

You may also choose to spend your XP to flesh out your Persona's moveset. Though a given Persona can *only have eight skills at a time*, you can always swap them out when you're full. If you choose to spend your XP gaining an Attack from the list of Available Attacks for your Arcana, the XP cost is equal to the number of the level at which you gained access to the Attack in question. For instance, let's say I'm playing as the Magician. My Persona is Lv. 6, and I want the Attack *Frei*, but I don't want to spend 10 XP going up to Lv. 7. Instead, I'll just Back-Order *Frei* from the list of Available Attacks for the Magician. Since *Frei* becomes available at level 4, it costs 4 XP to order.

MULTICLASSING

Say you've been looking through the list of SP Moves. You think a particular Move sounds really great, but it doesn't belong to your Suit. This is where *Multiclassing* comes in.

To purchase a Move from another Suit, you have to spend XP equal to your current Lv. + 2. In this way, Multiclassing becomes much easier and cheaper when you are at a low level. However, some restrictions have been put in place to keep players from "bottoming out" and staying at a low level while they buy entire suites of Moves.

Firstly, before Lv. 10 you can only Multiclass *once per Level*. Once you've purchased a Move from another Suit, you need to Level up before you can do it again. Secondly, you cannot use the Multiclassing system to purchase moves from either of the special suits (Compasses and Aeon). However, Compass and Aeon characters *can* use the Multiclassing system to purchase moves from other Suits. You can also use the Multiclassing system to "back-order" moves from your own suit the same way you would from any other.

DEATH AND DYING

When an enemy hits 0 HP, they die. Particularly powerful enemies might share some parting words, but that's it. On the other hand, when a PC hits 0 HP they get one last chance at life. The dying character should make a roll of 2D6. No modifier gets added to this, unless the PC in question has completed one or more S. Links (as in, brought them up to their maximum level of 5). In this case, they use *their total number of completed S. Links* as the modifier, up to a maximum of +4.

- If the dying PC rolls a complete success, they gain a point of success.
- If the dying PC rolls a mixed success, they gain a point of *failure*.
- If the dying PC rolls a failure, they gain *two points of failure*.

If the PC accumulates **three points of success**, they are considered stable. A stable PC has their HP reset to 1 and is unconscious for a period of time determined by the GM (generally at least an hour). If the PC accumulates **six points of failure**, on the other hand, they die. Any healing applied to the character during this period will stabilize them, but they will be left unconscious. Items which *revive* a character (such as revival beads) will return them from the brink immediately, allowing them to continue acting on their turn.

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STATUS AILMENTS

Some moves and skills inflict Status Ailments. Persona Wielders and Shadows react to Ailments in different ways. The most common ailment, and the one you'll be referring to most often, is *Downed*.

DOWNED

Characters get Downed when they're hit with a type of damage that they're weak to. They fall over embarrassingly.

IF A PC IS DOWNED: They automatically stand up on their turn. They can still take an action, however any 2D6 checks they make on this turn suffer a penalty of -1.

IF AN ENEMY IS DOWNED: They do not stand back up until a full round of combat has passed. Also they cannot counterattack, making them an incredibly easy and low-risk target.

There are a number of other Status Ailments, divided into two categories: Physical and Mental. When a Player has a Status Ailment, they must make a 2D6 check before each turn. On an **extreme success**, the Player shakes the Ailment and can proceed normally. If the Ailment being checked against is Physical, the Player should add their Persona's END modifier to the result of their roll. If the Ailment is Mental, they should add their character's Knowledge Aspect.

If a character has had an Ailment for three turns of combat without managing to shake it off, it fades away (unless otherwise noted). This goes for enemies as well; after three turns their Ailments are cured. Of course, if the character receives another ailment in the meantime, the counter resets and they must wait three more turns. Player Characters can also shake Status Ailments by simply taking a five minute rest.

PHYSICAL AILMENTS

- Burned
- Frozen
- Shocked
- Sickened

BURNED

The character has been wounded or weakened after getting caught in a blaze.

IF A PC IS BURNED: They suffer damage equal to their level, divided by two and rounded down (minimum 1), and a -2 penalty to all damage rolls.

IF AN ENEMY IS BURNED: They suffer damage equal to their Star level when they act.

FROZEN

The character is entombed by ice. Though they may be able to move around a bit, they cannot attack during this time.

IF A PC IS FROZEN: They are unable to move or act. Another Player can spend a turn to unfreeze them, as long as they have access to fire.

IF AN ENEMY IS FROZEN: They are unable to move or counterattack for three turns.

SHOCKED

The character is stiffened, staggered, or otherwise paralyzed. Hair is likely to stand on its ends.

IF A PC IS SHOCKED: Refer to the 2D6 check they made at the start of their turn. On a mixed success, they can move and act as normal but suffer a -1 penalty to all 2D6 checks made on this turn. On a failure, they can't do anything this turn.

IF AN ENEMY IS PARALYZED: Before each counterattack, flip a coin. Heads: the enemy counterattacks successfully. Tails: the enemy flinches.

SICKENED

The character is poisoned, or has seen something that's caused their constitution to fail them.

IF A PC IS SICKENED: Refer to the 2D6 check they made at the start of their turn. On a mixed success, they can move and act as normal but take damage equal to their level, divided by two and rounded down (minimum of 1). On a failure they take this damage *and* can't move.

IF AN ENEMY IS SICKENED: They suffer damage equal to their Star level when they act.

MENTAL AILMENTS

- Afraid
- Asleep
- Charmed
- Confused
- Enraged
- Silenced

AFRAID

The character is terrified. They are hallucinating, or perhaps they are simply awestruck.

IF A PC IS AFRAID: Refer to the 2D6 check they made at the start of their turn. On a mixed success, they can still act but take a penalty of -2 to all 2D6 checks made on this turn. On a failure, the PC flees from the current battle.

IF AN ENEMY IS AFRAID: They are likely to run away. Brash and foolhardy enemies may continue to fight, at the GM's option. However, they suffer a penalty of -2 to damage rolls. The fear subsides after three rounds.

ASLEEP

The character is snoozing. Sweet dreams.

IF A PC IS ASLEEP: If they can't shake the Ailment by rolling, they may also wake up if they are attacked. Otherwise, they sleep for three turns.

IF AN ENEMY IS ASLEEP: They don't act or counterattack. If attacked, they wake up.

CHARMED

The character is infatuated by another. They will do anything for them, including betray their team.

IF A PC IS CHARMED: The GM controls their character. They may attack allies, heal opponents, or do nothing at all.

IF AN ENEMY IS CHARMED: They behave in much the same way a Charmed PC would (attacking their allies and so on). If attacked, they will not counterattack.

CONFUSED

The character is stupefied, mystified, or otherwise rattled in the brain-cage.

IF A PC IS CONFUSED: The GM decides what they do. They will often do silly or illogical things such as tossing away money.

IF AN ENEMY IS CONFUSED: They behave in the same way a Confused PC would. If attacked, they will not counterattack.

ENRAGED

The character is furious. Their rage is often devoted to a specific target, whom they despise.

IF A PC IS ENRAGED: Before each turn they roll 2D6 + Intellect. On a complete success, they are no longer Enraged. Otherwise, they will do nothing except use one of their strongest (not necessarily the most tactically sound) Attacks on the source of their rage. The GM picks which attack they use. SP Moves cannot be used. The PC also gain a bonus of +1 for both their to-hit and damage rolls.

IF AN ENEMY IS ENRAGED: They will only act or counterattack against the source of their rage, but these attacks gain a damage bonus of +2.

SILENCED

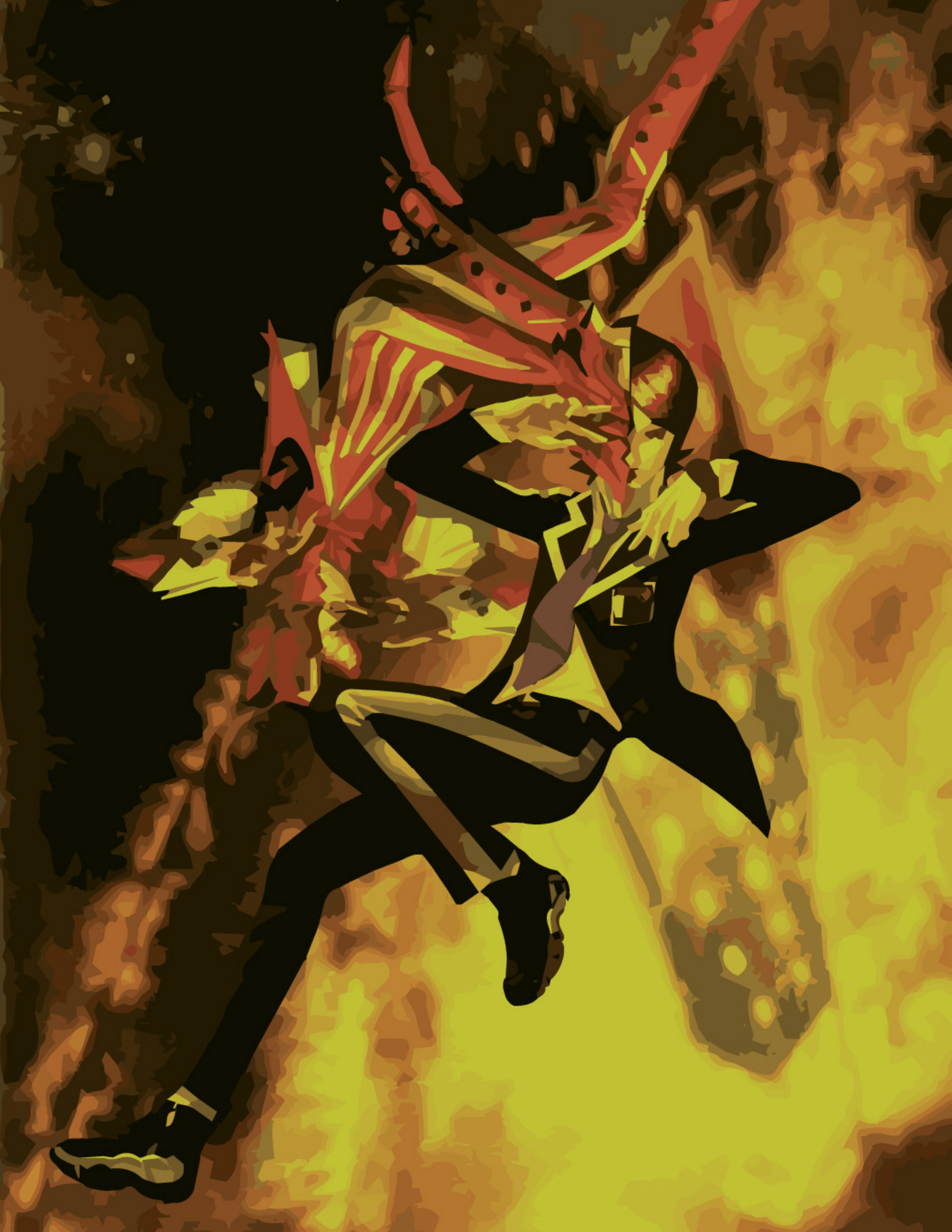
The character is completely unable to use spells or SP Moves; they may act confused or nervous.

IF A PC IS SILENCED: They cannot use SP Moves or magic Attacks (Agi, Bufu, etc.), only attacks which cause Physical or Ranged damage.

IF AN ENEMY IS SILENCED: They incur the same effects a PC would and might have to resort to using basic attacks.

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PERSONA CREATION

A Persona is a mask you wear - a mythical being born from a person's perception of themselves. It's up to the GM to determine when and how you gain access to your Persona. Perhaps some precondition must be met, or perhaps you simply always had it. In either case, Personas confer significant power to their owners.

Each Persona is associated with a particular card in the Major Arcana of the Tarot. This association is referred to simply as your *Arcana*. Think of your Arcana as your character's class. There are 21 Arcana, meaning almost all of the Major Arcana are represented. The exception is World, a special Arcana which is discussed in the section on Running the Game (see pg. 73).

Because there are so many Arcana, many of them can be similar. Each Arcana is put into a category called a *suit*. There are six suits, each representing a particular trope.

WANDS. Personas of the Wands suit typically excel at bending reality and destroying foes with magic.

CUPS. Personas of the Cups suit typically excel at healing and buffing their allies with magic.

COINS. Personas of the Coins suit can move quietly, break through barriers, and strike from concealment.

SWORDS. Personas of the Swords suit excel at defending allies and striking down enemies with fearsome melee attacks.

The final two are *special suits* which are not associated with any particular Arcana.

COMPASSES. Compass characters are terrible at fighting, but excel at buffing their allies and navigating the terrors of the other world.

AEON. Aeon characters are heartless androids who were designed to eliminate shadows.

PERSONA STATS

Personas have five stats which affect their abilities. Some stats (namely LUC) are also useful to the Persona's wielder.

- **STR**, or Strength, is a measure of a Persona's aptitude for straight-up melee combat.
- **AGI**, or Agility, is a measure of a Persona's aptitude for ranged combat .
- **END**, or Endurance, is a measure of a Persona's fortitude which affects HP. It can also help a Persona wielder to shake off or resist status ailments.
- **MAG**, or Magic, is a measure of a Persona's arcane affinity which affects SP and spell-casting aptitude.
- **LUC**, or Luck, is a measure of a Persona wielder's ability to resist fate. It can be used to turn failure into success.

To create a Persona, use the following steps:

1. CHOOSE AN ARCANA, OR CHOOSE COMPASSES, OR AEON.

Consider the abridged list of Arcana on pg. 23, as well as the brief descriptions of the Suits. Then choose an Arcana that you think represents your character, or maybe a suit you like the best. Note that no two characters can have the same Arcana. In a given game there can only be one Magician, one Priestess, etc. Similarly, there can only be one Aeon and one Compass. If there's a disagreement, try to work the problem out like adults.

2. NOTE YOUR SUIT, YOUR STRENGTH, AND YOUR WEAKNESS.

You will be referring to these an awful lot.

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3. DETERMINE STARTING STATISTICS.

There are a number of methods to determine your Persona's statistics. Ask your GM which one they plan on using.

METHOD 1: DEFAULT STATS. Simply take the numbers listed under Starting Stats for your Arcana. Don't fret too much - you can slowly add to them as your Persona levels up.

METHOD 2: POINT BUY. Set all of your stats to 0, then spend 5 points among all of them. You cannot spend points to improve a stat to 3 or higher at character creation, with one exception. If you decrease one of your stats to -1, you may spend a point to increase one of your other stats to 3. This can only be done with a single pair of stats. You do not receive an extra point for decreasing one of your stats to -1.

METHOD 3: A BIT OF RANDOMNESS. Refer to the starting stats for your Arcana. Then, for each stat, roll 2D6. If you roll a failure, subtract one from the stat. If you roll a mixed success, keep it as it is. If you roll a complete success, increase it by one.

4. DETERMINE STARTING HIT POINTS

There are two methods for doing this. Again, consult with your GM to find out what they want you to do.

METHOD 1: DEFAULT HP. Simply take the number listed under Starting HP for your Arcana.

METHOD 2: ROLL RANDOMLY. Roll 2D6. Then, consult the table below to determine your starting HP.

STARTING HP BY ROLL RESULT

	<7	7-9	>9
WANDS	8 + END	12 + END	16 + END
CUPS	10 + END	14 + END	18 + END
COINS	10 + END	14 + END	18 + END
SWORDS	12 + END	16 + END	20 + END
COMPASSES	7 + END	9 + END	11 + END
AEON	12	16	20

5. NOTE YOUR AVAILABLE ATTACKS

In addition to the basic Melee and Ranged attacks, you start with two of the attacks listed under Lv. 1 for your Arcana. If there are more than two listed, pick two of them.

6. NOTE YOUR SP MOVES.

You begin play with two Special Moves or SP Moves; one from your Arcana, one from your Suit.

7. CHOOSE AN EXTRA SP MOVE.

Select one extra SP Move from the list of Any-Level Moves for your suit. You cannot take the Any-Level Move for your Arcana at this time.

8. FINAL TOUCHES

Put any final touches you'd like on your character, including details of their personality, career, appearance, backstory, and anything else you believe is appropriate.

FOR EXAMPLE, let's create Junpei's Persona together. I want him to be the Magician Arcana. However, I would rather have him be in the Swords suit, so I'll choose Tower instead. First, I'll write down his Strength (Nothing), and his weakness (Electricity).

Then I'll note down his starting statistics. In your game, you should always ask your GM how they want you to determine your statistics. For now, we'll just take the starting stats from the Tower: STR 2, MAG 1, END 2, AGI 0, LUC 0, SP 4.

Next, my starting HP. Again, ask your GM how they'd like you to do this. For now, the starting HP for the Tower is 20 - far above average.

Now, my available attacks. There are three listed, but I only get two. I'll take Lunge and Zio.

And my SP Moves. The Tower starts with a Move called "Told You So", and Swords Personas start with the Move "Staggering Strike". Finally, I have to choose one extra Move from the Swords Suit. I'll go with "Hold the Line", so I can take advantage of my exceptional HP.

Following is a list of the game's 21 Arcana. Also included are their suits, elements they have access to, and a brief description of what they might be like. The following 20 pages cover each Arcana in depth.

0 - FOOL. No set Suit. Has access to Phys, Range, Fire, Elec, and Nuke. A carefree Persona with many specializations that may eventually find itself spread thin.

I - MAGICIAN. Wands Suit. Has access to Fire, Elec, Wind, and Nuke. An intense wizard that can inflict heavy damage.

II - PRIESTESS. Cups Suit. Has access to Range, Ice, Wind, and Psy. A mysterious healing Persona who sees through the veil of dreams.

III - EMPRESS. Coins Suit. Has access to Range, Elec, Psy, and Bless. A stylish and poised specialist in ranged combat.

IV - EMPEROR. Swords Suit. Has access to Phys, Ice, Elec, and Bless. A steadfast leader who focuses mainly on defense.

V - HIEROPHANT. Cups Suit. Has access to Fire, Elec, Nuke, and Bless. A divine healer, generally a leader or figure of authority.

VI - LOVERS. Cups Suit. Has access to Range, Elec, Wind, and Psy. A kind soul who specializes in healing and support.

VII - CHARIOT. Swords Suit. Has access to Phys, Ice, Wind, and Nuke. A fleet-footed and powerful Persona, usually belonging to an athlete.

VIII - JUSTICE. Swords Suit. Has access to Phys, Fire, Nuke, and Bless. A divine warrior who seeks to right wrongdoings and stamp out chaos.

IX - HERMIT. Coins Suit. Has access to Fire, Wind, Psy, and Curse. A wise, often introverted person, who strikes from the shadows they know so well.

X - WHEEL OF FORTUNE. Coins Suit. Has access to Phys, Fire, Ice, Elec, and Wind. A lucky thief with access to wild and random magic.

XI - STRENGTH. Wands Suit. Has access to Ice, Elec, Wind, and Psy. A diplomatic and confident soul, a tamer of beasts.

XII - HANGED MAN. Coins Suit. Has access to Fire, Ice, Bless, and Curse. An unlucky yet enduring person caught up in a series of tough choices.

XIII - DEATH. Wands Suit. Has access to Ice, Psy, Nuke, and Curse. A dark magician with the power to kill opponents instantaneously.

XIV - TEMPERANCE. Cups Suit. Has access to Ice, Wind, Nuke, and Bless. A cosmic soul in search of balance.

XV - DEVIL. Swords Suit. Has access to Phys, Fire, Psy, and Curse. A warrior who revels in violence and excess.

XVI - TOWER. Swords Suit. Has access to Phys, Elec, Wind, and Curse. A uniquely resilient person who is followed by doom and misfortune.

XVII - STAR. Cups Suit. Has access to Fire, Ice, Wind, and Bless. A shining bastion of hope and resilience.

XVIII - MOON. Coins Suit. Has access to Ice, Elec, Nuke, and Curse. A thief who specializes in veils, tricks, and generalized deception.

XIX - SUN. Wands Suit. Has access to Fire, Wind, Nuke, and Bless. A spellcaster filled with blazing inspirational power, who can guide others.

XX - JUDGEMENT. Wands suit. Has access to Fire, Elec, Psy, and Bless. A magical powerhouse imbued with the approval of holy forces.

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0 - FOOL

Beginnings.
Innocence.
Free Spirit.

SUIT

None. Select two suits at character creation. Whenever you would normally gain a new SP Move, you can select one from either suit.

STRENGTH / WEAKNESS

Electric / Wind

STARTING STATS

STR 1, AGI 1, END 0, MAG 1, LUC 2, SP 3

STARTING HP

14

XP TRIGGER

The Fool earns XP when they overcome a problem using courage, open-mindedness, or dumb luck.

AVAILABLE ATTACKS

- Lv. 1: Agi (D6 Fire), Cleave (D6 Phys), Zio (D6 Elec)
- Lv. 3: Mazio (D6 Elec All), Maragi (D6 Fire All), Slug (D6 Rnge)
- Lv. 5: Zionga (2D6 Elec), Frei (D6 Nuke), Snap (2D6 Rnge)
- Lv. 7: Agilao (2D6 Fire), Mazinga (2D6 Elec All), Mafrei (D6 Nuke All)
- Lv. 9: Freila (2D6 Nuke), Maragilao (2D6 Fire All), Skullcracker (D6 Phys + Confuse), Ziodyne (3D6 Elec)
- Lv. 11: Agidyne (3D6 Fire), Assault Dive (3D6 Phys), Mafreila (2D6 Nuke All), Piercing Shot (2D6 Rnge, Ignore Armor)
- Lv. 13: Maragidyne (3D6 Fire All), Maziodyne (3D6 Elec All), Thunder Reign (4D6 Elec)
- Lv. 15: Brave Blade (4D6 Phys), Ragnarok (4D6 Fire)

STARTING MOVE

MIND SLICE; costs 1 SP

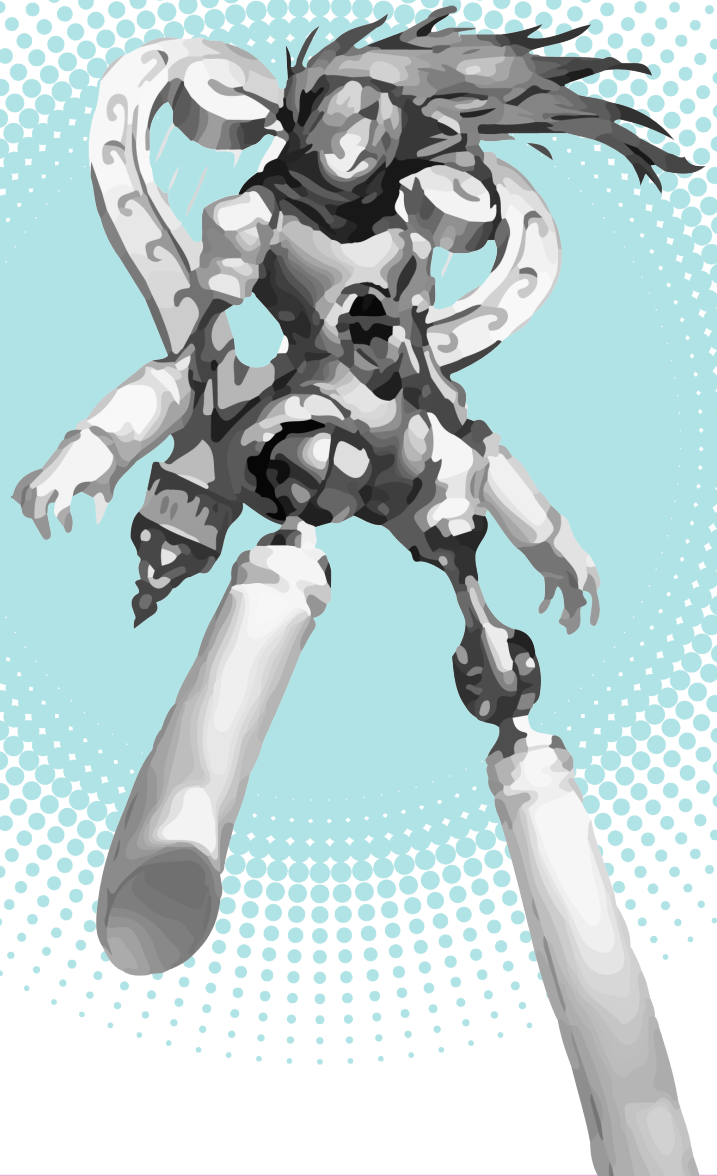
Roll 2D6 + STR. On a mixed or complete success, you perform 1D6 + STR Melee damage. On a complete success, you also gain both of the following effects. On a mixed success, pick one. On a failure, you get nothing.

- The enemy becomes Confused (pg. 19).
- You don't incur a counterattack.

ANY-LEVEL MOVE

NOBODY HOME

You aren't dumb - you're just different. You can invoke this move to instantly shake off a Status Condition affecting your brain, including Brainwash, Confuse, Despair, Forget, or Rage. This takes an action, but does not cost any SP.



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I - MAGICIAN

Concentration.
Skill.
Action.

SUIT

Wands

STRENGTH / WEAKNESS

Fire / Ice

STARTING STATS

STR 0, AGI 1, END 1, MAG 2, LUC 1, SP 5

STARTING HP

13

XP TRIGGER

The Magician earns XP when they overcome a problem using unique tactics, careful planning, or a flurry of activity.

AVAILABLE ATTACKS

Lv. 1: Agi (D6 Fire), Garu (D6 Wind)
Lv. 2: Maragi (D6 Fire All), Magaru (D6 Wind All), Zio (D6 Elec)
Lv. 4: Agilao (2D6 Fire), Garula (2D6 Wind),
Mazio (D6 Elec All), Frei (D6 Nuke)
Lv. 6: Maragilao (2D6 Fire All),
Magarula (2D6 Wind All), Zionga (2D6 Elec)
Lv. 8: Agidyne (3D6 Fire), Garudyne (3D6 Wind), Mazinga (2D6 Elec All), Freila (2D6 Nuke)
Lv. 10: Maragidyne (3D6 Fire All),
Magarudyne (3D6 Wind All),
Ziodyne (3D6 Elec), Garudyne (3D6 Wind),
Maspio (2D6 Psy All), Triple Down (D6 Rnge All)
Lv. 12: Maziodyne (3D6 Elec All),
Phanta Rei (4D6 Wind), Ragnarok (4D6 Fire)
Lv. 14: Thunder Reign (4D6 Elec),
Freidyne (3D6 Nuke)
Lv. 15: Blazing Hell (4D6 Fire All), Vacuum Wave (4D6 Wind All)

STARTING MOVE

FOCUS; costs 1 SP

You can invoke this move while resting in a relatively safe location. You spend five minutes relaxing or meditating, and gain a Focus Point. Focus Points can be spent at any time to increase the result of any roll by one point. When you focus, you lose any unspent Focus Points.

ANY-LEVEL MOVE

ENHANCED FOCUS

Beautiful incense, calming music, or a carefully worded mantra - whatever it is, you've developed a technique to help you relax. You now gain two Focus Points when you focus. However, you can only spend one Focus Point on any given roll.

魔術師



SUMMER

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女 教 皇

II - PRIESTESS

Dreams.
Intrigue.
Mystery.

SUIT

Cups

STRENGTH / WEAKNESS

Ice / Fire

STARTING STATS

STR 0, AGI 1, END 1, MAG 2,
LUC 1, SP 4

STARTING HP

15

XP TRIGGER

The Priestess earns XP when they overcome a problem using wit, wisdom, or misdirection.

AVAILABLE ATTACKS

- Lv. 1: Bufu (D6 Ice), Garu (D6 Wind)
- Lv. 2: Mabufu (D6 Ice All), Magaru (D6 Wind All), Psi (D6 Psy)
- Lv. 4: Bufula (2D6 Ice), Garula (2D6 Wind), Mapsi (D6 Psy All), Slug (D6 Rnge)
- Lv. 6: Mabufula (2D6 Ice All), Magarula (2D6 Wind All), Psio (2D6 Psy)
- Lv. 8: Bufudyne (3D6 Ice), Garudyne (3D6 Wind), Mapsio (2D6 Psy All), Triple Down (D6 Rnge All)
- Lv. 10: Mabufudyne (3D6 Ice All), Magarudyne (3D6 Wind All), Psiodyne (3D6 Psy)
- Lv. 12: Diamond Dust (4D6 Ice), Mapsiodyne (3D6 Psy All), Phanta Rei (4D6 Wind)
- Lv. 14: Psycho Force (4D6 Psy), Snipe (3D6 Rnge)
- Lv. 15: Ice Age (4D6 Ice All), Vacuum Wave (4D6 Wind All)

STARTING MOVE

DREAM NEEDLE; costs 1 SP

You can invoke this move before making a ranged attack on an enemy. On a complete success, take both of the following effects. On a mixed success, pick one. On a failure, you get nothing.

- The enemy takes 1D6 extra damage.
 - The enemy falls asleep (see pg. 19).
- Use the roll to determine the effects of the Move to determine also whether or not the attack hits its target.

ANY-LEVEL MOVE

PLEASING TEA

You gain the Coins Suit move *Pleasing Tea* (see page 50).



SUMMER

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III - EMPRESS

Proficiency.
Beauty.
Intellect.

SUIT

Coins

STRENGTH / WEAKNESS

Psychic / Nuclear

STARTING STATS

STR 0, AGI 2, END 1, MAG 1, LUC 1, SP 3

STARTING HP

15

XP TRIGGER

The Empress earns XP when they overcome a problem with poise, clever thinking, or graceful stealth.

**AVAILABLE ATTACKS**

Lv. 1: Psi (D6 Psy), Slug (D6 Rnge), Zio (D6 Elec)

Lv. 3: Automatic Shot (D6 Rnge All), Kouha (D6 Bliss), Mapsi (D6 Psy All),

Lv. 5: Mazio (D6 Elec All), Psio (2D6 Psy), Snap (2D6 Rnge)

Lv. 7: Shootout (2D6 Rnge All), Mapsio (2D6 Psy All), Snipe (3D6 Rnge), Zionga (2D6 Elec)

Lv. 9: Kouga (2D6 Bliss), Mazinga (2D6 Elec All), Psiodyne (3D6 Psy)

Lv. 11: Mapsiodyne (3D6 Psy All), Triple Down (3D6 Rnge All), Ziodyne (3D6 Elec)

Lv. 13: Kougaon (3D6 Bliss), Maziodyne (3D6 Elec All), Psycho Force (4D6 Psy)

Lv. 15: One-Shot Kill (4D6 Rnge), Psycho Blast (4D6 Psy All)

女帝

STARTING MOVE**BEAUTY**

Each time you go out on a mission, describe your character's appearance. If the GM would describe them as stylish, and if at least one significant thing has changed about their appearance since the last time this move was used, you gain one extra SP. If the SP Variation is in effect, you gain three. The extra SP resets when you change outfits or take a long rest.

ANY-LEVEL MOVE**GLAMOR**

The bonus received from Beauty is increased to two SP. If the SP Variation is in effect, it is instead increased to five.

SUMMER

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皇帝

IV - EMPEROR

Structure.
Leadership.
Confidence.

SUIT

Swords

STRENGTH / WEAKNESS

Electricity / Wind

STARTING STATS

STR 2, AGI 1, END 2, MAG 0, LUC 0, SP 3

STARTING HP

18

XP TRIGGER

The Emperor earns XP when they overcome a problem using leadership, careful tactics, or strength of will.

AVAILABLE ATTACKS

- Lv. 1: Bufu (D6 Ice), Cleave (D6 Phys), Zio (D6 Elec)
- Lv. 3: Kouha (D6 Bless), Mazio (D6 Elec All), Vajra Blast (D6 Phys All)
- Lv. 5: Giant Slice (2D6 Phys), Mabufu (D6 Ice All), Zionga (2D6 Elec)
- Lv. 7: Assault Dive (3D6 Phys), Bufula (2D6 Ice), Mazionga (2D6 Elec All), Vicious Strike (2D6 Phys All)
- Lv. 9: Heat Wave (3D6 Phys All), Kouga (2D6 Bless), Ziodyne (3D6 Elec)
- Lv. 11: Mabufula (2D6 Ice All), Maziodyne (3D6 Elec All)
- Lv. 13: Bufudyne (3D6 Ice), Brave Blade (4D6 Phys), Kougaon (3D6 Bless)
- Lv. 15: Gigantomachia (4D6 Phys All), Thunder Reign (4D6 Elec)

STARTING MOVE

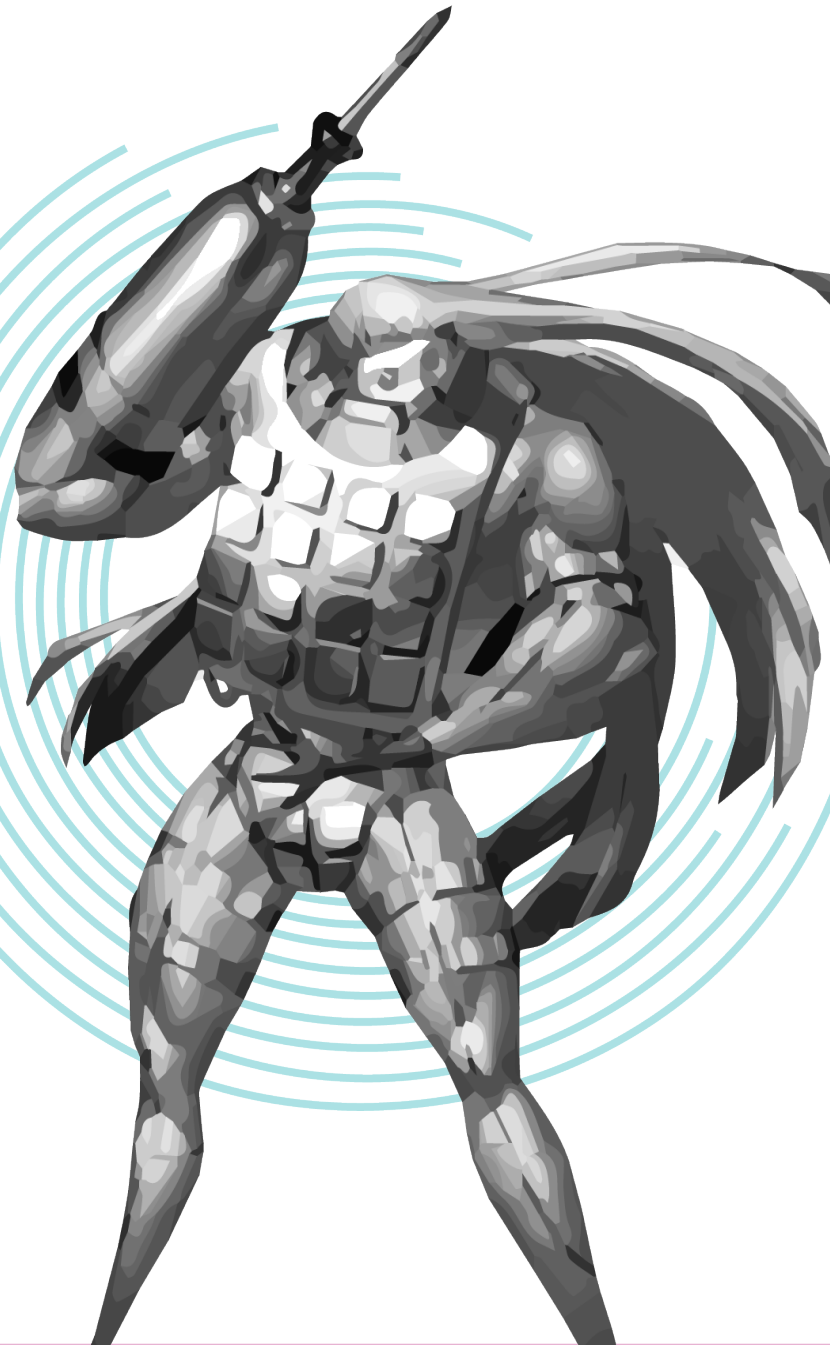
SHRUG IT OFF; costs 1 SP

You can invoke this move when you take damage from any source. Instead, you take no damage. This move can only be used once between long rests.

ANY-LEVEL MOVE

ARMORED PERSONA

You gain two points of armor.



SUMMER

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V - HIEROPHANT

Faith.
Fate.
Establishment.

SUIT

Cups

STRENGTH / WEAKNESS

Bless / Curse

STARTING STATS

STR 0, AGI 0, END 1, MAG 2, LUC 2, SP 4

STARTING HP

15

XP TRIGGER

The Hierophant earns XP when they overcome a problem by acting in a way that supports or illustrates their personal moral code.

AVAILABLE ATTACKS

- Lv. 1: Kouha (D6 Blss), Zio (D6 Elec)
- Lv. 2: Agi (D6 Fire), Makouha (D6 Blss All), Mazio (D6 Elec All)
- Lv. 4: Frei (D6 Nuke), Kouga (2D6 Blss), Zionga (2D6 Elec)
- Lv. 6: Agilao (2D6 Fire), Makouga (2D6 Blss All), Mazinga (2D6 Elec All)
- Lv. 8: Freila (2D6 Nuke), Kougaon (3D6 Blss), Zio-dyne (3D6 Elec)
- Lv. 10: Agidyne (3D6 Fire), Makougaon (3D6 Blss All), Maziodyne (3D6 Elec All)
- Lv. 12: Divine Judgement (4D6 Blss), Freidyne (3D6 Nuke), Maragidyne (3D6 Fire All)
- Lv. 14: Ragnarok (4D6 Fire), Thunder Reign (4D6 Elec)
- Lv. 15: Shining Arrows (4D6 Blss All), Wild Thunder (4D6 Elec All)

STARTING MOVE**FATED**

When you roll a 1 for Bless damage, you can invoke this Move to turn it into a 6. This Move can only be used once between long rests.

ANY-LEVEL MOVE**VIGIL; costs 1 SP**

You rally your party and tell them how it is. You remind them that their cause is just, or that a higher power is watching over them. Make a small speech. This speech can be as long or as short as you'd like, but usually takes about five minutes in the fiction of the game. Everyone in your party who can hear the speech (this includes you) gains a Wild Card, which can be spent at any time to add one to the result of a Check. This Move can only be performed when the party is resting in a relatively safe location. Once it's been performed, it can only be performed again when everyone has spent the Wild Cards they received from it. The Wild Cards are automatically spent if the players take a long rest or lose control of their Personas.

法
王

SUMMER

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恋愛

VI - LOVERS

Charisma.
Support.
Happiness.

SUIT

Cups

STRENGTH / WEAKNESS

Wind / Electricity

STARTING STATS

STR 0, AGI 2, END 0, MAG 2, LUC 1, SP 4

STARTING HP

14

XP TRIGGER

Lovers earns XP when they overcome a problem by using optimism, demonstrating their unbreakable resolve, or supporting their team.

AVAILABLE ATTACKS

- Lv. 1: Garu (D6 Wind), Zio (D6 Elec)
- Lv. 2: Magaru (D6 Wind All), Mazio (D6 Elec All), Slug (D6 Rnge)
- Lv. 4: Garula (2D6 Wind), Psi (D6 Psy), Zionga (2D6 Elec)
- Lv. 6: Magarula (2D6 Wind All), Mazinga (2D6 Elec All), Snap (2D6 Rnge)
- Lv. 8: Garudyne (3D6 Wind), Psio (2D6 Psy), Zio-dyne (3D6 Elec)
- Lv. 10: Mabufudyne (3D6 Ice All), Magarudyne (3D6 Wind All), Psiodyne (3D6 Psy)
- Lv. 12: Diamond Dust (4D6 Ice), Mapsiodyne (3D6 Psy All), Phanta Rei (4D6 Wind)
- Lv. 14: Psycho Force (4D6 Psy), Snipe (3D6 Rnge)
- Lv. 15: Ice Age (4D6 Ice All), Vacuum Wave (4D6 Wind All)

STARTING MOVE

MARTYR: costs 1 SP

You'll always protect the ones you love, even if it means suffering yourself. You can invoke this move when another PC will receive damage. Instead of them receiving this damage you can take it instead (along with any debuffs associated with this attack). There is no way to resist this. You cannot use this if you will be affected by the same attack.

ANY-LEVEL MOVE

DIVINE GRACE

When rolling to determine how many hit points you or an ally recover from Dia or Media, add two to the result.



SUMMER

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VII - CHARIOT

Confidence.
Achievement.
Determination.

SUIT

Swords

STRENGTH / WEAKNESS

Ice / Psy

STARTING HP

17

STARTING STATS

STR 2, AGI 1, END 2, MAG 1, LUC 0, SP 3

XP TRIGGER

The Chariot earns XP when they overcome a problem using reckless athleticism, boisterous confidence, or stubborn perserverance.

**AVAILABLE ATTACKS**

Lv. 1: Cleave (D6 Phys), Bufu (D6 Ice), Frei (D6 Nuke)

Lv. 3: Skull Cracker (D6 Phys + Confuse), Mabufu (D6 Ice All), Garu (D6 Wind)

Lv. 5: Bufula (2D6 Ice), Freila (2D6 Nuke), Magaru (D6 Wind All)

Lv. 7: Vicious Strike (2D6 Phys All), Garula (2D6 Wind), Mafreila (2D6 Nuke All)

Lv. 9: Assault Dive (3D6 Phys), Bufudyne (3D6 Ice), Magarula (2D6 Wind All)

Lv. 11: Heat Wave (3D6 Phys All), Mabufudyne (3D6 Ice All)

Lv. 13: Brave Blade (4D6 Phys), Diamond Dust (4D6 Ice), Freidyne (3D6 Nuke), Garudyne (3D6 Wind)

Lv. 15: Gigantomachia (4D6 Phys All), Ice Age (4D6 Ice All)

**STARTING MOVE
UNERRING SPEED**

You are quick on the draw and are always ready for a fight. You always move first in combat, giving you the opportunity to plan a Baton Pass. You can also add 2 to your damage rolls on the first turn of combat, if making a physical attack.

ANY-LEVEL MOVE**PHANTOM STEED;** varying SP cost

You gain an ethereal steed to aid your travels through the Shadow World. After you use this Move, the steed will remain by your side until you either choose to dispel it or complete a long rest. Choose a number of SP to invest in the Move, up to a maximum of 3. When you make a spear attack from atop your steed, you can add the number of SP you invested in the Move to the amount of damage you deal. You can't ride your steed in unreasonably closed or confined quarters.

法
王

SUMMER

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正義

VIII - JUSTICE

Order.
Truth.
Vengeance.

SUIT

Swords

STRENGTH / WEAKNESS

Bless / Curse

STARTING HP

19

STARTING STATS

STR 2, AGI 0, END 2, MAG 0, LUC 1, SP 4

XP TRIGGER

Justice earns XP when they overcome a problem by enacting revenge, by portraying themselves as just, or by adding order to the world.

AVAILABLE ATTACKS

- Lv. 1: Cleave (D6 Phys), Kouha (D6 Bliss)
- Lv. 2: Agi (D6 Fire), Makouha (D6 Bliss All) Vajra Blast (D6 Phys All)
- Lv. 4: Frei (D6 Nuke), Giant Slice (2D6 Phys All), Kouga (2D6 Bliss)
- Lv. 6: Agilao (2D6 Fire), Makouga (2D6 Bliss All), Vicious Strike (2D6 Phys All)
- Lv. 8: Assault Dive (3D6 Phys), Freila (2D6 Nuke), Kougaon (3D6 Bliss)
- Lv. 10: Makougaon (3D6 Bless All), Heat Wave (3D6 Phys All), Hellfire (2D6 Fire 1-4 Random)
- Lv. 12: Brave Blade (4D6 Phys), Divine Judgement (4D6 Bliss), Agidyne (3D6 Fire)
- Lv. 14: Freidyne (3D6 Nuke), Maragidyne (3D6 Fire All), Shining Arrows (4D6 Bliss All)
- Lv. 15: Gigantomachia (4D6 Phys All), Ragnarok (4D6 Fire)

STARTING MOVE NEVER LOSE SIGHT

You can never be swayed from your purpose. You are immune to the Charm Status.

ANY-LEVEL MOVE KNOWER

You always know when an enemy or character within sight of you is weak to Bless damage, or uses Curse damage - you also know who it is. They give off an aura that only you can see - it radiates through darkness and can even be seen through walls, provided they aren't too thick.



SUMMER

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IX - HERMIT

Solitude.
Reflection.
Understanding.

SUIT

Coins

STRENGTH / WEAKNESS

Fire / Ice

STARTING STATS

STR 1, AGI 1, END 0, MAG 2 LUC 1, SP 6

STARTING HP

14

XP TRIGGER

The Hermit earns XP when they overcome a problem with careful introspection, sage-like guidance, or a talent no one knew they had.

AVAILABLE ATTACKS

Lv. 1: Eiha (D6 Curse), Psi (D6 Psy)

Lv. 2: Garu (D6 Wind), Maeiha (D6 Curse All), Mapsi (D6 Psi All),

Lv. 4: Agi (D6 Fire), Eiga (2D6 Curse), Psio (2D6 Psy)

Lv. 6: Brain Wave (2D6 Psi 1-4 Random) Garula (2D6 Wind), Maeiga (2D6 Curse All)

Lv. 8: Agilao (2D6 Fire), Eigaon

(3D6 Curse), Psiodyne (3D6 Psy)

Lv. 10: Agidyne (3D6 Fire), Garula (2D6 Wind), Maeigaon (3D6 Curse All)

Lv. 12: Censor Wave (3D6 Psy 1-4 Random), Demonic Decree (4D6 Curse),

Garudyne (3D6 Wind)

Lv 14: Psycho Force (4D6 Psy), Ragnarok (4D6 Fire)

Lv. 15: Abyssal Wings (4D6 Curse All), Psycho Blast (4D6 Psy All)

隱者

**STARTING MOVE
ALONE TIME**

You, and only you, can form a Social Link with yourself. You can roll either Knowledge or Proficiency to see how much progress you make when spending time by yourself. Your GM should come up with suitable bonuses at each level, depending on what it is your character does when they're alone. Perhaps they develop an online following which gives them gifts. Maybe the insight they gain into themselves strengthens the stats of their Persona, and etc.

ANY-LEVEL MOVE**TERROR CLAW;** costs 1 SP

Your Persona makes a basic melee attack against an opponent. On a Mixed or Complete success, the target takes 2D4 + STR damage and gains the Afraid Status Ailment (see page 19). On a Mixed Success, you also incur a counterattack.

This Move cannot be used on targets who are at a higher level than the user.

SUMMER

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運命

X - WHEEL OF FORTUNE

Fate.
Luck.
Affluence.

SUIT

Coins

STRENGTH / WEAKNESS

Wind / Bless

STARTING STATS

STR 1, AGI 1, END 0, MAG 1, LUC 2, SP 4

STARTING HP

14

XP TRIGGER

The Wheel of Fortune earns XP when they overcome a problem by turning a situation around, by defying fate, or by using their ample resources.

AVAILABLE ATTACKS

- Lv. 1: Garu (D6 Wind), Zio (D6 Elec)
- Lv. 2: Cleave (D6 Phys), Mabufu (D6 Wind All), Maragi (D6 Fire All)
- Lv. 4: Wind Breath (D6 Wind 1-4 Random), Shock (D6 Elec 1-4 Random), Giant Slice (2D6 Phys)
- Lv. 6: Agilao (2D6 Fire), Zionga (2D6 Elec), Vicious Strike (2D6 Phys All)
- Lv. 8: Mabufula (2D6 Ice All), Magarula (2D6 Wind All), Assault Dive (3d6 Phys)
- Lv. 10: Magarudyne (3D6 Wind All), Maziodyne (3D6 Elec All), Heat Wave (3D6 Phys All)
- Lv. 12: Brave Blade (4D6 Phys), Diamond Dust (4D6 Ice), Ragnarok (4D6 Fire)
- Lv. 14: Whirlwind (4D6 Wind 1-4 Random), Bolt Storm (4D6 Elec 1-4 Random)

STARTING MOVE

ROULETTE; costs 1 SP

Before rolling damage for an attack, you can invoke this move. Roll a D36. Then, choose either odds or evens. If the result of the D36 roll is the same as your choice, you do double damage. You can also predict a group of six digits (1 - 6), (7 - 12), (13 - 18), (19 - 24), (25 - 30), or (31 - 36). If you choose correctly, you do quadruple damage. Finally, you can also choose just one number. If you are correct, you can multiply your damage by 10.

ANY-LEVEL MOVE

DÉJÀ VU; costs 1 SP

When you are attacked, you can invoke this move to change the attack's damage type to Almighty, meaning you are neither strong nor weak against it. If the attack affects multiple targets, the damage type only changes for your character.



SUMMER

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XI - STRENGTH

Courage.
Control.
Grace.

SUIT

Wands

STRENGTH / WEAKNESS

Psy / Wind

STARTING STATS

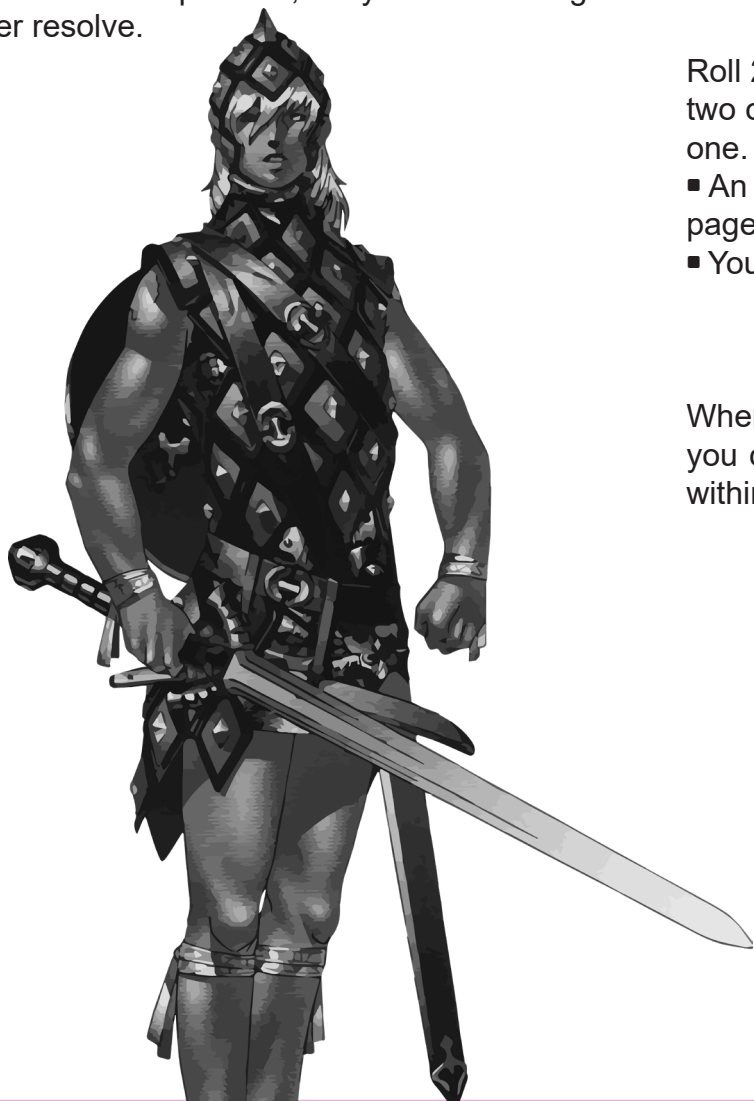
STR 0, AGI 0, END 1, MAG 2, LUC 2, SP 6

STARTING HP

14

XP TRIGGER

Strength earns XP when they overcome a problem with subtle manipulation, or by demonstrating their inner resolve.

**AVAILABLE ATTACKS**

Lv. 1: Garu (D6 Phys), Psi (D6 Psy)
 Lv. 2: Bufu (D6 Ice), Magaru (D6 Wind All), Mapsi (D6 Psy All)
 Lv. 4: Garula (2D6 Wind), Psio (2D6 Psy), Zio (D6 Elec)
 Lv. 6: Bufula (2D6 Ice) Magarula (2D6 Wind All), Mapsio (2D6 Psy All)
 Lv. 8: Garudyne (3D6 Wind), Psiodyne (3D6 Psy), Zionga (2D6 Elec)
 Lv. 10: Bufudyne (3D6 Ice), Magarudyne (3D6 Wind All), Mapsiodyne (3D6 Psy All)
 Lv. 12: Phanta Rei (4D6 Wind), Psycho Force (4D6 Psy)
 Lv. 14: Diamond Dust (4D6 Ice), Psycho Blast (4D6 Psy All)
 Lv. 15: Thunder Reign (4D6 Elec), Vacuum Wave (4D6 Wind All)

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STARTING MOVE**LASSO OF STRENGTH;** costs 1 SP

Roll 2D6 + MAG. On a complete success, you get two of the following. On a mixed success, you get one. On a failure, you get nothing.

- An enemy within 30 feet of you is Shocked (see page 18).
- You do not incur a counterattack.

**ANY-LEVEL MOVE
CHAIN OF STRENGTH**

When Paralyzing an enemy with Lasso of Strength, you can extend the effect to an additional enemy within range.

SUMMER

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XII - HANGED MAN

Sacrifice.
Enlightenment.
Survival.

SUIT

Coins

STRENGTH / WEAKNESS

Sometimes they have none, sometimes they have multiple. See their Starting Move *Hanged*.

STARTING STATS

STR 1, AGI 1, END 2, MAG 1, LUC 0, SP 4

STARTING HP

17

XP TRIGGER

The Hanged Man earns XP when they overcome a problem with self-sacrifice, by changing or maturing, or by enduring an impossible situation.

AVAILABLE ATTACKS

Note: The Hanged Man begins play with all four of the Level 1 Attacks.

Lv. 1: Agi (D6 Fire), Bufu (D6 Ice), Eiha (D6 Curse), Kouha (D6 Bless)

Lv. 2: Maragi (D6 Fire All), Mabufu (D6 Ice All), Maeiha (D6 Curse All), Makouha (D6 Bless All)

Lv. 4: Agilao (2D6 Fire), Bufula (2D6 Ice), Eiga (2D6 Curse), Kouga (2D6 Bless)

Lv. 6: Maragilao (2D6 Fire All), Mabufula (2D6 Ice All), Maeiga (2D6 Curse All), Makouga (2D6 Bless All)

Lv. 8: Agidyne (3D6 Fire), Bufudyne (3D6 Ice), Eigaon (3D6 Crse), Kougaon (3D6 Bless)

Lv. 10: Maragidyne (3D6 Fire All), Mabufudyne (3D6 Ice All), Maeigaon (3D6 Crse All), Makougaon (3D6 Bless All)

Lv. 12: Diamond Dust (4D6 Ice), Demonic Decree (4D6 Crse), Divine Judgement (4D6 Bless), Ragnarok (4D6 Fire)

Lv. 14: Abyssal Wings (4D6 Crse All), Blazing Hell (4D6 Fire All), Ice Age (4D6 Ice All), Shining Arrows (4D6 Bless All)

STARTING MOVE

HANGED

The Hanged Man must use two trackers, demonstrating their imbalance in the world. One represents the line between sin and virtue. The other represents the balance between destruction and creation. The trackers are as follows:

DESTRUCTION (ICE) VS. CREATION (FIRE)

-	-2	-1	0	1	2	-
---	----	----	---	---	---	---

CHAOS (CURSE) VS. ORDER (BLESS)

-	-2	-1	0	1	2	-
---	----	----	---	---	---	---

When making a magic Attack, the Hanged Man must adjust the appropriate tracker. Using a Bless skill moves you up one on Chaos vs. Order (C/O). Using an Ice skill moves you down one on Destruction vs. Creation (D/C), etc. When you are on one side of a tracker, you are weak to damage of the opposite type and strong when using attacks of the same type as the side you're on. For example, when you are higher than 0 on the Ice/Fire tracker, you are strong with Fire but weak against Ice. At zero, you are neither strong nor weak with regards to both elements. Beware, however, for if at any point you make an attack that would cause the number on either tracker to move to -3 or +3, it becomes locked. From now on you have a permanent +2 bonus when using whatever element you used when you locked it, but you can never use attacks of the opposing element again. The tracker could potentially unlock again, but only after completing a difficult task of the GM's design.

ANY-LEVEL MOVE

ENDURANCE

You stare the void square in the face. You seem to know it better than you know yourself. Once per long rest you may survive a lethal blow with 1 HP. However, your character undergoes a major personality change. Both you and your GM should agree on this change before it's made.

XIII - DEATH

Despair.
transition.
Transformation.

SUIT

Wands

STRENGTH / WEAKNESS

Nuke / Fire

STARTING STATS

STR 0, AGI 0, END 2, MAG 2, LUC 1, SP 5

STARTING HP

14

XP TRIGGER

Death earns XP when they overcome a problem by encouraging a useful change, protecting the natural order of life, or sticking to a tried and true method of their own design.

AVAILABLE ATTACKS

- Lv. 1: Bufu (D6 Ice), Frei (D6 Nuke)
- Lv. 2: Eiha (D6 Crse), Mabufu (D6 Ice All), Mafrei (D6 Nuke All)
- Lv. 4: Bufula (2D6 Ice), Freila (2D6 Nuke), Psi (D6 Psy)
- Lv. 6: Eiga (2D6 Crse), Mabufula (2D6 Ice All), Mafreila (2D6 Nuke All)
- Lv. 8: Bufudyne (3D6 Ice), Freidyne (3D6 Nuke), Psio (2D6 Psy)
- Lv. 10: Dying Light (2D6 Crse 1-4 Random) Mabufudyne (3D6 Ice All), Mafreidyne (3D6 Nuke All)
- Lv. 12: Censor Wave (3D6 Psy 1-4 Random), Diamond Dust (4D6 Ice), Eigaon (3D6 Crse)
- Lv. 14: Atomic Flare (4D6 Nuke), Psidyne (3D6 Psy)
- Lv. 15: Cosmic Flare (4D6 Nuke All), Ice Age (4D6 Ice All)

STARTING MOVE

MUDO; costs 1 SP

Roll 2D6 + LUC. Use the amount of Luck you have currently, rather than your maximum LUC stat. If you declare that you are targeting an enemy who is weak to Curse damage, you may add 1 to the result of your roll. On a complete success, you get the following effect. On a mixed success or a failure, you get nothing.

- An enemy within 30 feet who is the same as or a lower level as you are dies instantaneously.

死神

ANY-LEVEL MOVE

MAMUDO; costs 2 SP

After successfully using Mudo on a target, you can spend another SP to roll again. After spending the one extra SP, you can keep chaining Mudos until you fail a roll or there are no more viable enemies still alive.

ANY-LEVEL MOVE

MUDDON

You gain a bonus of +2 when rolling 2D6+LUC for the moves Mudo and Mamudo.

SUMMER

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節制

XIV - TEMPERANCE

Balance.
Prudence.
Tranquility.

SUIT

Cups

STRENGTH / WEAKNESS

Ice and Psychic / Fire and Nuclear

STARTING STATS

STR 1, AGI 1, END 1, MAG 1, LUC 1, SP 4

STARTING HP

15 or roll 4D6 + 5 and drop both the highest die result and the lowest die result.

XP TRIGGER

Temperance earns XP when they overcome a problem with elegant persuasion, or when by a result of their actions things return to status quo.

AVAILABLE ATTACKS

- Lv. 1: Bufu (D6 Ice), Frei (D6 Nuke)
- Lv. 2: Mabufu (D6 Ice All), Mafrei (D6 Nuke All), Kouha (D6 Bliss), Garu (D6 Wind)
- Lv. 4: Ice Breath (D6 Ice 1-4 Random), Makouha (D6 Bliss All), Magaru (D6 Wind All)
- Lv. 6: Mabufula (2D6 Ice All), Mafreila (2D6 Nuke All)
- Lv. 8: Ice Paradise (2D6 Ice 1-4 Random), Makouga (2D6 Bliss All), Magarula (2D6 Wind All)
- Lv. 10: Mabufudyne (3D6 Ice All), Mafreidyne (3D6 Nuke All)
- Lv. 12: Glacial Blast (3D6 Ice 1-4 Random), Divine Judgement (4D6 Bliss), Makouga (3D6 Bliss All), Magarula (3D6 Wind All)
- Lv. 14: Fimbulvetr (4D6 Ice 1-4 Random), Cosmic Wave (4D6 Nuke 1-4 Random)

STARTING MOVE

COSMIC HARMONY

You've always sought a balance in the world and have always been reaching to obtain it. The day you awoken, you grasped it. Your stats all start at one. If you take this move (it's optional), you may not roll or point-buy any Persona stats except HP. You gain +1 bonus for to-hit and damage rolls when attacking with the opposite element of the last spell you cast (Fire/Ice, Wind/Elec, Bless/Curse, and Nuke/Psy). Lastly, *once per year*, you can restore the balance of the world. During battle, at anytime, you can reset all PC's, NPC's and Enemy's HP and SP to max, as well as recover any other abilities you would gain as the result of a long rest.

ANY-LEVEL MOVE

EMISSARY OF PEACE; costs 1 SP

You've always hated fighting and seek to find ways to circumvent violent encounters. You can reroll a mixed success or failure when trying to deescalate a situation, as long as you are not doing so for vain reasons or to gain something. If you choose to use this move and roll again, you must abide by the result of the second roll.

SUMMER

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XV - DEVIL

Vice.
Impulse.
Indulgence.

SUIT

Swords

STRENGTH / WEAKNESS

Curse / Bless

STARTING STATS

STR 2, AGI 0, END 2, MAG 0, LUC 1, SP 4

STARTING HP

18. If you roll for HP and get a result equal to 12 or 6, you receive 24 + END HP instead of what's normal. If you get a result of 7, you receive 12 + END HP instead of what's normal.

XP TRIGGER

The Devil earns XP when they overcome a problem with ruthless deception, by revealing a dark secret, or by cutting all the loose ends.

AVAILABLE ATTACKS

Lv. 1: Cleave (D6 Phys), Eiha (D6 Crse), Agi (D6 Fire)
Lv. 3: Giant Slice (2D6 Phys), Eiga (2D6 Crse), Psi (D6 Psy)
Lv. 5: Vajra Blast (D6 Phys All), Maeiha (D6 Crse All), Maragi (D6 Fire All), Mapsi (D6 Psy)
Lv. 7: Assault Dive (3D6 Phys), Eigaon (3D6 Crse)
Lv. 9: Vicious Strike (2D6 Phys All), Maeiga (2D6 Crse All), Agidyne (3D6 Fire)
Lv. 11: Heat Wave (3D6 Phys All), Maeigaon (3D6 Crse All), Psidyne (3D6 Psy)
Lv. 13: Brave Blade (4D6 Phys), Dark Verdict (4D6 Crse), Maragidyne (3D6 Fire All)
Lv. 15: Gigantomachia (4D6 Phys All), Eternal Black (4D6 Crse All)

**STARTING MOVE I
NO, YOU SHUT UP**

Sometimes people just get on your nerves. *Friends* are no exception. When you play “devil’s advocate” or rebel against the commonly accepted leadership of your group, you gain a Wild Card. Wild Cards can be spent at any time to add 1 to the result of a roll. You can only have one Wild Card at a given time.

**STARTING MOVE II
THANKS, BOSS**

You don’t steal. You just know how to put certain stuff to better use. Outside of combat, you may add +1 to any roll involving theft. In combat, you may intercept a heal meant for your ally, which you are not receiving. If you do this you can gain 1 more HP than normal. You may only do this once between long rests.

**ANY-LEVEL MOVE
COMMITTED: costs 1 SP**

When you set your mind to something, you can’t and won’t lose. You feel a surge of energy and deal 2 more damage than normal. However, bright flames burn fast. Each turn you must sacrifice 2 HP or 1 SP. You can only exit this rage by being cured with Energy Drop (a Move that cures rage will also work) or by winning this battle.

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SUMMER

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XVI - TOWER

Pride.
Corruption.
Doom.

SUIT

Swords

STRENGTH / WEAKNESS

None / Electricity

STARTING STATS

STR 2, AGI 0, END 2, MAG 1, LUC 0, SP 4

STARTING HP

20

XP TRIGGER

The Tower earns XP when they exercise discretion, crumble to the will of the masses, or endure a great and painful sacrifice.

AVAILABLE ATTACKS

- Lv. 1: Lunge (D6 Phys), Garu (D6 Wind), Zio (D6 Elec)
- Lv. 3: Skull Cracker (D6 Phys + Confuse), Eiha (D6 Crse), Mazio (D6 Elec All)
- Lv. 5: Garula (2D6 Wind), Magaru (D6 Wind All), Eiga (2D6 Crse)
- Lv. 7: Headbutt (2D6 Phys + Forget), Mazionga (2D6 Elec All), Maeiga (2D6 Crse All)
- Lv. 9: Assault Dive (3D6 Phys), Ziodyne (3D6 Elec), Garudyne (3D6 Wind), Eigaon (3D6 Crse)
- Lv. 11: Weary Thrust (4D6 Phys), Maziodyne (3D6 Elec All), Maeigaon (3D6 Crse All)
- Lv. 13: Vital Thrust (4D6 Phys + Stun), Thunder Reign (4D6 Elec)
- Lv. 15: Akasha Arts (4D6 Phys All 1~2 Times), Wild Thunder (4D6 Elec All)

STARTING MOVE

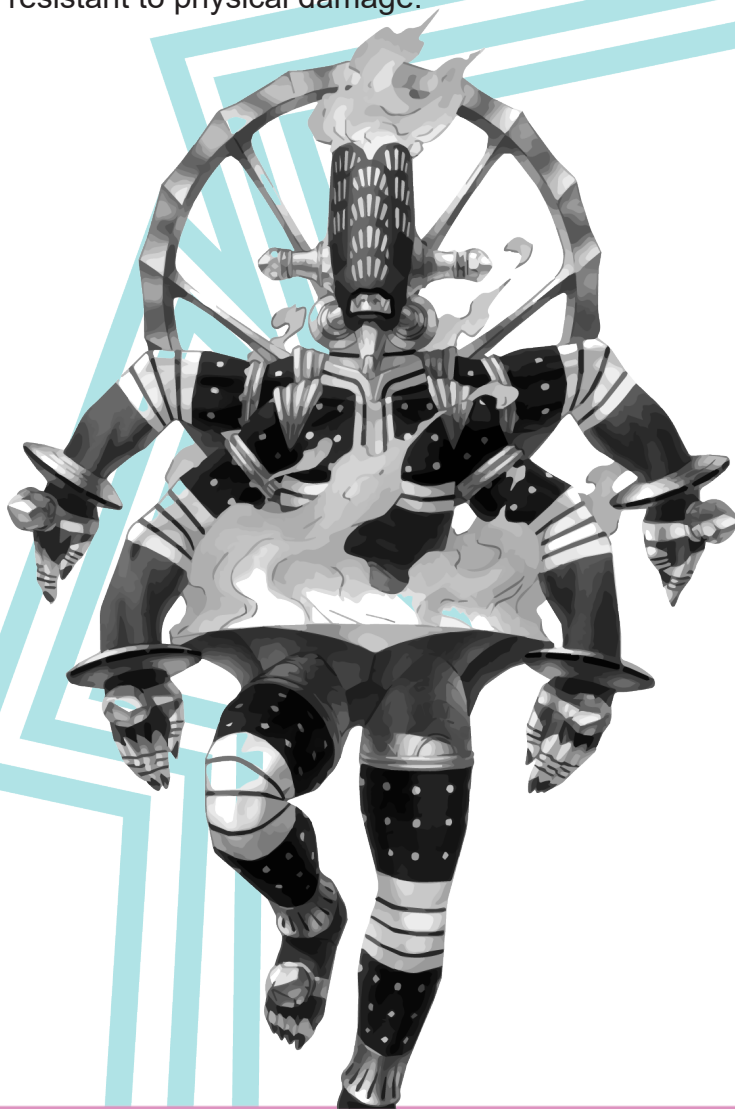
TOLD YOU SO

You are so used to doom and trauma that you can often see it coming from miles away. You may use this move after you see something terrible happen to another player. Give a small speech (no longer than a sentence or two) about how you either saw it coming or warned them about it, but to no avail. You gain one Wild Card. Wild Cards can be spent at any time to add 1 to the result of a roll. You can only have one Wild Card at a given time. *Note: the GM should maintain the right to discern what does and doesn't qualify as something terrible.*

ANY-LEVEL MOVE

PUNCHING BAG

The weight of the world gets heavier and heavier - but at least you're getting used to it. You are now resistant to physical damage.



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XVII - STAR

Hope.
Courage.
Resilience.

SUIT

Cups

STRENGTH / WEAKNESS

Nuke / Psy

STARTING STATS

STR 0, AGI 0, END 1, MAG 2, LUC 2, SP 5

STARTING HP

15

XP TRIGGER

The Star earns XP when they overcome a problem by inspiring hope in their allies, by taking advantage of silver lining, or by holding fast to your established inner resolve.

**AVAILABLE ATTACKS**

Lv. 1: Agi (D6 Fire), Frei (D6 Nuke)
Lv. 2: Kouha (D6 Bliss), Maragi (D6 Fire All), Mafrei (D6 Nuke All)
Lv. 4: Agilao (2D6 Fire), Bufu (D6 Ice), Freila (2D6 Nuke)
Lv. 6: Kouga (2D6 Bliss) Maragilao (2D6 Fire All), Mafreila (2D6 Nuke All)
Lv. 8: Agidyne (3D6 Fire), Bufula (2D6 Ice), Freidyne (3D6 Nuke)
Lv. 12: Maragidyne (3D6 Fire All), Mafreidyne (3D6 Nuke All), Makouga (2D6 Bliss All)
Lv 14: Atomic Flare (4D6 Nuke), Ragnarok (4D6 Fire), Mabufula (2D6 Ice All)
Lv. 15: Blazing Hell (4D6 Fire All), Cosmic Flare (4D6 Nuke All)

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STARTING MOVE**STARBURST**

When your team performs an All-Out Attack, roll 1D3 + MAG. Each member of your team heals a number of HP equal to the result of your roll.

ANY-LEVEL MOVE**FINEST HOUR**

When one of your allies (including you) falls to 0 HP, you gain 15 temporary HP. Once these temporary HP run out, they stay gone until a long rest has been completed. They cannot be healed, and any healing applied to the Star Persona while they have temporary HP goes to their regular HP.

SUMMER

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XVIII - MOON

Intuition.
Illusion.
Treachery..

SUIT

Coins

STRENGTH / WEAKNESS

Ranged / Fire

STARTING STATS

STR 0, AGI 2, END 1, MAG 2, LUC 0, SP 4

STARTING HP

15

XP TRIGGER

The Moon earns XP when they overcome a problem using deceptive trickery, by correctly anticipating another's actions, or by solving a mystery.

AVAILABLE ATTACKS

Lv. 1: Bufu (D6 Ice), Frei (D6 Nuke), Slug (D6 Rnge)

Lv. 3: Automatic Shot (D6 Rnge All), Mabufu (D6 Ice All), Mafrei (D6 Nuke All), Zio (D6 Elec)

Lv. 5: Bufula (2D6 Ice), Eiha (D6 Crse), Freila (2D6 Nuke), Snap (2D6 Rnge)

Lv. 7: Mabufula (2D6 Ice All), Mafreila (2D6 Nuke All), Shootout (2D6 Rnge All), Zionga (2D6 Elec)

Lv. 9: Bufudyne (3D6 Ice), Eiga (2D6 Crse), Freidyne (3D6 Nuke), Snipe (3D6 Rnge)

Lv. 11: Mabufudyne (3D6 Ice All), Mafreidyne (3D6 Nuke All), Ziodyne (3D6 Elec)

Lv. 13: Diamond Dust (4D6 Ice), Atomic Flare (3D6 Nuke), Triple Down (3D6 Rnge All)

Lv 15: Cosmic Flare (4D6 Nuke All), One-Shot Kill(4D6 Rnge)

STARTING MOVE

MASTER OF VEILS

You begin play with the Wands Move *Alter Perception*. When you use it, you may choose one of the following extra effects.

- The Move affects three senses, instead of two.
- The Move lasts for thirty minutes, instead of ten.

ANY-LEVEL MOVE

MAKARAKARN; costs 2 SP

You can repel any one magical attack. You do not take any damage from the attack. The enemy who made the attack takes the damage instead. If the enemy repels attacks of this particular damage type, you still take the damage.



SUMMER

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XIX - SUN

Joy.
Accomplishment.
Inspiration.

SUIT

Wands

STRENGTH / WEAKNESS

Fire / Crse

STARTING STATS

STR 0, MAG 2, END 1, AGI 1, LUC 2, SP 5

STARTING HP

13

XP TRIGGER

The Sun earns XP when they dramatically inspire others to take action, accomplish a grand feat, or discover a new passion in life.

**AVAILABLE ATTACKS**

Lv. 1: Agi (D6 Fire), Kouha (D6 Blss)

Lv. 2: Maragi (D6 Fire All), Makouha (D6 Blss All), Frei (D6 Nuke)

Lv. 4: Agilao (2D6 Fire), Kouga (2D6 Blss), Freila (2D6 Nuke), Magaru (D6 Wind All)

Lv. 6: Maragilao (2D6 Fire All), Makouga (2D6 Blss All)

Lv. 8: Agidyne (3D6 Fire All), Kougaon (3D6 Blss), Freidyne (3D6 Nuke)

Lv. 12: Maragidyne (3D6 Fire All), Makougaon (3D6 Blss All), Freidyne (3D6 Nuke All), Phanta Rei (4D6 Wind)

Lv. 14: Ragnarok (4D6 Fire), Divine Judgement (4D6 Blss), Cosmic Flare (4D6 Nuke)

Lv. 15: Blazing Hell (4D6 Fire All), Shining Arrows (4D6 Blss All)

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STARTING MOVE**SOLARIS**

You have two slots for Wild Cards, instead of one. Whenever you defeat a major adversary, as denoted by the GM, you gain two Wild Cards, which stay with you until they are spent.

ANY-LEVEL MOVE**RADIANCE**; costs 1 SP

You always burn with a fiery passion. When you get heated up, nothing can stop you. You can invoke this move before you roll damage for a Fire or Bless attack. You do an extra D6 of damage. However, you must also drop the single lowest dice result of the damage roll.

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XX - JUDGEMENT

Inevitability.
Absolution.
Vengeance.

SUIT

Wands

STRENGTH / WEAKNESS

Bless / Curse

STARTING STATS

STR 1, AGI 0, END 1, MAG 2, LUC 2, SP 4

STARTING HP

13

XP TRIGGER

Judgement earns XP when they take a meaningful step toward enacting personal revenge, or when they solve a problem while maintaining a moral high ground.

AVAILABLE ATTACKS

- Lv. 1: Kouha (D6 Bliss), Psi (D6 Psy)
- Lv. 2: Agi (D6 Fire), Makouha (D6 Bliss All), Mapsi (D6 Psy All)
- Lv. 4: Kouga (2D6 Bliss), Psio (2D6 Psy), Zio (D6 Elec)
- Lv. 6: Makouga (2D6 Bliss All), Mapsio (2D6 Psy All), Maragi (2D6 Fire All)
- Lv. 8: Kougaon (3D6 Bliss), Mazio (D6 Elec All), Psiodyne (3D6 Psy)
- Lv. 10: Agilao (2D6 Fire), Makougaon (3D6 Bliss All), Mapsiodyne (3D6 Psy All)
- Lv. 12: Divine Judgement (4D6 Bliss), Maragilao (2D6 Fire All), Zionga (2D6 Elec)
- Lv. 14: Mazionga (2D6 Elec All), Psycho Force (4D6 Psy)
- Lv. 15: Psycho Blast (4D6 Psy All), Shining Arrows (4D6 Bliss All)

STARTING MOVE

CODE

Establish a personal code of conduct, consisting of 1 - 3 tenets. These can be anything from "never harm an innocent" to "an eye for an eye". If you break one of your tenets, you gain a penalty of -1 to all of your rolls until you take a long rest. This is due to guilt. However, you can also always detect when someone nearby has broken one of your personal tenets within the last hour or so. You gain a bonus of +1 to your 2d6 checks when attempting to persuade, manipulate, or attack a known code-breaker.

ANY-LEVEL MOVE

WAGE WAR; costs 1 SP

Roll 2D6 + MAG. On a mixed success, choose one of the following. On a complete success, choose two. On a failure, you get nothing.

- Two enemies within thirty feet of you become Enraged (see pg. 19).
- Two additional enemies within thirty feet of you become Enraged.
- You do not incur a counterattack.

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In addition to basic and unique Arcana moves, Persona wielders have access to a number of Special Moves, also known as SP Moves. Each SP Move has an associated cost in SP or Spirit Points. When you perform the move, your character's SP goes down by the associated cost.

Only certain Personas have access to certain SP Moves. The moves you have access to are determined by your *suit*. For example, Personas of the *Magician* Arcana have the suit *Wands* and Personas of the *Priestess* Arcana have the suit *Cups*. However, Personas can *learn moves outside of their Suit* by sacrificing a level when they gain enough experience to do so. For more information on "Multiclassing", see page 58.

Each Persona starts with one SP Move they already know, which is noted on their Arcana page. They then get to pick an additional move, for a total of two known at character creation.

Once your character has run out of SP, they cannot use SP Moves until they rest for at least 6 hours in the real world. If, however, the real world and the other world are one and the same, your GM might allow you to recover simply by resting in a safe area (again, for at least six hours).

Furthermore, keep in mind that *SP Moves can only be used by a character when they are in full control of their Persona*, unless otherwise stated.

Most moves are only available to Personas of a particular Suit. However, one move can be used by Personas of any Suit at any time without having to be learned.

BATON PASS

After successfully hitting an enemy with a Skill of a type of damage that they are weak to, you can invoke this Move. You choose who acts next, instead of the GM. Additionally, whoever you passed the baton to gets a bonus of +1 to their next roll, no matter what it is. This Move has no cost, but can only be used once per battle.

The following pages detail the moves of the Wands suit. Personas of the Wands Suit typically excel at dealing damage and destroying foes with magic.

STARTING MOVE

- Pulse

PULSE; costs 1 SP

When making a magic attack, you can invoke this Move to do 1D6 extra damage on a successful hit. For example, if you would normally roll 1D6+1 damage, you now roll 2D6+1.

In addition, on a roll of 10 or higher, the attack will inflict a status ailment based on the type of damage it does. Refer to page 59 to see the effects of these ailments.

- Fire/Psychic: The target is Burned.
- Wind/Nuclear: The target is Downed.
- Electric: The target is Shocked.
- Ice: The target is Frozen.
- Bless/Curse: The target is Afraid.

ANY-LEVEL MOVES

- Alter Perception
 - Dia
 - Float
 - Oil Slick
- Ping-Pong
- Polymorph
 - Quicken
- Stunning Flash
 - Tarukaja
 - Terror Claw
 - Veil of Fog

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ALTER PERCEPTION; costs 1 SP, lasts 10 minutes

You can use your action to completely change the way one character perceives one other character or object. You can change the way this thing affects two (and only two) of the target's senses for the duration of the spell.

DIA; costs 1 SP

You can use your action to heal yourself or an ally. The target immediately recovers hit points equal to 2d6 + your MAG stat.

FLOAT; costs 1 SP, lasts 10 minutes

You can use your action to give the entire party the ability to float. They can move horizontally and descend, but not ascend, at a speed not exceeding 10 miles per hour. If appropriate, you might ride on the back of your floating Persona.

OIL SLICK; costs 1 SP, lasts 1 minute

You can use your action to cover a 10 square-foot area in slippery grease. Any character who tries to pass through this area must make a Proficiency check (AGI for Personas). On a failure or mixed success, the character falls prone. They must use a subsequent turn to make another check. If this check is a failure, they continue to slip around uselessly. On a mixed or complete success, the character gets up and leaves the Oil Slick in whatever direction they choose. The oil evaporates after one minute, at which point characters no longer need to make a check to get out of it. Characters or Personas who can float or fly can pass over the area unaffected if doing so.

PING-PONG; always active

When using a magic attack against an enemy who is immune to the type of damage being used, roll 2d6. On a roll of 10 or higher, the Skill does normal damage, bypassing the immunity. On a roll of 6 or lower, the Skill bounces back, dealing its damage to the caster. On a mixed success, roll again.

POLYMORPH; costs 1 SP, lasts 1 minute

Make a MAG check with your Persona. On a mixed or complete success, you can transform your target into a Mothman, changing each of their stats to +1. A Mothman can only perform basic attacks and is weak to Ranged damage. On a failure, nothing happens. This spell can only be used on Personas or characters who are at a lower level than the caster.



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QUICKEN; costs 1 SP

When using a magic attack on an enemy who is weak against the type of damage being used, you can invoke this Move. If the attack hits successfully, you can use another attack on a different enemy. As long as you keep hitting the enemy's weaknesses you can continue to chain hits until every enemy has been hit, or you roll a miss.

STUNNING FLASH; costs 1 SP

You can use your action to attempt to stun a character or Persona. Anyone who is looking at you while you use this move must make a Guts check (CON for Personas). On a failure or mixed success, they are Shocked (see page 59). You can also use this move to light dark areas in a pinch. Using it at this lower frequency allows it to go on for a full hour. During this time it can still be used offensively, but this requires an additional 1 SP to be spent.

TARUKAJA; costs 1 SP

You can use your action to greatly increase the damage output of yourself or an ally. The next three times that ally rolls to damage an enemy, they add 2 to their roll. This bonus also applies to manual tasks that require strength, such as moving heavy obstacles. The effect lasts until the recipient either makes three damage rolls or takes a long rest.

TERROR CLAW; costs 1 SP

Your Persona makes a basic melee attack against an opponent. On a mixed or complete success, the target takes 1D4 + STR damage and gains the Afraid Status Ailment (see page 19). This Move cannot be used on targets who are at a higher Star level than the user's level.

VEIL OF FOG; costs 1 SP

You can use your action to create a 30 square foot cloud of fog. Making a ranged attack from within, or on someone within, can only succeed on a complete success. Additionally, Proficiency rolls to escape battle made from within the fog gain a bonus of +2.

LEVEL 10+ MOVES

- Fly
- Media
- Matarukaja
- Sleep
- Wall

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FLY; costs 2 SP, lasts 10 minutes

You can use your action to give your entire party the ability to fly. They can fly in any direction, at a speed not exceeding 30 miles per hour. If appropriate, you can ride on the back of your flying Persona.

MEDIA; costs 2 SP

You can use your action to heal your entire party at once. Everyone recovers hit points equal to 2D6 + your MAG stat.

MATARUKAJA; costs 2 SP

As with Tarukaja, but able to affect the entire party at once.

SLEEP; costs 2 SP, lasts 10 minutes

You can use your action to give enemies the Asleep Status Ailment (see page 19). Make a MAG check with your Persona. On a complete success, this can affect three targets. On a mixed success, it affects only two. On a failure, it affects one.

WALL; costs 2 SP, lasts 1 hour

You can use your action to create a large wall of an element that your Persona has access to. The wall is 100 feet high, and can be long enough to completely encircle your party. Enemies who are weak to the element cannot pass through the wall. Enemies who are resistant pass through normally. Other enemies can attack the wall. Each enemy who consistently does this will reduce the spell's duration by 5 minutes. However, the spell always lasts for a minimum of 10 minutes.

SUMMER

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Personas of the Cups Suit typically excel at healing and buffing their allies with magic. They sometimes take the form of robed magicians, angels, or other healers (although any Persona can take any form you'd like).

STARTING MOVE

- Dia

DIA; costs 1 SP

You can use your action to heal your-self or an ally. The target immediately recovers hit points equal to 2d6 + your MAG stat.

ANY-LEVEL MOVES

- Amrita Drop
 - Compel
 - Dazzler
- Divine Waters
 - Dormina
 - Hapirma
 - Media
 - Quicken
 - Sukukaja
 - Ward Rune

AMRITA DROP; costs 1 SP

You can use your action to immediately cure the status ailment of one of your allies.

COMPEL; costs 1 SP, lasts 1 minute

You can use your action to attempt to control the mind of a character or Persona. Roll 2D6 + MAG. On a 7 - 9, choose one of the following. On a complete success, you get both. On a failure, you get neither.

- The target carries out a simple one-word command for one minute.
- The target doesn't realize a spell was used on them once it's over.

DAZZLER; costs 1 SP

You can use your action to let out a concussive blast of light and sound. Roll 2D6 + MAG. On a 7 - 9, choose one of the following. On a complete success, you get both. On a failure, you get neither.

- The target is Shocked, and has a chance to not make attacks for a short period of time (see pg. 18).
- The target takes 1D6 + MAG damage. At level five, this increases to 2D6. At level 10, 3D6.

DIVINE WATER; costs 1 SP, lasts 1 hour

Roll 2D6 + MAG. On a 7 - 9, choose one of the following. On a complete success, you get two. On a failure, you get nothing.

- The party can walk on water as if it were sand.
- The party can breathe underwater.
- The party takes on the form of water, allowing them to squeeze through tight cracks. However, they cannot fight in this state.

DORMINA; costs 1 SP

You can use your action to lull someone to sleep. Roll 2D6 + MAG. On a mixed success, the target falls asleep for 10 minutes. On a complete success the target is out cold, and will not wake up for several hours. On a failed roll, the target remains awake, and notices they've been targeted by a spell.

HAPIRMA; costs 1 SP, lasts 10 minutes

You can use your action to make a character or Persona happy, enamored, or generally carefree. Roll 2D6 + MAG. On a 7 - 9, choose one of the following. On a complete success, you get two. On a failure, you get nothing.

- The target is charmed by you. They will not attack you and will be more likely to listen to things you tell them.
- The effect lasts for thirty minutes, instead of ten.
- The target doesn't realize a spell was used on them once it's over.

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MEDIA; costs 2 SP

You can use your action to heal your entire party at once. Everyone recovers HP equal to 2d6 + your MAG stat.

QUICKEN; costs 1 SP

When using a magic attack on an enemy who is weak against the type of damage being used, you can invoke this Move. If the attack hits successfully, you can use another attack on a different enemy. As long as you keep hitting the enemy's weaknesses you can continue to chain hits until every enemy has been hit, or you roll a miss.

SUKUKAJA; costs 1 SP

You can use your action to greatly increase the agility of yourself or an ally. The next three times that ally rolls to hit, they add 2 to their roll. This bonus also applies to climbing, running, jumping, etc. The effect lasts until the recipient either makes three rolls to hit or takes a long rest.

WARD RUNE; costs 1 SP, lasts 1 hour

You can use your action to create an explosive rune that does 1D6 damage when someone touches it. At level 5, this increases to 2D6. At level 10, 3D6. The rune must have an associated damage type, which must be something that your Persona has access to. You cannot choose Physical or Ranged as a damage type. Roll 2D6 + MAG. On a 7 - 9, choose two of the following. On a complete success, choose three. On a failure, choose just one. You must choose at least one area of effect or the Move will do nothing.

- The area of effect is five square feet.
- (Only if the above has already been chosen) The area of effect increases to ten square feet.
- The rune is invisible to the naked eye.
- The rune does an extra 1D6 damage.

LEVEL 10+ MOVES

- Amrita Shower
 - Diarama
- Happy Dance
 - Marin Karin
 - Masukukaja

AMRITA SHOWER; costs 2 SP

You can use your action to immediately cure the status ailments of your entire party at once.

DIARAMA; costs 3 SP

You can use your action to greatly heal an ally. They recover all of their hit points.

HAPPY DANCE; costs 2 SP

As with Hapirma, but able to affect two enemies at once. Spend another SP to affect another enemy. Up to five can be targeted at once.

MARIN KARIN; costs 2 SP, lasts 1 hour

You can use your action to attempt to brainwash an enemy. Roll 2D6 + MAG. On a 7 - 9, choose one of the following. On a complete success, you get two. On a failure, you get nothing. This Move can only be used on a target who is the same or a lower level as the user.

- The target will attack its allies.
- The target will happily carry out simple, one word commands, as long as they don't conflict with its core desires.
- The target will heal its enemies, if it is able to.

MASUKUKAJA; costs 2 SP

As with Sukukaja, but able to affect the entire party at once.

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Personas of the Coins suit are true phantoms. Jacks of all trades, Coins Personas can move quietly, break through hidden barriers, and strike from the shadows. On occasion, they can even bend the rules of the world.

STARTING MOVE

- Backstab

BACKSTAB

When you attack an enemy who didn't see it coming with either a ranged or melee skill, you can invoke this move. If your roll to-hit is a complete success, you do 1D10 extra damage and don't incur a counterattack. If your attack roll is a 7 – 9, you have to choose either one or the other.

ANY-LEVEL MOVES

- Cut Open
- Deduce
- Knock
- Enshadow
- Pleasing Tea
- Sling Guns
- Substitute
- Sukukaja
- Tools of the Trade

CUT OPEN; costs 1 SP

When using a melee skill, you can invoke this move. If you hit successfully, your target starts to bleed, taking some damage every time they're targeted by an attack. The amount of bleed damage they take is equal to your STR stat, but is not affected by moves like Rakukaja.

DEDUCE; costs 1 SP

Roll 2D6 + Knowledge. On a 7 - 9, you can ask your GM one of the following questions. On a complete success, you can ask two. On a failure, you can't ask anything. If the GM has nothing to tell you, they should return your spent SP. This Move can be used at any time, regardless of whether or not you have access to your Persona.

- What secret, hidden, or out of place aspect do I notice about the current situation?
- What's a possible explanation for this seemingly unexplainable event?
- What do I think we're we missing?
- What do I feel motivates a particular character?

KNOCK; costs 1 SP

You can use your action to open a locked or blocked passage. Roll 2D6 + MAG. On a 7 - 9, choose one of the following. On a complete success, you get both. On a failure, you get neither.

- A blocked passageway is cleared or opened.
- The move is silent. If this is not chosen, it makes a deafening sound like knocking on hard wood.

ENSHADOW; costs 1 SP, lasts 10 minutes

You can use your action to bend environment around you to your will, creating shadows and other hiding spots wherever you please. If no route for stealth existed before, one does now. Enemies' minds will do their best to rationalize the mysterious twisting of their world.

PLEASING TEA

You can use your Downtime action in the Real World to make a special tea, coffee, or some other form of refreshment. Roll 2D6 + Proficiency. On a complete success, the tea can be used to return 4 SP to an ally. On a 7 - 9, the tea returns 3 SP. On a failure, 2 SP. Only one use of tea can be brewed each time the ability is used, and a given character can only refresh themselves with tea once. After this, they'll need to restore their SP at least once in the traditional manner before they can use the tea again.

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SLING GUNS; costs 1 SP

When you roll a complete success while making a ranged attack, you can invoke this move to roll another ranged attack against a different enemy. You can continue to chain attacks as long as you keep rolling 10 or higher.

SUBSTITUTE; costs 1 SP

You can invoke this move once per battle to escape a counterattack you incurred as the consequence of a failure or mixed success.

SUKUKAJA; costs 1 SP

You can use your action to greatly increase the agility of yourself or an ally. The next three times that ally rolls to hit, they add 2 to their roll. This bonus also applies to climbing, running, jumping, etc. The effect lasts until the recipient either makes three rolls to hit or takes a long rest.

TOOLS OF THE TRADE; always active

Your Persona has access to anything both you and your GM agree a thief might have access to; lockpicks, climbing tools, etc. Maybe they come from a satchel your Persona keeps, or maybe they're actually a part of your Persona. If you ever fail a roll using these tools, they become damaged. They will remain unusable until you spend a few minutes and 1 SP to fix them.

LEVEL 10+ MOVES

- Bend Reality
- Invisibility
- Last Surprise
- Sanctuary

BEND REALITY; costs 2 SP

You suggest a change to the current scene; something as simple as "this character now has a mustache" or as complex as anything else you can imagine. The GM will maintain the right to veto your suggestion and ask for another one. Once it's approved, roll 2D6+LUC. On a complete success, you get exactly what you wanted. On a 7 - 9, there's an unintended consequence. On a failure, the spell backfires utterly.

INVISIBILITY; costs 2 SP

You can use your action to render yourself or an ally completely invisible. The invisibility ends when they make a large noise or motion, as in to attack someone, or when you choose to end it.

LAST SURPRISE; always active

This Move requires *Backstab*. The extra damage you receive from the Move increases from 1D10 to 2D10.

SANCTUARY; costs 2 SP, lasts indefinitely

You can use your action to create a Safe Room in the Other World which enemies cannot enter. The entrance to the room must be inlaid in a wall or floor. The room can be used to plan, reassess, or even retreat to the Real World. Only one player-created Sanctuary can be active at a time. Enemies can attack the door to the Sanctuary and eventually break it. If one enemy is attacking the entrance constantly, it takes an hour. For each additional enemy trying to break inside, subtract ten minutes from this time. However, the Sanctuary should always be impossible to break open for at least five minutes after the attacks begin. If the entrance isn't broken, the Sanctuary remains in place until the Move is canceled or another Sanctuary is placed elsewhere.

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Personas of the Swords suit excel at defending allies and striking down enemies with fearsome melee attacks. Warriors, knights, and tacticians all fall into the Swords suit.

STARTING MOVE

- Staggering Strike

STAGGERING STRIKE; costs 1 SP

When making a melee attack, you can invoke this Move to increase your damage output. If you roll a 7 - 9 to hit, choose one. If you roll a complete success, choose two. If you roll a failure, you get nothing but don't incur a counterattack.

- You do an extra D8 of damage.
- You do another extra D8 of damage.
- You don't incur a counterattack.

ANY-LEVEL MOVES

- Blood Frenzy
- Bond of Friendship
 - Hold the Line
 - Infuse Weapon
 - Intimidate
 - Rakukaja
 - Rising Slash
 - Sweep Low
 - Signature Weapon
- Uncompromising Force

BLOOD FRENZY; costs 1 SP

When you roll a complete success while making a melee attack, you can invoke this move to roll another attack against a different enemy. You can continue to chain hits as long as you keep rolling 10 or higher.

BOND OF FRIENDSHIP

This Move requires Hold the Line. When protecting an ally, you can mitigate some damage. Subtract damage equal to your S. Link level with the ally you're protecting, times two.

HOLD THE LINE; costs 1 SP

When one of your allies takes damage, you can invoke this Move to protect them, shifting the damage onto yourself. You can continue to protect them from damage until the fight ends, as long as you don't leave their immediate vicinity. You can only protect one ally per battle.

INFUSE WEAPON; costs 1 SP, lasts 1 day

You can use your action to add an elemental effect to your or an ally's weapon; it radiates flame, sparks with electricity, or etc. You must choose a type of damage that your Persona has access to. You cannot choose infuse a weapon with Physical or Ranged damage. The weapon then does both damage types for the purpose of exploiting weaknesses and knocking enemies over.

INTIMIDATE; costs 1 SP

You can use your action to terrify your opponent. Roll 2D6 + STR. On a 7 - 9, your target gains the Afraid status ailment (see page 19). On a complete success, you can apply it to another enemy. On a failure, the target becomes Enraged (see page 19) and targets the move's user exclusively. This Move cannot be used on targets who are at a higher level than the user.

RAKUKAJA; costs 1 SP

You can use your action to greatly reduce the amount of damage taken by yourself or an ally. The next three times that ally takes damage, they subtract 2 from the damage they take. This bonus also applies when suffering intense environments or resisting disease. The effect lasts until the recipient either takes damage three times or takes a long rest.

RISING SLASH; costs 1 SP

When someone Baton Passes to you, you can invoke this Move. Choose a target and roll 2d6 + AGI. On a complete success, you do 4D4 + STR damage. On a mixed success you do the same amount of damage, but incur a counterattack.

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SWEEP LOW; costs 1 SP

When you hit using a melee Skill, you can invoke this move to knock your target prone for the purpose of performing an All-Out attack. This won't work on enemies that are larger than you, or who are at a higher level, or who don't have legs, etc.

SIGNATURE WEAPON

Your Persona is tied to its Signature Weapon. Describe what type of weapon it is, and what it looks like. When rolling for damage while wielding your signature weapon, take a +1 bonus. However, constant use of this powerful weapon has made you reliant on it. If the weapon is ever lost or removed, you take a -1 penalty to damage rolls.

UNCOMPROMISING STRIKE

This move requires *Staggering Strike*. The bonus dice received from the Move increase in size from 1d8 to 1d10.

**LEVEL 10+ MOVES**

- Brutal Strike
 - Counter
- Deadly Fury
- Second Wind

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BRUTAL STRIKE

This move requires *Uncompromising Strike*. The bonus dice received from the Move increase in size from 1d10 to 1d12.

COUNTER; costs 2 SP

You can invoke this move once per battle to reflect a counterattack you incurred as the consequence of a failure or mixed success. The damage from the attack is reapplied back onto the attacker, with Weakness and Resistance taken into account.

DEADLY FURY; costs 2 SP

This move requires *Rising Slash*. The damage dealt by the move increases from 4D4 to 8D4.

SECOND WIND

When you reach 0 HP, you can invoke this Move. Roll 2D6 + END. You regain the result of this roll in HP. Once you've used this Move, you can't use it again until after you've rested long enough to recover your spent SP.

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Compasses is a special suit. Compass characters are supporters who typically avoid direct conflict, opting instead to buff their allies and navigate mysterious worlds. In contrast to Aeons, Compasses are normal human beings with the power of Persona. However there are key differences between a Compasses Persona and, say, a Swords or Cups Persona.

STARTING HP

9

STARTING SP

10

STATS, STRENGTHS, WEAKNESSES

When creating a Compass character, you should choose an Arcana from the list. Although your playstyle will differ from that of your chosen Arcana, you can still consider it yours. Your starting Persona Stats, Strengths, and Weaknesses will all be equal to those of your chosen Arcana. If you pick Hanged Man, choose one of the following:

- You are strong against fire and bless, but weak against ice and curse.
- You are strong against ice and curse, but weak against fire and bless.

Note: Compass characters determine their starting Aspects the same way any other character would.

NON-COMBATANT

As a Compass character, you will have some sort of hang-up preventing you from excelling in direct combat. You might be afraid of getting hurt, or think yourself feeble. Alternatively, there may be a magical force tied to your powers which keeps you weak.

This doesn't mean you can't fight at all, just that your time is better spent elsewhere. Compasses suffer a staggering penalty of -3 to all of their combat-related rolls. This penalty affects both to-hit and damage rolls. Furthermore, a Compass character can never have a modifier greater than +2 for any combat-related roll (again, for both to-hit and damage). At the GM's option, this restriction may be removed when the Compass character is unable to use their Persona (i.e., in the real world).

You also start with relatively low HP, and gain it half as fast. When most characters level up, they gain a minimum of 2 HP. Compasses gain a minimum of only one. Furthermore, rather than gaining HP equal to their END stat, they gain HP equal to half their END stat (rounded up). This means that they will be gaining a meager 1 HP per level until they hit 3 END, at which point they will gain 2 HP per level. This might seem devastating, but bear in mind that because your character will not make many attacks, they also will not incur many counterattacks. This can be explained narratively by your character being on the back lines; protected by their friends.

Note: Compasses' other stats (including SP) are unaffected by this trait and will increase at a normal rate.

LEVELING

Compass characters level up the same way any other character would. They enjoy the same bonuses to stats and SP (though their HP is crippled, see above). They also learn new skills at the same rate, even though their effectiveness with these skills will be limited. The same skills that are available to their linked Arcana are available to them.

XP TRIGGER

Compass characters can customize their XP trigger to a degree. When you create your character, choose three (and only three) triggers. You can choose either from the triggers for the Arcana you chose earlier, or from the list below. Choose carefully, because once you've chosen you can-

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not swap your selections.

Compass characters can earn XP when they...

- Open a new path in life.
- Give heartfelt advice.
- Avoid confrontation with clever thinking.

STARTING MOVES

- Analyze
- Cheer

Note: Compasses begin play with both of the listed starting moves. They can then select one more from the list of any-level Compass moves during character creation.

ANALYZE; costs 1 SP

When you use this move, select one of the following benefits.

- (During combat) Select one enemy and list four damage types you'd like to know about (physical, fire, nuke, etc.). The GM should then tell you the enemy's weaknesses and resistances with respect to those four damage types.
- Gain insight into the medical or psychological condition of another human.
- Gain a sense of what direction someone or something is in, as long as you have an object that was once owned by the person or an object that is from the given place.
- Locate points of entry or weakness in a building or structure.

The GM may introduce other benefits to this move however they desire.

CHEER; no cost

This move has no SP cost, and can be used even without access to a Persona. You show support for an ally. Make a 2d6 check and add either your Guts or your Charm aspect to the result.

- On a complete success, your support is resonant. Pick one ally. The ally receives A) a bonus of +1 to their next to-hit roll when making an attack (maximum of +4) and B) a bonus of +2 to their next damage roll when making an attack.
- On a mixed success, your support is heard. Pick one ally. The ally receives either A) a bonus of

+1 to their next to-hit roll when making an attack (maximum of +4) or B) a bonus of +2 to their next damage roll when making an attack.

- On a failure, your support falls on deaf ears.

ANY-LEVEL MOVES

- Amrita Drop
- Assurance
- Collaborate
 - Dia
 - Float
- Marakukaja
- Masukukaja
- Matarukaja
 - Pep Talk
- Total Empathy

AMRITA DROP; costs 1 SP

You can use your action to immediately cure the status ailment of one of your allies.

ASSURANCE

This move has a passive effect. When your teammates roll damage for an all-out attack, they can reroll a single die if it came up as a one. Furthermore, any dice that come up on their maximum result in an all-out attack damage roll (i.e., a d4 showing a 4), those dice explode. This means they can be rolled again, and the result is added to the overall damage rolled previously. If exploding dice show their maximum result, that result is added and the dice continue to explode until something other than the highest result is rolled.

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COLLABORATE

This move can only be made in combat and only once per combat encounter. However, it can be used at any time, even on someone else's turn and even if you have already taken a turn in this "round" of combat. When one of your allies rolls a mixed success or failure on a 2d6 check, you can use this move to improve their tier of success. For example, if they rolled a failure, they effectively rolled a mixed success instead. If they rolled a mixed success it becomes a complete success. This move can only be used on allies; you cannot collaborate with yourself, as it were.

DIA; costs 1 SP

You can use your action to heal yourself or an ally. The target immediately recovers hit points equal to 2d6 + your MAG stat.

FLOAT; costs 1 SP, lasts 10 minutes

You can use your action to give the entire party the ability to float. They can move horizontally and descend, but not ascend, at a speed not exceeding 10 miles per hour. If appropriate, you might ride on the back of your floating Persona.

MARAKUKAJA; costs 2 SP

You can use your action to greatly reduce the amount of damage taken by your entire party at once. Each ally, including yourself, gains the effect. The next three times they take damage, they subtract 2 from the damage they take. This bonus also applies when suffering intense environments or resisting disease. The effect lasts until the recipient either takes damage three times or takes a long rest.

MASUKUKAJA; costs 2 SP

You can use your action to greatly increase the agility of your entire party at once. Each ally, including yourself, gains the effect. The next three times that ally rolls to hit, they add 2 to their roll. This bonus also applies to climbing, running, jumping, etc. The effect lasts until the recipient either makes three rolls to-hit or takes a long rest.

MATARUKAJA; costs 2 SP

You can use your action to greatly increase the damage output of your entire party at once. The next three times they roll to damage an enemy, they add 2 to their roll. This bonus also applies to manual tasks that require strength, such as moving heavy obstacles. The effect lasts until the recipient either makes three damage rolls or takes a long rest.

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PEP TALK; costs 1 SP

Pick an ally. Then, pick one of your ally's Aspects (Athleticism, Guts, etc.). That Aspect is increased temporarily by one point (up to a maximum of 3) until that ally takes a long rest. There are some other restrictions:

- The move can only be used once on a given ally until they take their long rest.
- It can only be used on allies; you cannot give yourself a pep talk.
- Only a character's Aspects can be improved with a pep talk; Persona stats are unaffected.

TOTAL EMPATHY

This move has a passive effect which applies at all times, even if you do not have access to your Persona. When you roll to hang out with someone, you gain an automatic +2 to your roll (up to a maximum of +4) to improve your S. Link with that person.

LEVEL 10+ MOVES

Diarama
Heat Riser
Fly
Sanctuary
Weak Point

DIARAMA; costs 3 SP

You can use your action to greatly heal an ally. They recover all of their hit points.

HEAT RISER; costs 1 SP

You can use your action to make one ally better at everything. They gain the effects of Rakukaja, Sukukaja, and Tarukaja all at once.

FLY; costs 2 SP, lasts 10 minutes

You can use your action to give your entire party the ability to fly. They can fly in any direction, at a speed not exceeding 30 miles per hour. If appropriate, you can ride on the back of your flying Persona.

SANCTUARY; costs 2 SP, lasts indefinitely

You can use your action to create a Safe Room in the Other World which enemies cannot enter. The entrance to the room must be inlaid in a wall or floor. The room can be used to plan, reassess, or even retreat to the Real World. Only one player-created Sanctuary can be active at a time. Enemies can attack the door to the Sanctuary and eventually break it. If one enemy is attacking the entrance constantly, it takes an hour. For each additional enemy trying to break inside, subtract ten minutes from this time. However, the Sanctuary should always be impossible to break open for at least five minutes after the attacks begin.

If the entrance isn't broken, the Sanctuary remains in place until the Move is canceled or another Sanctuary is placed elsewhere.

WEAK POINT; costs 1 SP

This move can only be made in combat and only once per combat encounter. You spot a weak point in the enemy's defenses. Pick an ally. The next attack that ally makes will be a complete success, no matter what. Only insta-kill moves are exempt (see "Mudo"; page 37 and "Optional Rule: Instant Death"; page 143.)

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Aeon is a second special suit. The Aeon character is an android designed to battle against shadows. They typically either do not use a Persona, or they use it sparingly.

ASPECTS AND STATS

Aeon characters' stats work differently than those of other characters. Each of their five Aspects start at -1, except for two which both start at 0. Their Persona stats all start at 0 as well, and they do not increase as a result of leveling. Instead, they are affected by **drivers**.

STRENGTHS AND WEAKNESSES

Aeon characters get to choose which elements they are strong and weak against. When you create your character, choose one strength from the following list: ranged, fire, ice, wind, or electric. Similarly, you must also choose a damage type to be weak against: nuke, psychic, bless, or curse.

AEON ATTACK

Aeon characters also start with a natural attack. This attack is tied to an aspect chosen at character creation. Damage is dealt according to the level of the Aeon. When creating an Aeon character, you should also create their basic attack:

- Select an aspect (Athletics, Proficiency, etc.).
- Select a damage type: physical, ranged, fire, ice, wind, or electric.

When you make an Aeon attack, make a 2d6 check and add the aspect you selected previously to the result of the roll.

- On a **complete success**, your attack connects. Roll the damage dice indicated by the Aeon Level Chart (see following page) for damage at your character's current level and add the aspect you selected previously to the result. Then, tell the GM how much damage you did. If the enemy being targeted is weak to the type of damage the

attack inflicts, they will become Downed and the PC will gain a one-more.

- On a **mixed success**, your attack connects but you leave an opening for your enemy. Roll for damage as if you had rolled a complete success. The GM should then make a move as the character you're fighting. If the enemy being targeted is weak to the type of damage the attack inflicts, they will become Downed after their counterattack. However, the PC will not gain a one-more.

- On a **failure**, your strike fails to connect and you leave an opening for your enemy. The GM should make a move as the character you're fighting.

HP & LEVELING

Aeon characters gain levels at the same rate as other characters (gaining a new level once they accrue XP equivalent to their current level plus four). However, their HP and other bonuses are predetermined. Consult the **Aeon Level Chart** on the following page to determine how much HP, SP, and **AP** the Aeon will have at any given level. AP (Ability Points) are a resource unique to the Aeon, which they can use to install new drivers. Drivers enable the Aeon to increase their stats and the power of their attacks.

XP TRIGGER

The Aeon earns XP when they strike a substantial blow against the Shadow World, learn a fact about human culture that changes their view, or showcase the development of their personality.

CONSIDERATIONS

The Aeon is a somewhat complicated character built around the themes of roboticism and high customization. If you are new to tabletop games, you may want to consider starting with a less complicated character (i.e. one of the standard major arcana).

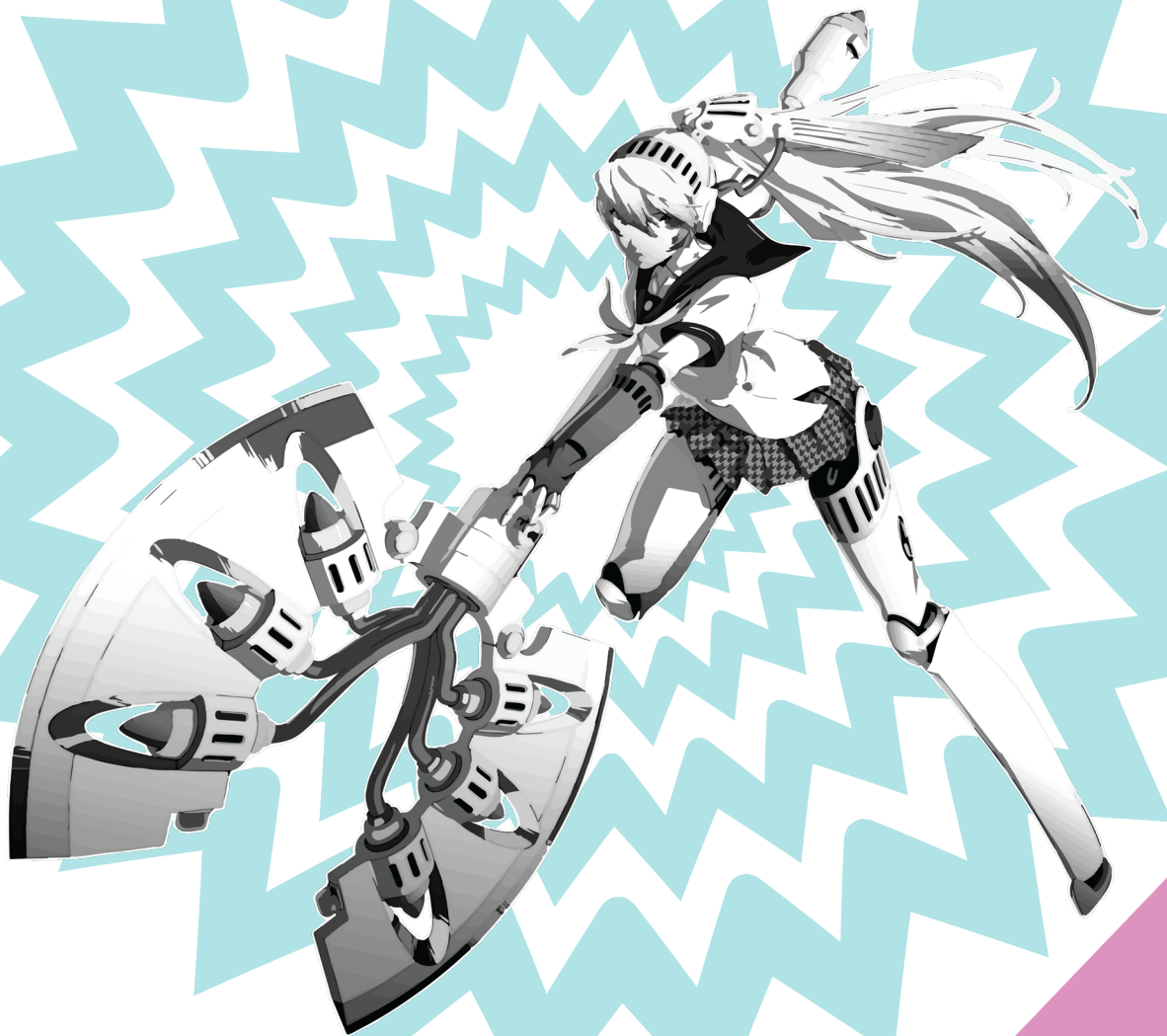
Because the Aeon is a special all-in-one character, at the GM's option, they may be able to retain their powers and SP moves for use in the real world, making them a powerful ally if the PCs ever get into a fight with Earthlings.

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AEON LEVEL CHART

LEVEL	DEFAULT HP	DEFAULT SP	VARIATION SP	AP	OTHER BONUSES	BASIC DAMAGE
1	16	2	7	2	Orgia Mode	1d4
2	18	3	9	4	One SP move	1d4 + 1
3	20	4	11	6	-	1d4 + 2
4	23	5	13	8	One SP move	1d6 + 1
5	25	7	16	10	-	1d6 + 2
6	27	8	18	12	One SP move	2d4
7	30	9	20	14	-	2d4 + 1
8	32	10	22	16	One SP move	2d4 + 2
9	34	11	24	18	-	2d6 + 1
10	37	13	27	20	One SP move	2d6 + 2
11	39	14	29	22	-	3d4
12	41	15	31	24	One SP move	3d4 + 1
13	44	16	33	26	-	3d4 + 2
14	46	17	35	28	One SP move	3d6 + 1
15	48	19	38	30	-	3d6 + 2



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AEON SP MOVES

Aeon's SP moves are similar to those of other suits, and are gained at the same rate.

STARTING MOVE

- Orgia Mode

ORGIA MODE; costs 1 SP

Make an attack (Aeon Attack, Normal Attack, etc.). For the move's duration you can only repeat this attack. However, you gain a bonus of +3 when rolling damage. To determine how long the move lasts, roll 2D6 + END. On a complete success, it lasts three turns. On a 7 - 9, it lasts two. On a failure it lasts one. After the Move ends, the user takes a penalty of -1 to everything they do until the battle is over. This Move can only be used once per battle.

ANY-LEVEL MOVES

- Anti-Death Algorithms
 - Analyze
 - Discharge
 - Extra Salvo
- Pheromone Extract
- Resistance Upgrade
 - Safeguard

ANTI-DEATH ALGORITHMS

You start every day with 10 temporary hit points. Once the hit points are lost, they cannot be healed and remain gone until you take a long rest.

ANALYZE; costs 1 SP

When you use this move, select one of the following benefits.

- (During combat) Select one enemy and list four damage types you'd like to know about (physical, fire, nuke, etc.). The GM should then tell you the enemy's weaknesses and resistances with respect to those four damage types.
- Gain insight into the medical or psychological condition of another human.
- Gain a sense of what direction someone or something is in, as long as you have an object that was once owned by the person or an object that is from the given place.
- Locate points of entry or weakness in a building or structure.

The GM may introduce other benefits to this move however they desire.

DISCHARGE; costs 1 SP

When you take damage, you can start this Move. Make a note that you have one point. Every time you take damage of the same type as the kind you took when starting the ability, mark another point. You can use your action to activate the ability and do damage of this type to one enemy. You deal 1D6 damage for every point you have, up to 3D6. The attack hits its target automatically. Once you activate the Move, the points reset.

EXTRA SALVO

You get another version of the basic Aeon attack. If you'd like, it can use a different damage type and a different aspect. When you perform an Aeon attack, you can choose between the two. This move can be taken multiple times, if desired.

PHEROMONE EXTRACT; costs 1 SP

Pick an ailment. You gain a skill which inflicts that ailment upon one enemy. When it's used on them, they must roll 1d6, adding their END to the result. On a 4 or lower, the ailment is inflicted.

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RESISTANCE UPGRADE

Pick a type of damage (i.e. Physical, Ranged, Fire). You are now resistant to that type of damage. Anyone trying to attack you with it takes a penalty of -2 to their to-hit *and* damage rolls. As with most SP moves, this can only be taken once.

SAFEGUARD

When one of your allies takes damage, you can invoke this Move to protect them, shifting the damage onto yourself. You can continue to protect them from damage until the fight ends, as long as you don't leave their immediate vicinity. You can only protect one ally per battle.

LEVEL 10+ MOVES

- One-Robot Army
- Overdrive Renovation
- Temporal Algorithms

ONE-ROBOT ARMY; costs 1 SP

You can invoke this move before making an aeon attack. The attack targets all enemies within thirty feet, instead of just one.

OVERDRIVE RENOVATION

The damage bonus received from Orgia Mode increases to +6.

TEMPORAL ALGORITHMS

Requires Anti-Death Algorithms The extra HP recieved at the start of each day increases from 10 to 25.

DRIVERS

Aeon characters can use AP (ability points) to temporarily outfit themselves for certain challenges. For example, if they expect to fight a flaming enemy they might seek out a new cooling algorithm. This process cannot be done in the field - it must be done during what the GM classifies as **Downtime**, and the process generally takes about half an hour (due to experimental debugging and boot algorithms). Drivers can be added by paying the respective AP cost. They can also be removed by simply refunding the cost of these parts. Certain drivers can only be taken at certain levels, these are demarcated. Drivers marked with an asterix (*) can be taken multiple times. Others can be taken only once in any given driver loadout.

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OFFENSIVE DRIVERS

DRIVER NAME	AP COST	REQUIRED LEVEL
Normal Attack v1*	1	2
Weird Attack v1*	2	3
Normal Attack v2*	2	4
Weird Attack v2*	3	5
Normal Attack v3*	3	7
Weird Attack v3*	4	8
Normal Attack v4*	4	9
Weird Attack v4*	5	10
Normal Attack v5*	5	11
Weird Attack v5*	6	13

NORMAL ATTACK v1; 1 AP to equip; requires level 2
An attack that deals 1d6 damage. When you install this driver, choose a damage type: physical (rolled with STR), ranged (rolled with AGI), fire (rolled with MAG), ice (rolled with MAG), wind (rolled with MAG), or electric (rolled with MAG).

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Make a 2d6 check and add the Persona stat associated with the attack (see above) to the result of the roll.

- On a **complete success**, your attack connects. Roll a 1d6 for damage and add the Persona stat associated with the attack to the result of the roll. Then, tell the GM how much damage you did. If the enemy being targeted is weak to the type of damage the attack inflicts, they will become Downed and the PC will gain a one-more.

- On a **mixed success**, your attack connects but you leave an opening for your enemy. Roll for damage as if you had rolled a complete success. The GM should then make a move as the character you're fighting. If the enemy being targeted is weak to the type of damage the attack inflicts, they will become Downed after their counterattack. However, the PC will not gain a one-more.

- On a **failure**, your strike fails to connect and you leave an opening for your enemy. The GM should make a move as the character you're fighting.

NORMAL ATTACK v2; 2 AP to equip; requires level 4
An attack that deals 2d6 damage. When you install this driver, choose a damage type: physical (rolled with STR), ranged (rolled with AGI), fire (rolled with MAG), ice (rolled with MAG), wind (rolled with MAG), or electric (rolled with MAG). This attack functions the same, mechanically, as *Normal Attack v1*. The difference is that it deals 2d6 damage, rather than 1d6. As an option, you can change the attack so that it only does 1d6 damage, but targets every enemy on the battlefield.

NORMAL ATTACK v3; 3 AP to equip; requires level 7
An attack that deals 3d6 damage. When you install this driver, choose a damage type: physical (rolled with STR), ranged (rolled with AGI), fire (rolled with MAG), ice (rolled with MAG), wind (rolled with MAG), or electric (rolled with MAG). This attack functions the same, mechanically, as

Normal Attack v1. The difference is that it deals 3d6 damage, rather than 1d6. As an option, you can change the attack so that it only does 2d6 damage, but targets every enemy on the battlefield.

NORMAL ATTACK v4; 4 AP to equip; requires level 10
An attack that deals 4d6 damage. When you install this driver, choose a damage type: physical (rolled with STR), ranged (rolled with AGI), fire (rolled with MAG), ice (rolled with MAG), wind (rolled with MAG), or electric (rolled with MAG). This attack functions the same, mechanically, as *Normal Attack v1*. The difference is that it deals 4d6 damage, rather than 1d6. As an option, you can change the attack so that it only does 3d6 damage, but targets every enemy on the battlefield.

NORMAL ATTACK v5; 5 AP to equip; requires level 11
An attack that deals 4d6 damage and targets all enemies on the battlefield. When you install this driver, choose a damage type: physical (rolled with STR), ranged (rolled with AGI), fire (rolled with MAG), ice (rolled with MAG), wind (rolled with MAG), or electric (rolled with MAG). This attack functions the same, mechanically, as *Normal Attack v1*. The differences are that it deals 4d6 damage rather than 1d6, and it targets all enemies.

WEIRD ATTACK v1; 2 AP to equip; requires level 3
An attack that deals 1d6 damage. When you install this driver, choose a damage type: psychic, nuke, bless, or curse (all of which are rolled with MAG). This attack functions the same, mechanically, as *Normal Attack v1*. The difference is that it deals one of the "weird" damage types.

WEIRD ATTACK v2; 3 AP to equip; requires level 7
An attack that deals 2d6 damage. When you install this driver, choose a damage type: psychic, nuke, bless, or curse (all of which are rolled with MAG). This attack functions the same, mechanically, as *Normal Attack v1*. The differences are that it deals one of the "weird" damage types, and it deals 2d6 damage rather than 1d6. As an option, you can

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change the attack so that it only does 1d6 damage, but targets every enemy on the battlefield.

WEIRD ATTACK v3; 4 AP to equip; requires level 8

An attack that deals 3d6 damage. When you install this driver, choose a damage type: psychic, nuke, bless, or curse (all of which are rolled with MAG). This attack functions the same, mechanically, as *Normal Attack v1*. The differences are that it deals one of the “weird” damage types, and it deals 3d6 damage rather than 1d6. As an option, you can change the attack so that it only does 2d6 damage, but targets every enemy on the battlefield.

WEIRD ATTACK v4; 5 AP to equip; requires level 10

An attack that deals 4d6 damage. When you install this driver, choose a damage type: psychic, nuke, bless, or curse (all of which are rolled with MAG). This attack functions the same, mechanically, as *Normal Attack v1*. The differences are that it deals one of the “weird” damage types, and it deals 4d6 damage rather than 1d6. As an option, you can change the attack so that it only does 3d6 damage, but targets every enemy on the battlefield.

WEIRD ATTACK v5; 6 AP to equip; requires level 11

An attack that deals 4d6 damage and targets all enemies on the battlefield. When you install this driver, choose a damage type: psychic, nuke, bless, or curse (all of which are rolled with MAG). This attack functions the same, mechanically, as *Normal Attack v1*. The differences are that it deals one of the “weird” damage types, it deals 4d6 damage rather than 1d6, and it targets all enemies.

DEFENSIVE DRIVERS

DRIVER NAME	AP COST	REQUIRED LEVEL
Extra HP	2	-
Extra SP	2	-
Elemental Resistance v1*	2	-
Weird Resistance vS	2	-
Weird Resistance v1*	3	-
Elemental Resistance v2*	4	4
Weird Resistance v2*	5	4
Strong Armor v1	3	4
Elemental Resistance v3*	5	8
Weird Resistance v3*	6	8
Strong Armor v2	6	8
Strong Armor v3	9	12

EXTRA HP; 2 AP to equip

Take your character’s current level and multiply it by two. When you install this driver, you gain HP equal to the result of this calculation.

EXTRA SP; 2 AP to equip

Take your character’s current level and divide it by two (rounding down). When you install this driver, you gain SP equal to the result of this calculation (minimum of one).

ELEMENTAL RESISTANCE v1; 2 AP to equip

Select a normal damage type aside from physical. These include ranged, fire, ice, wind, and electric damage. When you have this driver installed you resist that type of damage, meaning attacks made against you using it suffer a -2 penalty to both to-hit and damage.

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ELEMENTAL RESISTANCE v2; 4 AP to equip; requires level 4

Select a normal damage type aside from physical. These include ranged, fire, ice, wind, and electric damage. When you have this driver installed you nullify that type of damage, meaning attacks made against you using it do no damage at all.

ELEMENTAL RESISTANCE v3; 5 AP to equip; requires level 8

Select a normal damage type aside from physical. These include ranged, fire, ice, wind, and electric damage. When you have this driver installed you reflect that type of damage, meaning attacks made against you using it instead have their damage applied to whoever made the attack. If the attacker nullifies the damage type, the attack does nothing. If the attacker also reflects the damage type, it bounces back and forth amusingly before eventually fizzling out.

WEIRD RESISTANCE vS; 2 AP to equip

When you have this driver installed, you can ignore the weakness you selected at character creation. Attacks of the damage type you are weak to will instead affect you normally, as if the weakness did not exist.

WEIRD RESISTANCE vI; 3 AP to equip

Select a weird damage type. These include nuke, psychic, bless, and curse damage. When you have this driver installed you resist that type of damage, meaning attacks made against you using it suffer a -2 penalty to both to-hit and damage.

WEIRD RESISTANCE v2; 5 AP to equip; requires level 4

Select a weird damage type. These include nuke, psychic, bless, and curse damage. When you have this driver installed you nullify that type of damage, meaning attacks made against you using it do no damage at all.

WEIRD RESISTANCE v3; 6 AP to equip; requires level 8

Select a weird damage type. These include nuke, psychic, bless, and curse damage. When you have this driver installed you reflect that type of damage, meaning attacks made against you using it instead have their damage applied to whoever made the attack. If the attacker nullifies the damage type, the attack does nothing. If the attacker also reflects the damage type, it bounces back and forth amusingly before eventually fizzling out.

STRONG ARMOR vI; 3 AP to equip; requires level 4

When you have this driver installed you resist physical damage, meaning attacks made against you using it suffer a -2 penalty to both to-hit and damage.

STRONG ARMOR v2; 6 AP to equip; requires level 8

When you have this driver installed you nullify physical damage, meaning attacks made against you using it do no damage at all.

STRONG ARMOR v3; 9 AP to equip; requires level 12

When you have this driver installed you resist physical damage, meaning attacks made against you using it suffer a -2 penalty to both to-hit and damage.

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UTILITY DRIVERS

DRIVER NAME	AP COST	REQUIRED LEVEL
Muscle Memory	2	-
Rocket Boosters	2	-
Antiviral Algorithms	2	-
Compendium Files	2	-
Extendable Limbs	2	-
Super Senses v1	1	-
Super Senses v2	2	3
Dynamic Plating v1	4	4
Dynamic Plating v2	6	8
Super Human	6	10
Dynamic Plating v3	8	12

MUSCLE MEMORY; 2 AP to equip

When you install this driver, your character's STR stat becomes equivalent to their Athleticism aspect.

ROCKET BOOSTERS; 2 AP to equip

When you install this driver, your character's AGI stat becomes equivalent to their Proficiency aspect.

ANTIVIRAL ALGORITHMS; 2 AP to equip

When you install this driver, your character's END stat becomes equivalent to their Guts aspect.

COMPENDIUM FILES; 2 AP to equip

When you install this driver, your character's MAG stat becomes equivalent to their Knowledge aspect.

EXTENDABLE LIMB

One of your limbs can move out of your body, up to 30 meters away. You can use it to grab small objects, press buttons, or even make a melee attack.

SUPER SENSES v1; 1 AP to equip

You are able to see, hear, and feel things more effectively than a normal human. You gain a +1 to any 2d6 check relating to detection (spotting a hidden object, hearing a distant noise, etc.)

SUPER SENSES v2; 2 AP to equip; requires level 3

This driver functions the same as its v1 counterpart, but confers a bonus of +2 rather than +1.

DYNAMIC PLATING v1; 4 AP to equip; requires level 4

When you have this driver installed you resist physical damage, meaning attacks made against you using it suffer a -2 penalty to both to-hit and damage.

DYNAMIC PLATING v2; 6 AP to equip; requires level 8
When you have this driver installed you nullify physical damage, meaning attacks made against you using it do no damage at all.

DYNAMIC PLATING v3; 8 AP to equip; requires level 12
When you have this driver installed you reflect physical damage, meaning attacks made against you using it instead have their damage applied to whoever made the attack. If the attacker nullifies physical damage, the attack does nothing. If the attacker also reflects physical damage, the combatants trade blows for a few moments with neither making any real headway.

SUPER HUMAN; 6 AP to equip; requires level 10
You gain advanced algorithms which accentuate your existing banks of knowledge and experience. Your character's END stat becomes equivalent to their Guts aspect. AGI becomes equivalent to Proficiency. STR becomes equivalent to Athletics. MAG becomes equivalent to Knowledge.

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The following pages offer explanations of downtime and equipment, as well as tips for GMs who are pulling the strings together for their campaign.

DOWNTIME

Sometimes things quiet down. Maybe the players are between missions. Maybe they're tired, or maybe they just have things they need to do in the real world. *Persona* isn't just about action - it's also about showing a slice of life.

THE ANATOMY OF A DAY

GMs are encouraged to go in detail regarding the activities of the PCs for every day of their life - regardless of whether or not they do anything of importance. The GM is advised to give each PC a number of downtime moves they can perform in a given day. By default, there are two "turns" in a day - daytime and evening. PCs can perform one downtime move for each of their turns.

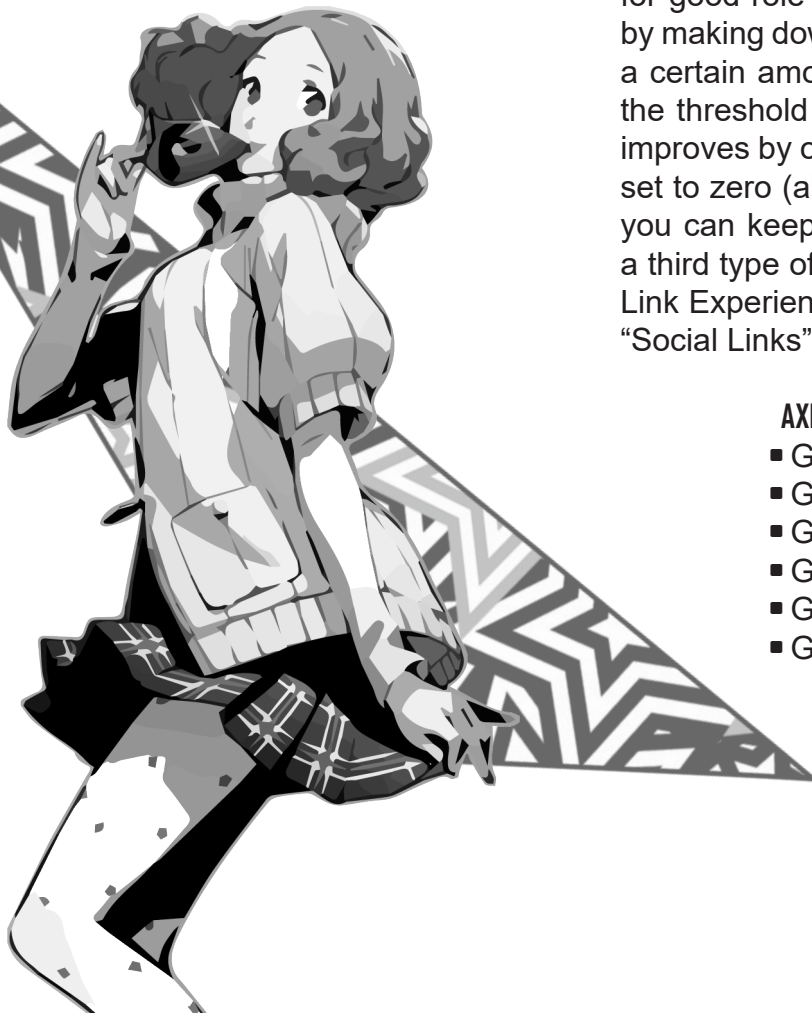
On a day of work or school, the GM might also use one of the work or school moves (*Called Upon* or *Chalk Dodge*). However, they should not feel obligated to make a move for each and every PC each and every day; simply choose a PC or roll to randomly decide, then perform a single work or school move for that one PC. If desired, the GM can also choose to gloss over a day of work or school by simply saying "nothing interesting happened". PCs who go to work or school should also get both of their allotted downtime moves once their daily obligations have been completed. If desired, the GM might decide that a particularly demanding job takes up a PC's daytime or "afternoon" activity slot. If this is the case, the PC should be fairly compensated for their efforts.

AXP

AXP (Aspect Experience Points) are used to track the personality development of Player Characters. The GM can award an AXP to a PC at any time for good role-playing, but they are mainly earned by making downtime moves. Each Aspect requires a certain amount of AXP before improving. Once the threshold is reached, the Aspect immediately improves by one and the AXP for that Aspect is reset to zero (although if you go over the threshold, you can keep any leftover XP). There is also yet a third type of XP, called SXP, which stands for S. Link Experience Points. For more information see "Social Links" on page 70.

AXP COSTS TO IMPROVE AN ASPECT

- Going from -1 to 0: 10 AXP.
- Going from 0 to 1: 15 AXP.
- Going from 1 to 2: 20 AXP.
- Going from 2 to 3: 25 AXP.
- Going from 3 to 4: 30 AXP.
- Going from 4 to 5: 30 AXP.



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DOWNTIME MOVES

The following downtime moves are general examples which should be present in most Persona games. In addition to these, GMs might think of their own activities to offer the PCs. Downtime moves are often low-stakes, with few potential drawbacks.

CALLED UPON

At work or school, a boss, coworker, or instructor asks you to answer a specific question or perform a certain task. The GM will pick an appropriate aspect or stat to associate with the move. Generally Athleticism, Proficiency, Knowledge, or LUC will be called upon. Make a 2d6 check and add the given aspect or stat to the result of the roll.

- On a **complete success**, you give a perfect answer or otherwise exemplary performance. The GM should pick either Charm or Knowledge and give you 3 AXP for one of the two.
- On a **mixed success**, your performance is acceptable but could stand improvement. The GM should pick either Charm or Knowledge and give you 2 AXP for one of the two.
- On a **failure**, your performance misses the mark entirely. However, the GM should pick either Charm or Knowledge and award you 1 AXP simply for trying.

CHALK DODGE

At school, you find yourself day-dreaming or even nodding off. Your instructor doesn't take kindly to this and decides to test your reflexes by whipping a piece of chalk at your head. Make a 2d6 check and add either your Athleticism or Proficiency aspect to the result of the roll.

- On a **complete success**, you see it coming and nimbly dodge out of the way. The GM should pick an appropriate aspect (Athleticism, Proficiency, or Charm) and give you 3 AXP for it.
- On a **mixed success**, you barely duck away at the last moment. The GM should pick an appropriate aspect and give you 2 AXP for it.
- On a **failure**, it's a direct hit. It stings; you lose 1 HP. However, the GM should pick an appropriate aspect and award you with 1 AXP simply for trying.

EXAMINATION

At school, the time for a test has come. This move consists of a series of Knowledge checks. It may (especially in a Japanese school) span across several days of testing, with each check taking place on a different day. GMs who incorporate trivia into their games are encouraged to work it into exams as well. By default, the PCs will have to make six knowledge checks. Each check will earn them a certain number of points.

- On a **complete success**, they get two points.
 - On a **mixed success**, they get one point.
 - On a **failure**, they get nothing.
- Once they've made six checks, add up their points. Multiply the number of points they got by 8. Then, increase this result by 15 (up to but not over 100). The final result is the character's grade out of 100. If test scores are posted publicly, they might have a further effect.
- Characters who scored **higher than 85** gain 2 Charm AXP.
 - Characters who scored **between 70 and 85** gain 1 Charm AXP.
 - Characters who scored **lower than 70** get nothing.

HANG OUT

During free time, you perform an activity or simply chat with a friend or acquaintance.

The GM should pick an appropriate aspect depending on either A) the activity at hand or B) the mood of whoever is being hung out with; do they want to be flattered with Charm or impressed with Athleticism? Make a 2d6 check and add whatever aspect the GM prompts you to add.

- On a **complete success**, a great time is had by all. If whoever is being hung out with is an S. Link character, the GM should award you with 3 SXP toward their link (see Social Links, page 70). If they are not an S. Link character, the GM might still award you with 3 AXP for an appropriate aspect (probably the one that was associated with the roll).
- On a **mixed success**, a decent time is had. If whoever is being hung out with is an S. Link character, the GM should award you with 2 SXP toward their link. If they are not an S. Link character, the GM might still award you with 2 AXP for an appropriate aspect.
- On a **failure**, things are awkward or otherwise uninteresting. If whoever is being hung out with is an S. Link character, the GM should award you with 1 SXP toward their link. If they are not an S. Link character, the GM might still award you with 1 AXP for an appropriate aspect.

PART-TIME WORK

During free time, you work at a job for which you've been hired. The GM might require you to have certain aspects and/or successfully role-play an interview before agreeing to let you work at a particular job. When you're working, the GM should pick an appropriate aspect relating to the job at hand. Make a 2d6 check and add whatever aspect the GM prompts you to add.

- On a **complete success**, you do an outstanding job. The GM should award you with an appropriate amount of yen (¥3,000 or \$30 by default, with better jobs paying out even more).
- On a **mixed success**, you do a satisfactory job. The GM should award you with an appropriate amount of yen (¥2,500 or \$25 by default, with better jobs paying out even more).

- On a **failure**, you do a mediocre job. The GM should award you with an appropriate amount of yen (¥2,000 or \$20 by default, with better jobs paying out even more).

TRAINING

During free time, you devote some time to working on an aspect of yourself. Pick an aspect, then make a 2d6 check and add that aspect to the result. You should also describe what your character is doing to improve this aspect of themselves.

- On a **complete success**, you have an epiphany which leads to deeper understanding. You gain 3 AXP for the aspect you chose to train.
- On a **mixed success**, you go through the motions. You gain 2 AXP for the aspect you chose to train.
- On a **failure**, you get distracted. You gain only 1 AXP for the aspect you chose to train.



Social Links (abbreviated as S. Links) are a literal representation of the power of friendship. Certain important people in your campaign should be linked to Arcana; the ones that were not chosen by your players. These people are known as Social Links or S. Links, and spending time with them is vital. Nobody acts alone - everyone needs a support network.

SXP

A third and final measure of experience, SXP (Social Link Experience Points) measure how close you are to a given S. Link.

Each S. Link has five ranks. They always start at rank 0 when someone is first met. Like aspects, when you gain enough SXP to improve a Link, the Link automatically improves and the SXP is reset to zero (although if you go over the threshold, you can keep any SXP that is leftover).

SXP COSTS TO IMPROVE AN S. LINK

- Going from 0 to 1: 3 SXP.
- Going from 1 to 2: 6 SXP.
- Going from 2 to 3: 9 SXP.
- Going from 3 to 4: 10 SXP.
- Going from 4 to 5: 10 SXP.

BONUSES

The real reason to pursue S. Links is that they give *bonuses*. When PCs reach levels one, three, and five with an S. Link, they will gain unique bonuses. These can be anything the GM wants. Suggestions are provided in the following pages.

SIGNS OF LOVE

When you introduce S. Links to your characters, avoid making them faceless. Give your players something to latch onto; a great name, a powerful personality, an interesting image, a weird character trait, or any combination of these things. You should also consider acting out scenes as the S. Link, particularly when a PC is spending time with them. You don't need to do a scene every single time the characters hang out. As a rule of thumb, however, try to do them when an S. Link moves to a new rank. These short scenes can be used to tell the story of an S. Link, to prompt a PC to roleplay an interesting scene, or for anything else the GM might desire.

On a similar note, if you are creating S. Link bonuses from scratch rather than using the examples, you might not reveal the bonuses immediately after a new rank is achieved. It's fine to wait and see what ranks the PCs get before thinking of appropriate bonuses; you don't have to burn yourself out by writing all of them at once. The PCs will understand if they have to wait a session before they get their shiny new bonus.

Finally, if you run out of major arcana to use for S. Links, try branching out. Tarot also contains minor arcana which could be used; each suit (wands, cups, coins, swords) has cards numbered 1 - 10 as well as a page, a knight, a king, and a queen. Similar to the major arcana, every card in the minor arcana has its own meaning and interpretation. Older Persona games sometimes used zodiac signs (Leo, Gemini, etc.) as Arcana. There is no shortage of potential material; all that's required is a bit of imagination on the GM's part.

EXAMPLE S. LINKS

Following is a list of suggested S. Link characters for each Arcana, including some potential bonuses for each one.

0 - FOOL

Likely characters: A teacher; a coach; a parent; a younger sibling; an innocent person.

Likely bonuses: Nobody Home (Fool Move); 5 extra XP; 1 extra Move from Arcana Suit.

I - MAGICIAN

Likely characters: An exciteable peer; a starving artist; a brilliant renaissance person.

Likely bonuses: 1 extra SP; another extra SP; Focus (Magician Move).

II - PRIESTESS

Likely characters: A mystery woman; a doctor or some sort of healer; a deep thinker.

Likely bonuses: 3 extra HP; Divine Waters (Cups Move).

III - EMPRESS

Likely characters: A female authority figure; a high-ranking government official; a supermodel.

Likely bonuses: A suitable Ranged skill; 3 extra XP; a suitable ranged weapon.

IV - EMPEROR

Likely characters: A male authority figure; a gym rat; a boss; possibly a chauvinist.

Likely bonuses: 3 extra HP; 1 point of armor; a suitable melee weapon.

V - HIEROPHANT

Likely characters: A religious official; a rule-maker; an officious parent or guardian.

Likely bonuses: 3 extra XP; a suitable Bless skill; Vigil (Hierophant move).

VI - LOVERS

Likely characters: A supportive peer; a cheer-leader; someone with lots of friends.

Likely bonuses: 3 extra XP; a suitable Wind skill; Hapirma (Cups move).

VII - CHARIOT

Likely characters: An athlete, an excitable peer, an ambitious go-getter.

Likely bonuses: 3 extra HP; a suitable Physical skill; Vigil (Hierophant Move).

VIII - JUSTICE

Likely characters: An attorney; a police officer; a hall monitor; someone obsessed with revenge.

Likely bonuses: 5 extra XP; Never Lose Sight (Justice Move); 3 extra HP.

IX - HERMIT

Likely characters: An introverted peer; someone with an unhealthy obsession.

Likely bonuses: 1 extra SP; a suitable Psy skill; Terror Claw (Hermit Move).

X - WHEEL OF FORTUNE

Likely characters: Someone who lives on the edge; someone who deals with a lot of money.

Likely bonuses: A suitable amount of cash; 5 extra XP; a suitable accessory.

XI - STRENGTH

Likely characters: A deep, emotional peer; a charming businessperson; a matronly figure.

Likely bonuses: 5 extra XP; 1 extra SP; Lasso of Strength (Strength Move).

XII - HANGED MAN

Likely characters: A peer facing an impossible dilemma. Someone who's been through hell.

Likely bonuses: 3 extra HP; 1 point of armor; 1 extra point of armor.

XIII - DEATH

Likely characters: Someone reinventing themselves. A doctor, or a writer, or a therapist.

Likely bonuses: A suitable Curse skill; 5 extra XP, 5 more extra XP.

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XIV - TEMPERANCE

Likely characters: A nature-lover; a chef; a thoughtful peer.

Likely bonuses: 1 extra SP; an improvement to a damage-type resistance; Emissary of Peace (Temperance Move).

XV - DEVIL

Likely characters: A compulsive liar; someone who impulsively seeks pleasure; a gambler.

Likely bonuses: A suitable amount of cash; a suitable melee weapon; 1 extra SP.

XVI - TOWER

Likely characters: Someone befallen by tragedy; an orphan; a survivor.

Likely bonuses: 1 point of armor; 3 extra HP; Told You So (Tower Move).

XVII - STAR

Likely characters: Someone who knows how to relax; a popular but soft spoken peer.

Likely bonuses: 3 extra HP; 1 extra SP; Starburst (Star move).

XVIII - MOON

Likely characters: A thoughtful and witty peer; a night owl; an adorer of shellfish.

Likely bonuses: 1 extra SP; a suitable Ice Attack; Makarakarn (Moon move).

XIX - SUN

Likely characters: A creative powerhouse; a beacon of optimism; a mentor.

Likely bonuses: 1 extra SP, 2 extra SP, Solaris (Sun move).

XX - JUDGEMENT

Likely characters: A wise and knowing figure; an overseer; a principal; a president.

Likely bonuses: A suitable Fire Attack; 3 extra HP; Wage War (Judgement move).

OTHER BONUSES

As a GM, you might be wanting to go more in-depth with your bonuses. It's a fantastic idea. A great bonus should feel unique to the character in question and really make your players glad they invested the time.

Say you have an S. Link who sells guns to the PCs. You could give them the "Shooting Range" bonus, giving the players an extra PXP each time they use the range to train their Proficiency. A martial artist could have a dojo which does the same thing for Athleticism, and both of these ideas can lead to some fun role-playing. You can go even more in-depth; let's say a PC is having fun with the Move Pleasing Tea. You could introduce an S. Link who teaches them and lets them use their brewery, increasing the effectiveness of the Move. You can and should do anything you want with S. Link bonuses; the only caveat being that you shouldn't just give the PCs a straight-up bonus to one of their Persona Stats or Aspects. These kinds of bonuses are too highly coveted, too sought after via other means, to be given away.



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By now you may have noticed the absence of the 22nd Arcana from both player Arcanas and S. Links.

The World represents finality, completion and literally the entire world. It is too powerful and interesting to be held by just one player. It would put that player on a pedestal and make the others feel slightly lesser.

So, where does The World fit in? That's entirely up to the GM. You might draw inspiration for your World from this page, or come up with something totally unique. Whatever you do, try to demonstrate the awe and grandeur of the final Major Arcana.

AS AN S. LINK

Perhaps The World could be a leader, or someone who organizes the rest of the group, but is unable to actually fight Shadows. Alternatively, The World could represent the overall bond between the group as a whole. Most Persona games have a unique S. Link which increases in level as the team as a whole works together more and more; The World would be a good candidate for this.

AS AN ENEMY

The World can certainly make for a powerful and intimidating enemy. Maybe it's another Persona-wielder. Maybe it's some sort of hive mind which controls the Shadows. Just try not to get too wacky with it.

AS THE WORLD

What if I told you The World was the world? If the popularity of the group factors into their operations (as it does in Persona 5) then maybe The World literally represents their bond with the rest of the population. In this case, the GM should raise and lower the level of the S. Link as appropriate, even sending it into the negatives. Then, the players should use the level of the S. Link as a modifier when they're interacting with the general public.

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高校

The differences between Japanese culture and “western” culture are vast. Several of them you are likely already familiar with. While it isn’t extensive, this page lists some major differences (with a focus on school). GMs are encouraged to research Japanese culture further using other resources.

HOMEROOM

Japanese students don’t move from class to class the way you might be used to. Instead, the teachers are the ones expected to travel between rooms. Students are only expected to leave their homeroom for classes which require a separate room (such as P.E.). Students even usually eat lunch in their homeroom, often with a bento box. They are, however, free to roam during lunch provided they don’t leave school grounds. They might find themselves on a bench outside the school or even on the roof, removed from the hustle and bustle. This homeroom setup can lead to tightly-knit or cliquey groups. Even in small schools, some students will simply never meet one another due to luck of the draw. The homeroom teacher for a class will sometimes move up in years along with their class, meaning students have the same teacher for the entire three years they spend in high school (although they still have other teachers to teach them other subjects).

CHANGING SEASONS

When playing in a Japanese school environment, there are several cultural changes to keep in mind in terms of the overall setup of the school year. For example, the year begins in spring rather than fall. A typical school year begins in April. It continues to the end of July, when the students get a single month off for summer break. Then it goes from September to December. At the end of December, students get a two-week winter break.

The final section or trimester of the school year goes from mid-January to mid-March. At the end of the school year, students get a spring vacation which lasts about a month. Then in mid-April, classes start over again.

Work weeks in Japan are six days instead of five, and this extends to the school system. The work week begins on Monday morning and ends on Saturday evening. Sunday is the single day off.

A table of important holidays can be found below. GMs are encouraged to research holidays they are unfamiliar with, as a full explanation of each holiday is beyond the scope of this book.

HOLIDAY NAME	DATE
Shogatsu (New Year)	January 1
Coming of Age Day; Winter vacation ends	2nd Monday of January
National Foundation Day	February 11
Valentine’s Day	February 14
White Day	March 14
School year ends; spring break begins	3rd Saturday of March
Spring break ends; school year begins	2nd Monday of April
Showa Day (Golden Week)	April 29
Constitution Day	May 3
Greenery Day	May 4
Children’s Day	May 5
Tanabata (Star Festival)	July 7
Summer break begins	Last Saturday of July
Summer break ends	Last Monday of August
Respect for the Aged Day	3rd Monday of September
Health and Sports Day	October 10
Culture Day	November 3
Christmas; winter vacation begins	December 25

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When venturing into the depths of the Shadow World, you are not advised to rely solely on the strength of your Persona. There will be times when you must rely on items and equipment. These tools can be very important to the survival of the group.

Each item has a name and an effect, even if the effect is only narrative. A cost is also listed in yen (Japan's official currency, 100 yen ≈ 1 USD). A location is listed telling the place this item is normally retrieved from. Some items are restricted to certain seasons. This is a list of suggestions; ultimately the name, effect, cost, location, and actual existence of any item is up to the GM.

Sometimes items will become obsolete. It shouldn't be expected that low level healing items and weapons will sustain the team at higher levels. If you wish to sell items they will generally be accepted at 1/5 the price they are normally sold

for (due to buyback prices and market shifts).

By the same token, players shouldn't even have access to powerful items until they reach an appropriate level, as determined by the GM. This might not be realistic, but it will ultimately lead to a more balanced and rewarding game.

There are two types of items: consumables and equipment. Consumables can only be used once, and then they are gone. Equipment can be used again and again. Generally speaking, HP, Status, SP, Battle, and Food items are consumable, while everything else is equipment. GMs should think carefully before deciding to include purchaseable healing items. The players should mostly rely on healing spells, unless their group has no healer. As an alternative, you might consider including Special Food items, which are far more costly and harder to discover (maybe a potential S. Link is a five-star chef?).

HP ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Devil Fruit	Restores 4 HP to one ally.	¥100	The Shadow World
Adhesive Bandage	Restores 4 HP to one ally.	¥120	Drug Store
Medicine	Restores 10 HP to one ally.	¥850	Drug Store
Medical Powder	Restores 20 HP to one ally.	¥1,600	Drug Store
Antibiotic Gel	Restores 40 HP to one ally.	¥3,400	Drug Store
Life Stone	Restores 30% of an ally's HP.	¥300	The Shadow World
Bead	Completely heals one ally's HP.	¥1,000	The Shadow World
Value Medicine	Restores 10 HP to all allies.	¥1,900	Drug Store
Medical Kit	Restores 20 HP to all allies.	¥3,600	Drug Store
Macca Leaf	Restores 40 HP to all allies.	¥8,400	Drug Store
Bead Chain	Completely heals all allies' HP.	¥2,000	The Shadow World

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秋

SP ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Soul Drop	Restores 1 SP to one ally.	¥50	The Shadow World
Snuff Soul	Restores 3 SP to one ally.	¥400	The Shadow World
Chewing Soul	Restores 5 SP to one ally.	¥800	The Shadow World
Chakra Pot	Completely heals one ally's SP.	¥1,000	The Shadow World
Great Chakra	Completely heals all allies' SP.	¥2,000	The Shadow World

REVIVAL ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Bead of Life	Completely heals one ally's HP and SP.	¥1,750	The Shadow World
Soma	Completely heals all allies' HP and SP.	¥3,750	The Shadow World
Revival Bead	Revives an ally and restores 50% of their HP	¥3,600	The Shadow World
Balm of Life	Revives an ally and completely restores their HP.	¥8,400	The Shadow World
Chakra Chain	Revives all allies and completely restores their HP and SP.	¥16,000	The Shadow World

AILMENT ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Dis-Poison	Cures Sickened for one ally.	¥450	Drug Store
Detox Solution	Cures Sickened for all allies.	¥450	Drug Store
Sedative	Cures Afraid, Confused, and Enraged for one ally.	¥450	Drug Store
Me Patra Gem	Cures Afraid, Confused, and Enraged for all allies.	¥700	Drug Store
Stimulant	Cures Shocked and Downed for one ally.	¥450	Drug Store
Mouthwash	Cures Silenced for one ally.	¥450	Drug Store
Dis-Charm	Cures Charmed for one ally.	¥450	Drug Store
Amrita Soda	Cures all Status Ailments for one ally.	¥1,000	The Shadow World
Amrita Shower	Cures all Status Ailments for all allies.	¥2,000	The Shadow World

WEIRD HP ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Demon Meat	Restores 20 HP to one ally. Causes Sickened.	¥20	The Shadow World
Aphrodite's Fruit	Restores 20 HP to one ally. Causes Charmed.	¥20	The Shadow World
Odd Morsel	Restores 20 HP to one ally. Causes Afraid.	¥20	The Shadow World
Rancid Gravy	Restores 20 HP to one ally. Causes Silenced.	¥20	The Shadow World
Old Mushrooms	Restores 20 HP to one ally. Causes Confused.	¥20	The Shadow World
Muscle Drink	Restores 20 HP to one ally. Causes Enraged.	¥100	Drug Store

FOOD ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Fried Bread	Bread fried to get that perfect crispy texture.	¥90	Bakery
Jam Bread	Just some toast with bread.	¥120	Bakery
Sandwich	Lettuce and cheese in between two fluffy slices of bread.	¥200	Bakery
Fruit Danish	A fall-time fruity danish.	¥200	Bakery, Fall
Autumn Bread	Bread with carrots and chest- nuts baked into it.	¥800	Bakery, Fall
Coffee	A regular cup of joe.	¥130	Café
Starvicks	The world's first spicy coffee!	¥150	Café
Earl Green	A blend of Western and Eastern teas.	¥130	Café
Wasabi Candy	Candy so good it hurts.	¥1,000	Candy Shop
Large Candy	A golfball-sized jawbreaker.	¥1,000	Candy Shop
Protein	Powder used for training.	¥2,000	Drug Store
Mega Protein	Increases buffness by 200%.	¥4,500	Drug Store
Karaage	Deep fried chicken. Delicious!	¥120	Food Stall
Croquette	Breaded and fried fish rounds.	¥400	General Store
Vegan Croquette	A variant made with potatoes.	¥400	General Store
Grilled Croquette	A croquette with grilled steak.	¥300	General Store
Lunch Bento Box	A typical commercial bento box.	¥900	General Store

FOOD ITEMS, COTD.

NAME	EFFECT	COST	SUGGESTED LOCATION
Experimental Gum	A gum stick that's a bit... off.	¥100	General Store
Venus Salad	A salad fit for a deity.	¥300	General Store
Squid Pack	A pack filled with tasty barbecued squid.	¥2000	General Store
Mixed Nuts	A bag of tasty roasted nuts.	¥2800	General Store
Quelorie Magic	A healthy diet soda.	¥400	Health Food Store
Diet Food	Low in both calories and nutrition.	¥1,000	Health Food Store
Spring Fruit Pack	A pack of tasty, fruity treats.	¥1,200	Health Food Store, Spring
Homemade Bento	A bento packed with love.	¥500	Home
Sacramental Wine	Used during ceremonies.	¥2,000	Place of Worship
Appetizer Sampler	A plate of house appetizers.	¥500	Pub
French Fries	A salty, potato-ey treat.	¥200	Pub
Burger	Just a simple hamburger.	¥480	Pub
Veggie Burger	A burger for vegetarians.	¥500	Pub
Earth Burger	Special mushroom burger.	¥780	Pub, Spring
Heavy Soup	Soup made with a fatty stock.	¥1,000	Ramen Shop
Soothing Soba	Cold Chinese noodles.	¥800	Ramen Shop, Summer
Special Oden	A dish that will warm your soul.	¥800	Ramen Shop, Winter
Shish-kabob	A basic shish-kabob.	¥160	Steak Shop
Steak Skewer	A kabob with steak.	¥1,000	Steak Shop
Secret Skewer	A delicious kabob from the secret menu.	¥2,500	Steak Shop
Katsu Bun	A simple steamed bun.	¥2,000	Traditional Restaurant
Manjū	An anko-filled confection.	¥200	Traditional Restaurant
Dango	3-5 sweet skewered dumplings.	¥200	Traditional Restaurant
Hanami Dango	A dango usually made for Sakura-viewing.	¥800	Traditional Restaurant, Spring
Smash Orange	A refreshing citrus beverage.	¥130	Vending Machine
Manta	Makes you want to dance.	¥130	Vending Machine
Nastea	Unexpectedly great taste.	¥130	Vending Machine
1UP	Coveted by old-school gamers.	¥130	Vending Machine
Durian-au-lait	Made from the king of fruits.	¥130	Vending Machine
Joylent	Unsettlingly delicious.	¥130	Vending Machine

FOOD ITEMS, COTD.

NAME	EFFECT	COST	SUGGESTED LOCATION
Mad Bull	Practically caffeine in a can.	¥130	Vending Machine
Dr. Salt Classic	The classic peppery drink.	¥130	Vending Machine
Dr. Salt NEO	Now with more pepper!	¥130	Vending Machine
TaP Soda	Old-fashioned fizzy beverage.	¥130	Vending Machine
Chunky Potage	You'll never drink all the kernels.	¥130	Vending Machine
Ultimate Amazake	Made from fermented rice.	¥130	Vending Machine

SPECIAL FOOD ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Cream Puff	A pastry with a creamy filling. Restores 10 HP to one ally.	¥2,000	Bakery
Donut	A ring-shaped pastry. Restores 4 HP to one ally.	¥1,000	Bakery
Taiyaki	A fish-shaped cake. Restores 15 HP to one ally.	¥3,000	Bakery
Specialty Coffee	A special secret blend. Restores 1 SP to one ally.	¥1,400	Café
Master Coffee	A blend passed through generations. Restores 3 SP to one ally.	¥3,100	Café
Heart-Shaped Box of Chocolates	The perfect gift for White Day. Restores 1 SP to all allies.	¥6,000	Candy Shop
Skipjack Tuna	A reclusive fish. Completely heals all allies' HP.	¥8,000	Fishing, caught at night in saltwater
Huge Fish	A huge and tough fish. Completely heals all allies' HP.	¥2,000	Fishing, can be caught anywhere
Trout	An active fish. Restores 20 HP to one ally.	¥500	Fishing, caught in freshwater
Masu Salmon	A slimy fish. Restores 10 HP to one ally.	¥400	Fishing, caught in freshwater
Ayu	A bright fish. Restores 5 HP to one ally.	¥300	Fishing, caught in saltwater
Ranchu Goldfish	A cute fish. Restores 2 HP to one ally.	¥100	Fishing, caught in freshwater
Boss Fish	A bitter rival. Completely heals all allies' HP and SP. Can be used three times.	Priceless	Fishing, only one per campaign
Beni-Azuma	A roasted sweet potato. Restores 4 HP to one ally.	¥900	Food Stall

SPECIAL FOOD ITEMS, COTD.

NAME	EFFECT	COST	SUGGESTED LOCATION
Hot Dog	A hot sausage in a bun. Restores 6 HP to one ally.	¥1300	Food Stall
Specialty Curry	Amazing secret curry. Restores 1 SP to all allies.	¥5,000	Foreign Restaurant
Masterwork Curry	The best curry you'll ever taste. Restores 3 SP to all allies.	¥10,000	Foreign Restaurant
Water of Rebirth	Water with placenta in it. Restores 1 SP to one ally.	¥2,000	Vending Machine

LIFESTYLE ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Rural Apartment	A modest apartment in a suburb or small town.	~ ¥50,000 / month	Town, Suburb
City Apartment	A studio apartment in a highly-trafficked inner city	~ ¥120,000 / month	City
Normal House	A standard, cozy home.	~ ¥100,000,000	Town, Suburb
Big House	A well-built and sizeable house.	~ ¥400,000,000	Town, Suburb
Lovely Mansion	A lavish estate building.	~ ¥3,000,000,000	Town, Suburb
Goyogo Zoomplus	A cheap but reliable car.	¥15,000,000	Car Dealership
Scrapcuest SUV	A tough car for the entire team.	¥20,000,000	Car Dealership
Ubergoer	A flashy foreign sports car.	¥100,000,000	Car Dealership
CRT Television	A heavy and outdated monitor.	¥4,000	Department Store
Junesovision	A discount flatscreen TV.	¥25,000	Department Store
Megasonic Monitor	A huge, gorgeous TV.	¥60,000	Department Store
Working Laptop	A computer for businessmen.	¥30,000	Department Store
Gaming Computer	A computer for elite gamers.	¥120,000	Department Store
Zoni Gamerealm 4	A powerful gaming console.	¥40,000	Department Store
Furtado Shifter	Can be played on the go!	¥20,000	Department Store
Normal Garment	An ordinary piece of clothing.	~ ¥2,000	Department Store
Fashion Garment	Keeps you trendy.	~ ¥5,000	Department Store
Matinee Ticket	A pass for an afternoon movie.	¥600	Movie Theater
Movie Ticket	A pass for an evening movie.	¥1,100	Movie Theater



If you're in America, a quick way to convert yen to USD is to divide it by 100. It might not be totally accurate, but it's good enough!

Tanaka

SUPPORT ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Magic Ointment	Forms a magical barrier that blocks one magical attack for each active Persona-wielder.	¥3,200	The Shadow World
Magic Mirror	As with Magical Ointment, but repels the attack instead.	¥6,400	The Shadow World
Physical Ointment	Forms a magical barrier that blocks one Phys/Rnge attack for each active persona user.	¥3,200	The Shadow World
Attack Mirror	As with Physical Ointment, but repels the attack instead.	¥6,400	The Shadow World
Excalibur	Same effect as Matarukaja.	¥3,200	Vending Machine
Aegis	Same effect as Marakukaja.	¥3,200	Vending Machine
Hermes' Shoes	Same effect as Masukukaja.	¥3,200	Vending Machine
Purifying Salt	Cures all debuffs for all allies.	¥1,600	Place of Worship
Goho-M	Teleports the party home from a dungeon. Mysterious in nature.	¥3,500	Department Store

DEBUFFING ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Purifying Water	Removes all enemy buffs.	¥1,600	Place of Worship
Knockout Gas	Causes one enemy to fall Asleep.	¥500	Gun Shop
Nerve Gas	Causes one enemy to become Shocked.	¥500	Gun Shop
Poison Gas	Causes one enemy to become Sickened.	¥500	Gun Shop

OFFENSIVE ITEMS

NAME	EFFECT	COST	SUGGESTED LOCATION
Agi Stone	Causes 1D6 Fire damage to one enemy.	¥200	The Shadow World
Maragi Stone	Causes 1D6 Fire damage to all enemies	¥340	The Shadow World
Bufu Stone	Causes 1D6 Ice damage to one enemy.	¥200	The Shadow World
Mabufu Stone	Causes 1D6 Ice damage to all enemies.	¥340	The Shadow World
Zio Stone	Causes 1D6 Lightning damage to one enemy.	¥200	The Shadow World

OFFENSIVE ITEMS, COTD.

NAME	EFFECT	COST	LOCATION
Mazio Stone	Causes 1D6 Lightning damage to all enemies.	¥340	The Shadow World
Garu Stone	Causes 1D6 Wind damage to one enemy.	¥200	The Shadow World
Magaru Stone	Causes 1D6 Wind damage to all enemies.	¥340	The Shadow World
Psi Stone	Causes 1D6 Psychic damage to one enemy.	¥200	The Shadow World
Mapsi Stone	Causes 1D6 Psychic damage to all enemies.	¥340	The Shadow World
Frei Stone	Causes 1D6 Nuclear damage to one enemy.	¥200	The Shadow World
Mafrei Stone	Causes 1D6 Nuclear damage to all enemies.	¥340	The Shadow World
Kouha Stone	Causes 1D6 Bless damage to one enemy.	¥200	The Shadow World
Makouha Stone	Causes 1D6 Bless damage to all enemies.	¥340	The Shadow World
Eiha Stone	Causes 1D6 Curse damage to one enemy.	¥200	The Shadow World
Maeiha Stone	Causes 1D6 Curse damage to all enemies.	¥340	The Shadow World
Needle Stone	Causes 1D6 Ranged damage to one enemy.	¥200	The Shadow World
Megido Stone	Causes 2D6 Almighty damage to all enemies.	¥3,300	The Shadow World
Sacramental Bread	Has the same effect as the Death Move Mudo, but counts as Bless damage instead. Gives a bonus of +2 to the MAG roll.	¥2,000	Place of Worship
Straw Doll	Has the same effect as the Death Move Mudo. Gives a bonus of +2 to the MAG roll.	¥2,000	The Shadow World

Explore the Shadow World in style! Equipment refers to items that can be *equipped*. A character can only have one item of each type equipped at a time: one weapon, one accessory, and one armor piece. Furthermore, equipment can't be changed during combat.

WEAPONS

Persona-wielders can use weapons to bring the fight into the real world, or simply to increase their damage output. When a character makes a basic strike or basic shot move, their damage is denoted by the weapon they are holding.

PTTRPG uses a freeform weapon creation system, allowing GMs to craft unique weapons for their world. The GM could also put the creation system in the hands of the players!

ARMOR AND ACCESSORIES

Armor is explained in detail on page 9 of this book. Simply put, it's a statistic that blocks incoming damage. Accessories are special items that can have essentially any effect. Example accessories can be found on the following page. In addition to the examples, GMs are encouraged to come up with their own custom armor and accessories.

ARMOR

NAME	EFFECT	COST	SUGGESTED LOCATION
Chain Vest	Gives wearer 1 point of armor.	¥3,000	Metalworks
Kevlar Vest	Gives wearer 2 points of armor.	¥6,800	Metalworks
Survival Guard	Gives wearer 3 points of armor.	¥8,200	The Shadow World
Metal Jacket	Gives wearer 4 points of armor.	¥12,800	The Shadow World
Hard Armor	Gives wearer 5 points of armor. Gives a penalty of -2 to all Physical damage rolls.	¥28,000	The Shadow World
Haikara Shirt	Gives wearer a free XP at the end of each session (as long as it was worn the entire time).	Priceless	The Shadow World
Amamusha Armor	Gives wearer 3 points of armor. Makes wearer immune to becoming Shocked.	Priceless	The Shadow World
Desperate Plate	Gives wearer 3 points of armor. Makes wearer immune to becoming Enraged.	Priceless	The Shadow World
Mikagura Vest	Gives wearer 3 points of armor. Makes wearer immune to becoming Silenced.	Priceless	The Shadow World
Oracle Gown	Gives wearer 10 additional points of HP.	¥28,000	The Shadow World
Charm Robe	Gives wearer 1 additional point of SP.	¥28,000	The Shadow World
Uzume Robe	Gives wearer 20 additional points of HP.	Priceless	The Shadow World
Armada Bustier	Gives wearer 3 additional points of SP.	Priceless	The Shadow World

ACCESSORIES

NAME	EFFECT	COST	SUGGESTED LOCATION
Lobster Hairclip	Gives wearer a bonus of +2 when improving relations with the Moon Arcana.	¥6,000	Jewelry Store
Bull Hairclip	Gives wearer a bonus of +2 when improving relations with the Sun Arcana.	¥6,000	Jewelry Store
Owl Hairclip	Gives wearer a bonus of +2 when improving relations with the Star Arcana.	¥6,000	Jewelry Store
Flame Vow	Gives wearer a bonus of +2 to Fire damage.	¥10,000	Jewelry Store
Blizzard Vow	Gives wearer a bonus of +2 to Ice damage.	¥10,000	Jewelry Store
Storm Vow	Gives wearer a bonus of +2 to Wind damage.	¥10,000	Jewelry Store
Volt Vow	Gives wearer a bonus of +2 to Electric damage.	¥10,000	Jewelry Store
Mind Vow	Gives wearer a bonus of +2 to Psychic damage.	¥10,000	Jewelry Store
Pulse Vow	Gives wearer a bonus of +2 to Nuclear damage.	¥10,000	Jewelry Store
Gas Mask	Wearer is immune to becoming Sickened.	¥15,000	Secondhand Shop
Hawaiian Shirt	Wearer is immune to becoming Afraid.	¥16,000	Secondhand Shop
Tranquil Buddha	Wearer is immune to becoming Confused.	¥18,000	Secondhand Shop
Tin-foil Hat	Wearer is immune to becoming Charmed.	¥20,000	Secondhand Shop
Revenge Ring	Makes enemies more aggressive toward the wearer.	Priceless	The Shadow World
Fanny Pack of Holding	A stylish bag with infinite storage capacity.	Priceless	The Shadow World
Hunger Stone	Automatically fills your party's bellies every day.	Priceless	The Shadow World
Divine Pillar	Wearer takes half damage from all attacks, and always incurs counterattacks (even if they roll a complete success).	Priceless	The Shadow World

Persona uses a custom weapon creation system. There are five steps to creating a weapon. Some steps are mandatory, and others are optional. On mandatory steps, you must select an option. *On any given step, you can only select one option.* Next to each choice is listed a brief description (if one is needed), a point cost and a cost in yen. Point costs, when added together, can be used as a gauge of a weapon's strength. GMs should only allow players to buy items suitable for their current level, and should only give them access

to the Weapon Creation system once they've become relatively powerful.

STEP ONE: WEAPON ASPECT

This step is **mandatory**. When making a weapon attack, you make a 2D6 check the way you would for any other attack. The modifier used is determined by the type of weapon you're wielding. Melee and Ranged weapons default to the Heavy and Finesse Aspects, respectively. Knowledge, Charm, and Guts use *Weird Weapons*.

WEAPON ASPECTS

TYPE	EFFECT	POINT COST	YEN COST
Heavy	Roll with Athleticism	0	0
Finesse	Roll with Proficiency	0	¥500
Magical	Roll with Knowledge	2	¥1,500
Talking	Roll with Charm	2	¥1,500
Legendary	Roll with Guts	2	¥1,500

STEP TWO: WEAPON DAMAGE

This step is **mandatory**. Different weapons do different amounts of damage, obviously. A greatsword is more lethal than a pocket knife. When you roll for damage with a weapon, you can add

whatever modifier was used when making the to-hit roll (i.e. a magical weapon uses the Knowledge modifier both when rolling to-hit *and* when rolling for damage). However, you can also choose any other damage modifier.

WEAPON DAMAGE

TYPE	DAMAGE	POINT COST	YEN COST
Diminutive	1D4	0	¥1,000
Light	1D6	2	¥2,000
Standard	2D4 or 1D8	3	¥8,000
Heavy	2D6 or 1D12	4	¥25,000
Massive	2D8	6	¥100,000

STEP THREE: DAMAGE TYPE

This step is **mandatory**. Different weapons hurt in different ways. Different types of damage can overcome enemy weaknesses like normal, dealing extra damage and knocking the opponent over.

武器 秋

DAMAGE TYPE

TYPE	EFFECT	POINT COST	YEN COST
Physical	Can be chosen to make a ranged weapon deal Physical damage.	0	- ¥500
Ranged	Can be chosen to make a melee weapon deal Ranged damage.	0	¥500
Fire	The weapon deals Fire damage.	1	¥4,000
Ice	The weapon deals Ice damage.	1	¥4,000
Wind	The weapon deals Wind damage.	1	¥4,000
Electric	The weapon deals Electric damage.	1	¥4,000
Psychic	The weapon deals Psychic damage.	2	¥7,000
Nuclear	The weapon deals Nuclear damage.	2	¥7,000
Bless	The weapon deals Bless damage.	2	¥7,000
Curse	The weapon deals Curse damage.	2	¥7,000

STEP FOUR: OTHER EFFECTS

Some weapons will have unusual effects. If a weapon applies an Ailment, the wielder must choose to apply the Ailment *instead* of dealing

damage after a successful attack. Otherwise, the effect is enacted alongside the damage roll for an attack. Other effects can extend into any territory the GM wishes, even strange enchantments.

OTHER EFFECTS

NAME	EFFECT	POINT COST	YEN COST
Burning	Applies the Burned Ailment.	2	¥8,000
Freezing	Applies the Frozen Ailment.	2	¥8,000
Shocking	Applies the Shocked Ailment.	2	¥8,000
Poisoned	Applies the Sickened Ailment.	2	¥8,000
Taunting	Applies the Enraged Ailment.	2	¥10,000
Quiet	Applies the Silenced Ailment.	2	¥10,000
Scary	Applies the Frightened Ailment.	2	¥10,000
Anesthetizing	Applies the Asleep Ailment.	3	¥15,000
Teasing	Applies the Charmed Ailment.	4	¥20,000
Confusing	Applies the Confused Ailment.	4	¥20,000
Critical Edge	Rolling a 9 or higher to-hit with this weapon causes a complete success (instead of a 10 or higher).	4	¥30,000
Accurate Edge	Rolling a 6 - 9 to-hit with this weapon counts as a mixed success (instead of a 7 - 9).	4	¥30,000

STEP FIVE: DAMAGE BONUS

Some weapons gain a small bonus (or penalty) to their damage rolls. This is the final step, and should be self explanatory. This step is option-

al. If nothing is chosen, a given weapon always defaults to having no damage bonus or penalty. Damage bonuses and penalties aren't limited to this table and can go much higher or lower.

DAMAGE BONUS

NAME	EFFECT	POINT COST	YEN COST
Broken	-3 penalty to damage rolls.	-1	- ¥1,500
Clumsy	-2 penalty to damage rolls.	-1	- ¥1,000
Makeshift	-1 penalty to damage rolls.	-1	- ¥500
Default	No damage bonus or penalty.	0	0
Well-Made	+1 bonus to damage rolls.	1	¥5,000
Artisan	+2 bonus to damage rolls.	2	¥10,000
Beautiful	+3 bonus to damage rolls.	3	¥15,000

EXAMPLE SWORDS

NAME	DAMAGE	YEN COST	SPECIAL
Shortsword	1D4	¥1,000	-
Kishido Blade	1D4	¥31,000	Critical Edge
Longsword	1D6	¥2,000	-
Rapier	1D6	¥2,500	Finesse
Night Falcon	1D6	¥12,000	Scary
Bastard Sword	2D4	¥8,000	-
Silver Saber	2D4	¥9,500	Magical
Tizona	1D8	¥8,000	-
Dark Slayer	1D8	¥18,000	Taunting
Gardenia Sword	1D8	¥18,000	Quiet
Chainsaw	1D8 - 1	¥37,500	Accurate Edge, Makeshift
Skrep	2D6	¥25,000	-
Sin Blade	2D6	¥32,000	Curse damage
Ascalon	1D12 + 2	¥35,000	Artisan
Mo Ye	1D12	¥40,000	Anesthetizing
Damascus Rapier	1D12	¥25,500	Finesse
Galahad's Sword	1D12	¥32,000	Bless damage
Gimlet	2D8	¥100,000	-
Myohou Muramasa	2D8	Priceless	Curse damage
Blade of Totsuka	2D8	Priceless	Critical Edge

EXAMPLE DAGGERS

NAME	DAMAGE	YEN COST	SPECIAL
Kunai	1D4	¥1,000	-
Poison Kunai	1D4	¥9,000	Poisoned
Santou	1D6	¥2,000	-
Throwing Kunai	1D6	¥3,000	Finesse, Ranged damage
Yashioori Dagger	1D6	¥22,000	Confusing
Fearful Kunai	2D4	¥8,000	-
Levin Shiv	2D4	¥20,000	Electric damage, Shocking
Military Knife	1D8	¥8,000	-
Castilla Knife	1D8+2	¥18,000	Artisan
Sleep Harpe	1D8	¥23,000	Anesthetizing
Malakh	2D6	¥25,000	-

EXAMPLE SPEARS

NAME	DAMAGE	YEN COST	SPECIAL
Imitation Naginata	1D6	¥2,500	Finesse
Hawthorne Spear	1D6	¥17,500	Finesse, Anesthetizing
Sexy Lance	1D6	¥22,500	Finesse, Teasing
Cross Spear	2D4	¥8,500	Finesse
Gae Bolg	2D4	¥12,500	Finesse, Wind damage
Ranseur	2D6	¥25,500	Finesse
Poison Glaive	2D6	¥33,500	Finesse, Poisoned
Gungnir	2D6 + 3	¥40,500	Finesse, Beautiful
Yanyue Dao	2D8	¥100,500	Finesse
Tonbo-kiri	2D8 + 2	¥110,500	Finesse, Artisan

EXAMPLE AXES

NAME	DAMAGE	YEN COST	SPECIAL
Axe	2D4	¥8,000	-
Heavy Axe	2D6	¥25,000	-
Ogre Hammer	2D6	¥55,000	Critical Edge
Guillotine Axe	1D12	¥25,000	-
Ice Axe	1D12	¥37,000	Ice damage, Freezing
Celtis	2D8	¥100,000	-
Fleurs du Mal	2D8	¥109,500	Magical, Shocking

EXAMPLE BLUDGEONS

NAME	DAMAGE	YEN COST	SPECIAL
Mace	1D4 + 1	¥6,000	-
Heavy Mace	1D6	¥22,000	Confusing
Iron Pipe	2D6 + 1	¥25,000	-
Sleep Stick	2D6	¥41,500	Magical, Anesthetizing
Demon Pipe	1D12	¥25,000	-
Stun Baton	1D12 + 1	¥34,000	Shocking
Dragon God Pole	2D8	¥100,000	-
Mjolnir	2D8 + 2	Priceless	Artisan, Shocking

EXAMPLE BOWS

NAME	DAMAGE	YEN COST	SPECIAL
Practice Bow	1D4	¥1,000	-
Short Bow	1D6	¥2,000	-
Siren's Song	1D6	¥22,000	Confusing
Composite Bow	1D8	¥8,000	-
Pleiades	1D8 + 2	¥19,500	Magical
Hero's Bow	1D12	¥25,000	-
Lightning Bow	1D12	¥37,000	Lightning damage, Shocking
Yoichi's Bow	2D8	¥100,000	-
Yukari's Resolve	2D8 + 3	Priceless	Wind damage, Beautiful

EXAMPLE HANDGUNS

NAME	DAMAGE	YEN COST	SPECIAL
Replica Revolver	1D4	¥1,000	-
Peacemaker	1D6	¥2,000	-
PM Sheriff	1D6 + 2	¥12,000	Artisan
Flame Pistol	1D6	¥14,000	Fire damage, Burning
Crimson Gun	1D8	¥8,000	-
Light Gun	1D8 + 1	¥21,000	Shocking, Well-made
Artillery	1D12	¥25,000	-
Golden Gun	2D8	¥100,000	-
Gravity Gun	2D8 + 3	Priceless	Confusing

EXAMPLE TWO-HANDED GUNS

NAME	DAMAGE	YEN COST	SPECIAL
Replica SMG	1D6	¥2,000	-
Wild Rifle	1D6	¥32,000	Critical Edge
Mad Maximum	2D4	¥8,000	-
AR-M4	1D8	¥8,000	-
Love Gun	1D8 + 1	¥33,000	Teasing, Well-made
Pumpkin Bomb	2D6	¥25,000	Burning
Tommy Gun	1D12	¥25,000	-
MP Victoria	1D12 + 2	¥35,000	Artisan
Sharpshooter	2D8	¥100,000	-
Yagrush	2D8	Priceless	Electric damage, Shocking
Wild Hunt	2D8 + 3	Priceless	Scary, Beautiful

EXAMPLE MISC. WEAPONS

NAME	DAMAGE	YEN COST	SPECIAL
Trout	1D4 - 1	¥500	Makeshift
Snake	1D4 - 1	¥7,500	Poisoned, Makeshift
Brass Knuckles	1D6	¥2,000	-
Sonic Fist	1D6 + 1	¥15,000	Shocking, Well-made
Nuke Staff	1D6	¥10,500	Magical, Nuclear damage
Nunchuks	2D4	¥8,000	-
Combat Scissors	2D4	¥38,000	Critical Edge
Grenade Launcher	2D8	¥100,000	Finesse, Ranged damage

Iwai

If it bugs you, call them airsoft guns. Airsoft is just as good in the Shadow World. What matters is what the object represents.



If you've played a Persona game, then you should have a pretty good idea for the overall structure of your campaign.

The following section discusses possibilities and guidelines. You might find that the most important decision you make, the one that structures your other ideas for your campaign, is this:

What form will your Shadow World take? Will there be just one World, or multiple Worlds (perhaps each is tied to a different location in the real world)? Will you take inspiration from one of the games, or create something more unique to your group? Some suggestions are provided below.

BABEL

A massive tower is a classic setup. Where did it come from? What lies at the top? Why do Shadows keep pouring out from the bottom? How does the Tower change as it gets taller? Is there a unique mechanism the PCs have to use to ascend it (elevator, pulley, portal)?

CANVAS CRUSADERS

At the edge of human consciousness is imagination. In the realms of imagination, demons from ancient times crawl back into the light. These realms are most concrete where someone has made a concrete representation of them - a work of art. Painting, video, book, it doesn't matter. The works can contain manifestations of emotion or anxiety which threaten the very sanity of their artists. How do the players enter the painted world? Is it purely spiritual, or can other humans take advantage of it?

THE END

The unthinkable has happened. There no longer is a "real world" or a "Shadow World", there is only one. Shadows walk the streets. Entire cities become strangely affected by wild magic. Random humans wake up to find that they wield Personas. How did this happen? How is society coping, if at all? How will you strike a balance between those who use their Personas in a morally acceptable way and those who don't?

THE WIRED

The Other World is a real place where business is conducted, and where some choose to live out their lives in Virtual Reality. The game takes place in a distant cyberpunk future, where the Shadow World is the internet. Why do the PCs have their powers? Are there other people with the same powers? Who controls the Shadow World, and society at large? How does it all work from a practical perspective?

HODGEPODGE

The Shadow World is odd. Sometimes seems like it just changes at random, as if some easily bored individual is pulling the strings. The Player Characters have some way to access multiple Shadow Worlds, each of which has its own unique set of rules. A dark carnival where the players must earn tickets to stop the coming of Shadows; a puzzle-filled prison of howling madmen, or anything else you can come up with. The sky's the limit. Persona is a weird series; GMs are encouraged to get weird with it.

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METHODS OF ACCESS

How the players *reach* the Shadow World can be just as unique and interesting as the Shadow World itself. Keep in mind that whatever you decide will likely also be the method of introduction for the different PCs, unless the group decides their characters knew each other beforehand.

Sometimes the method of access will seem obvious, or come to you naturally based on the form of the Shadow World. It might be a good idea to go with your gut and try not to overthink.

DREAMS

Perhaps the players cross into the Shadow World while they sleep. This can be problematic, as it takes control away from the players (unless they can actively decide to go to the Shadow World as some form of lucid dreaming). However, a shared dream can be a very effective way to start a campaign by forcefully introducing the players to the Shadow World.

PORTALS

Portals are a simple, helpful mechanic to have for a number of reasons. They can force the players to a specific location in the real world. They can open and close at dramatic intervals. They can even give the players cause to search through the real world, which can be a tense and satisfying affair. As the GM, you should decide how the portals work. How many are there? Just one? In this case, it should be in an interesting (possibly highly trafficked) location. Are there a lot? In this case, is the location of the portal related to its destination in the Shadow World?

RITUALS

It could be that the PCs need to conduct a ritual to enter the Shadow World. What does the ritual entail? Does it require material components? Can you end up in a different part of the Shadow World by performing the ritual in a different real location? How noticeable is the ritual? How long does it take? The players should feel like they need a safe place to perform it.

TIMES

Time could be an interesting factor when it comes to accessing the Shadow World. In *Persona 3*, the “PCs” all experience a 25th hour in the day, referred to as The Dark Hour. This literally forces them into the Shadow World each night (although doesn’t force them to actually do anything as they can sleep right through it). This concept could be used even more effectively in a tabletop RPG, where a time constraint of an in-game hour would greatly increase the level of dramatic tension. Suddenly, operations in the realm of shadows become much more rushed, and much more considered.

THE TICKING CLOCK

This is a common element across all *Persona* games. Do something – accomplish some task in the Shadow World – before this date, or something bad will happen. Shadows will walk the streets. An innocent person will die. A member of your team will get in trouble with the law. Whatever the consequences are, the Ticking Clock will keep the stakes high. Consider keeping consistent track of the in-game date, or at least how many days the players have until their deadline.

WHERE TO SET YOUR GAME

You don't need to set your game in a Japanese high school. What you need to do is set in somewhere that's *interesting to you*. A Japanese high school could be just as interesting as an American college or a Mediterranean oil rig or a colony of space cadets. What's important is that you, as the GM, are excited about the setting. Don't feel obligated to use a setting you don't think you or your group will be comfortable with.

WHAT TO PUT IN YOUR GAME

Similarly, you should use story elements in your game that you think are interesting. The great thing about Persona from the perspective of tabletop gaming is that each game is different in terms of plot, but familiar in terms of structure. If you can't think of anything, there's absolutely nothing wrong with taking inspiration from the games. There's a reason Persona 4 featured a whodunnit mystery plot - that type of story is exciting. It's fine to base your campaign around an evil Persona-wielder who for some reason has decided to start killing people. This classic setup should easily get the players to act; especially once they realize they're the only ones who can stop the killer.

Alternatively, perhaps a teacher or graduated student leads the players to the Shadow World. Reports of strange monsters lurking the streets have caused this person to take action. They want to help, but can't - for some reason they've lost the power of Persona. It's possible that age is the cause of this. After all, children do tend to have active imaginations...

Once you've decided how you're going to get your players to take that first leap into the Shadow World, things should start to evolve naturally. Your next step should be deciding what form the Shadow World will take, and what the players are going to find on their first adventure. Try to come up with ideas that entertain you. The best idea is one that makes you think "man, I wish I could play this myself."

In my opinion, Persona is at its most fun when the players are interacting with some weird gimmick. The Shadow World is highly based around the perception of people in the real world, and can often come across as dreamlike. It should be a stark contrast to the more sedated slice-of-life downtime segments. Let the players describe the badass things they're doing during combat. Encourage them to interact with their Personas in creative ways. Put challenges in front of them that combine the wild nature of a dream with the fun improv that comes from traversing a dungeon in D&D. Instead of having a player climb a wall, have them climb a wall where the footholds suddenly pop in and out. Force the players to jump across giant fixtures, in and out of paintings, across times and worlds. Toss them into ancient Persia for no reason. Shrink them down to the size of ants and pit them against insects. Involve them in the affairs of Zeus. Make them prisoners on a demon pirate airship. Just get weird with it. The Persona writers certainly aren't afraid to.

Oh, and I would strongly suggest you add *music*. The Persona music is amazing. For Discord users, *Rythmbot* comes highly recommended.

PEOPLE

Finally, always remember that the core theme of Persona is people. Friendship, love, and support all make the world go around, and especially so here. It might seem corny or cheesy, but it really isn't. It takes a certain level of maturity to acknowledge the fact that we need other people in our lives. Showing affection to your friends is healthy. This is the message Persona wants to share. It's a good one; don't forget about it.

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Welcome to the Cathedral of Shadows, where demons gather.

The Shadow World holds great evil which threatens the livelihood of all those who venture in. These threats come in the form of the darkest lingering desires of humankind, the emotions and thoughts of strangers on the street and the foul demons of long forgotten lore. The Shadow World is, of course, overrun with these demons.

In the Daemonica, Shadows are arranged from weakest to strongest. They're ranked by star values from one to ten and numbers from 1 - 36. Lower numbers represent weaker Shadows, those with easy to overcome weaknesses (such as Physical) and those that give helpful items upon defeat. Those listed at higher numbers are generally stronger, with resistances which are difficult to overcome. They may not give any items or money upon defeat. These might be compared to red enemies in the Persona games.

A short summary of each creature is listed. Then their HP, Strengths, and Weaknesses, followed by their skills. Unlike players, Shadows and Demons automatically attack, as part of a counterattack action. They do not need to roll to hit, automatically dealing damage when they're targeted by an attack that isn't a complete success. A list of what each skill does exactly can be found in the back of this section. After the skills, the Shadow's personality is listed. This is referred to when a player is trying to convince the Shadow to join their team. Finally, most Shadows will drop loot when they're killed; suggestions for this are listed as well.

If you're unsure what monsters to use, they're numbered from 1 to 36. It's recommended that you roll 2D6 and multiply the results together in order to get a random one from a nice bell curve.

Some Shadows have access to SP Moves, such

as Dia. When a Shadow would normally counterattack, the GM can elect to have them use an SP Move instead. Each Shadow SP Move has an associated cooldown number listed in the Skill Compendium at the end of the chapter. Each time the Shadow makes an attack or counterattack, the GM should roll a D6. If the result of the D6 roll is greater than or equal to the cooldown number, the SP Move can be used again immediately.

OPTIONAL RULE: SHADOW CAPTURE

A timeless element of Shin Megami Tensei. Shadow capture makes discovering monsters more exciting. It also ups the ante in terms of strategy and interactivity.

In the Persona video games, *one* person has the ability to capture and shift Personas, while everybody else only has access to the Persona they started with. **Do not ever do this.** Shadow capture must be all or nothing; *either everybody can do it or nobody can.* If you are interested in giving your players the power of the wild card, read on.

Each player has their default Persona - one they come up with themselves based on the Arcana they chose. Players always start any given battle using their default Persona, but can switch at any time. Shifting Personas is a free action, meaning it takes no time in the fiction of the game to do; you can shift Personas and also take a normal action to move and/or attack. However, there's a restriction on how often you can shift Personas. In a given fight, a player can only 1) shift from their default Persona to any other Persona they command and then 2) shift back from their switched Persona to their default Persona on a subsequent turn. GMs could give their players the opportunity to switch Personas more than just once per battle (perhaps as an S. Link bonus).

Once they've shifted Personas, the combat statistics and skills of the PC will change to those of the Persona they've shifted into. They keep their old SP Moves (and can't use Shadow SP Moves). If the PC has taken damage, the Persona they shift into will have taken the same amount of damage. It's possible for a PC to shift into a Persona with too few HP and immediately die.

Once a Shadow has been captured, it's referred to as a Persona. Players can have a stable of up to eight Personas (not including their default Persona) at any given time. When a Persona has outlived its usefulness, it can be ground up into cold hard cash (¥50 per star level) or (perhaps more respectfully) released back into the void. As a third option, the GM might allow players to *fuse obsolete Shadows into newer, more powerful ones* (see following page).

SHADOW CAPTURE: HOLD UP!

Whenever a group with the power to capture Shadows would normally do an all-out attack, they can elect to do a *holdup* instead. During a holdup, the PCs draw their weapons and move to surround their downed opponents.

Anyone in the group can attempt to negotiate with a Shadow at any time. However, only one Shadow can actually be negotiated with. If a group tries to talk to or recruit multiple Shadows at the same time, they will likely all grow confused or frustrated and attack.

The group should then state their demands. What do they want from the Shadow? Do they want it to give them money? Do they want it to leave while they still show mercy? Do they want it to join their team? More reasonable demands will obviously be easier to attain, but Shadows don't really care about whether or not they *can give something*. You could ask a rich Shadow for money, and they just won't give

it to you if they don't like your stupid face. In order to convince Shadows, you have to befriend them.

As the GM, when your group is trying to negotiate with a Shadow, just talk to them as the Shadow. Refer to the Shadow's personality, and ask the PCs some questions. What are the PCs like? What are their hobbies? What do they want out of life? Are they dating anyone? Do they think murder can be justified? If they could be an animal, what animal would they be? What's their favorite cocktail? ("You're 16? Oh... I don't know if I should be talkin' to you...") You might discover through these conversations that the random Shadow you're role-playing happens to have a distinct and memorable personality.

Once the conversation is done, the group should elect one person to make a Charm roll. If they're trying to capture a Shadow, the roll should be made by whoever will command the Shadow. Otherwise, whoever has the best Charm can make the roll.

SHADOW CAPTURE: NEGOTIATION

You ask a cornered shadow to join your team or perform some minor favor. Make a 2d6 check and add your Charm aspect to the result of the roll.

- On a **complete success**, the Shadow agrees to join the party or do the favor.
- On a **mixed success**, the GM can decide whether or not the Shadow does what's asked of it based on whether or not they like whoever is asking (ideally, based on a brief conversation had before the move was made).
- On a **failure**, the Shadow gets upset and either flees or attacks.

The GM should reserve the right to say a particularly powerful Shadow doesn't join the team, even if the Charm roll was a complete success and the PCs gave good answers. This should be especially true if the PCs have made an unreasonable demand. Remember that Shadows are generally fickle and easy to upset.

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Negotiations finish once any one single request has been made and carried out (or when the enemies get mad and give up).

If, at this point, there are any enemies still on the battlefield, they recover from their Downed status (with a -1 penalty to their next roll) and the battle resumes with the next character's turn.

Sometimes, the PCs might gain unique skills from captured Shadows. Some have SP moves such as Dia, which can be used by the players. If a PC uses a skill with a Cooldown number, they must pay SP equal to half the Cooldown number, rounded down. Most skills will cost 1 or 2 SP.

Finally, the players should not be able to hold an unlimited number of Personas. The default limit is 5 captured Shadows for each player (not counting their starting Persona), but GMs might adjust this number.

OPTIONAL RULE: FUSION

GMs who wish to allow their players to fuse Shadows into stronger versions should use one of the following methods to do so. *Do not use a fusion calculator unrelated to PTTRPG unless you are trying to break the game.*

Note that, unlike in the video games, you cannot use your starting Persona for fusion. This Persona will constantly grow in strength, meaning it is never obsolete. A starting Persona is considered to be *tied to its wielder*, and it can never be gotten rid of.

There are two fusion methods. GMs can either pick one or use both and allow the PCs to switch between them. The quickfire method has the benefit of being simple and fast. The full method, while it takes significantly longer, holds the potential for deep customization and strategy.

FUSION: QUICKFIRE

GMs who wish for a simple and fast way to make new Personas should use this method.

With the Quickfire method, two Personas of the same star level are fused to form one Persona from the next highest star level. For example, two 1-star Personas will fuse to form one 2-star Persona, and etc.

After determining the star level of the new Persona, the GM should roll randomly to determine which it is. As the GM, roll 2d6. Multiply the results of the two dice together, rather than adding. Then pick the Shadow from the correct star level whose number matches the result of the multiplication. This is the new Persona. However, note that 10-star Personas cannot be fused this way. Furthermore, PCs cannot create Personas at a star level which is higher than their own PC level.

FUSION: FULL

This is a complicated process which takes a bit of time, and thus it should probably only be done between sessions, or at the end of a session. If you or your players find the Full rules too complicated, there is absolutely nothing wrong with just sticking to the Quickfire method.

To use the Full fusion method, perform the following steps. The steps are detailed within the following pages. The final four steps might go differently depending on the result of step three.

STEP ONE: New Star Level

STEP TWO: Fusion Affinity

STEP THREE: Fusion Result

STEP FOUR: Resistances

STEP FIVE: Persona Stats

STEP SIX: Skills

STEP SEVEN: Aesthetics

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STEP ONE: NEW STAR LEVEL

Add the star levels of the two Shadows being fused together. If the level of the PC attempting the fusion is greater than this result, the fusion proceeds. If the PC's level is equal to or less than this result, the fusion cannot be completed at this time. Then, divide the sum of the two star levels by two, rounding up. This number is the star level of the new fused Persona.

STEP TWO: FUSION AFFINITY

The personalities of the fused Personas will affect the form they take. Some personality types suit one another; this leads to a simpler fusion. Some do not; in this case, the fusion can go wrong. Each combination of personalities has an associated number. This number is used in the next step of the process, so keep it in mind.

FUSION AFFINITY OF TWO PERSONALITY TYPES

	GLOOMY	IRRITABLE	TIMID	UPBEAT
GLOOMY	+3	+1	+2	0
IRRITABLE	+1	+3	0	+2
TIMID	+2	0	+3	+1
UPBEAT	0	+2	+1	+3

STEP THREE: FUSION RESULT

Based on the affinity, the Fusion either goes as planned or something weird happens. Even Igor and Mido sometimes fail at fusion. The player performing the fusion should roll 2D6 and add the fusion affinity number to the result of the roll. This result will affect every other step of the process.

- On a **complete success**, the fusion goes off without a hitch; a **standard fusion**.
- On a **mixed success**, the fusion goes off without a hitch... mostly. This is a **weird fusion**.
- On a **failure**, something truly strange happens; a **botched fusion**.

STEP FOUR: RESISTANCES

The persona's new strengths and weaknesses are calculated by averaging the resistances of the fused Personas. For example, if Persona A is weak to fire and Persona B is weak to fire, Persona C will be weak to fire. If A is weak to fire and B is strong against fire, C will be neutral. Some combinations have two options - in this case the GM can choose between the two. Try to make choices that are fair to the players. There are five tiers of resistance - Absorb and Reflect are considered equivalent. The GM can choose which they prefer.

NEW RESISTANCE TO A GIVEN DAMAGE TYPE

	WEAK	NEUTRAL	STRONG	NULL	ABSORB/REF
WEAK	Weak	Weak or Neutral	Neutral	Neutral or Strong	Strong
NEUTRAL	Weak or Neutral	Neutral	Neutral or Strong	Strong	Strong or Null
STRONG	Neutral	Neutral or Strong	Strong	Strong or Null	Null
NULL	Neutral or Strong	Strong	Strong or Null	Null	Null or Absorb/Ref
ABSORB/REF	Strong	Strong or Null	Null	Null or Absorb/Ref	Absorb/Ref

STEP FOUR: STANDARD FUSION

If the fusion went as expected, the resistances calculated in step four do not change. In general, the standard fusion result is simply what's written under the name of the step.

STEP FOUR: WEIRD FUSION

On a weird fusion, one resistance is increased by one tier, and one other is decreased by one tier. The tiers in order are weak, neutral, strong, null, and absorb/ref. Improving a weak resistance by one tier would turn it into a neutral resistance, for example. The GM can either choose which resistances to alter themselves or roll to decide.

STEP FIVE: BOTCHED FUSION

On a botched fusion two resistances are decreased by one tier. The GM can either choose which resistances to alter themselves or roll to decide.

STEP FIVE: PERSONA STATS

The stats of the new Persona are once again determined by averaging the stats of the two fused Personas. Since you are creating something supposedly better than the sum of its parts, you should round up the results. However, if the GM feels that rounding down would be more appropriate they are free to do so. Once again, be fair to the players.

For example, if Persona A had 2 STR and Persona B had a 0 STR, Persona C has 1. If A had 2 and B had 1, C has 2 (or 1, if the GM prefers to round down).

STEP FIVE: WEIRD FUSION

On a weird fusion one stat decreases by one, down to a minimum of negative 1. One other stat increases by one, up to a maximum of three. The GM can either choose which stats to alter themselves or roll to decide.

STEP FIVE: BOTCHED FUSION

On a botched fusion two stats are decreased by one. The GM can either choose which stats to alter themselves or roll to decide.

STEP SIX: SKILLS

Along with the prior bonuses, the new Persona gets new skills. The player chooses half the skills from each of the fused Personas (rounded down). In addition, the Persona gains two new skills which are chosen by the player performing the fusion. Each skill has certain requirements. Personas can often only gain skills in this way for elements they are good with, and only if they meet a certain star level requirement (see the Skill Compendium starting on the following page). Skills with a - in the Requirements column cannot be gained, unless they are being carried over from a previous Persona. A Persona can never have more than eight skills. However, if you reach this limit, you can choose to replace old skills with new ones.

STEP SIX: WEIRD FUSION

On a weird fusion you still gain skills from the fused Personas, but you only get one additional skill.

STEP FIVE: BOTCHED FUSION

On a botched fusion you still gain skills from the fused Personas, but you get no additional skills.

STEP SEVEN: AESTHETICS

The PC can create a Persona or take one from history/mythology. Decide what it looks like and what its name is. Lastly, decide its personality. With this, the fusion is complete.

STEP SEVEN: WEIRD FUSION

The PC can create the Persona, but the GM should alter the creation in odd ways that suit their will.

STEP SEVEN: BOTCHED FUSION

The GM should create the Persona. Make it a weird one.

SKILL COMPENDIUM

The following section is meant to be used as a quick reference when you aren't sure what a particular Skill does, or when creating a new Persona. The Skills listed here might also be acquired with skill cards. GMs are encouraged to use the skills listed in this section as a baseline to create their own. The Shin Megami Tensei series has so many skills that listing them all here would be nearly impossible, therefore no attempt is made to do so.

COOLDOWN

If a skill has a "cooldown" number listed in its effect description, it can only be used every so often. After it is used, wait a turn. On the the character's next turn, roll 1d6. If the result is equal to or less than the cooldown number, they

must wait another turn to try again. If the result is greater than the cooldown number, the skill can be reused immediately.

INFLICTION

Some skills have notes indicating they inflict an ailment, such as "Inflicts Rage (3)" or "Inflicts Charmed (4)". When a character is targeted by one of these skills, have them roll 1d6 and add their END stat to the result of the roll. Then refer to the number in parenthesis. If the result is equal to or lower than the parenthetical number, the character gains the ailment.

1~4

If a skill "targets 1~4", roll a d4. The result of the roll is the number of enemies that can be targeted; whoever is making the roll can pick the targets.

PHYSICAL SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Cleave / Lunge	Deals light (1d6) Physical damage to one foe.	Star level 1
Double Fang	Deals light (2d4) Physical damage to one foe.	Star level 2
Terror Claw	Deals light (1d6) Physical damage to one foe. Inflicts Afraid (3).	Star level 3
Dream Fist	Deals light (1d6) Physical damage to one foe. Inflicts Asleep (3).	Star level 3
Giant Slice	Deals medium (2d6) Physical damage to one foe.	Star level 3
Ayamur	Deals medium (4d3) Physical damage to one foe. Unique to Baal.	-
Vajra Blast / Vicious Strike	Deals medium (2d6) Physical damage to all foes.	Star level 4; Phys. resist of Neutral or better
Mind Slice	Deals medium (2d6) Physical damage to one foe. Inflicts Confused (3).	-
Assault Dive	Deals heavy (3d6) Physical damage to one foe.	Star level 6; Phys. resist of Neutral or better
Heatwave	Deals heavy (3d6) Physical damage to all foes.	Star level 7; Phys. resist of Neutral or better
Brain Buster	Deals heavy (3d6) Physical damage to one foe. Inflicts Confused (4).	-
Brave Blade / God's Hand	Deals colossal (4d6) Physical damage to one foe.	Star level 9; Phys. resist of Strong or better
Gigantomachia	Deals colossal (4d6) Physical damage to all foes.	Star level 10; Phys. resist of Strong or better

RANGED SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Needle Shot	Deals light (1d6) Ranged damage to one foe.	Star level 1
Poison Needle	Deals light (1d6) Ranged damage to one foe. Inflicts Sickened (3).	Star level 3
Stun Needle	Deals light (1d6) Ranged damage to one foe. Inflicts Shocked (3).	Star level 3
Snap	Deals medium (2d6) Ranged damage to one foe.	Star level 3
Burst Fire	Deals medium (2d6) Ranged damage to all foes.	Star level 4
Snake's Fangs	Deals medium (2d6) Ranged damage to one foe. Inflicts Sickened (4).	-
Snipe	Deals heavy (3d6) Ranged damage to one foe.	Star level 6; Rnge. resist of Neutral or better
Full Auto	Deals heavy (3d6) Ranged damage to all foes.	Star level 7; Rnge. resist of Neutral or better
One-shot Kill	Deals colossal (4d6) Ranged damage to one foe.	Star level 9; Rnge. resist of Strong or better
Riot Gun	Deals colossal (4d6) Ranged damage to all foes.	Star level 10; Rnge. resist of Strong or better

FIRE SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Agi	Deals light (1d6) Fire damage to one foe.	Star level 1
Fire Breath	Deals light (1d6) Fire damage. Targets 1~4.	-
Maragi	Deals light (1d6) Fire damage to all foes.	Star level 1; Fire resist of Neutral or better
Agilao	Deals medium (2d6) Fire damage to one foe.	Star level 3; Fire resist of Neutral or better
Maragilao	Deals medium (2d6) Fire damage to all foes.	Star level 3; Fire resist of Strong or better
Agidyne	Deals heavy (3d6) Fire damage to one foe.	Star level 6; Fire resist of Strong or better
Maragidyne	Deals heavy (3d6) Fire damage to all foes.	Star level 6; Fire resist of Null or better
Ragnarok	Deals severe (4d6) Fire damage to one foe.	Star level 9; Fire resist of Null or better
Blazing Hell	Deals severe (4d6) Fire damage to all foes.	Star level 9; Fire resist of Absorb or Reflect
Inferno of God	Deals severe (4d6) Fire damage to all foes. Ignores armor and resistances.	-

ICE SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Bufu	Deals light (1d6) Ice damage to one foe.	Star level 1
Mabufu	Deals light (1d6) Ice damage to all foes.	Star level 1; Ice resist of Neutral or better
Bufula	Deals medium (2d6) Ice damage to one foe.	Star level 3; Ice resist of Neutral or better
Mabufula	Deals medium (2d6) Ice damage to all foes.	Star level 3; Ice resist of Strong or better
Bufudyne	Deals heavy (3d6) Ice damage to one foe.	Star level 6; Ice resist of Strong or better
Mabufudyne	Deals heavy (3d6) Ice damage to all foes.	Star level 6; Ice resist of Null or better
Diamond Dust	Deals severe (4d6) Ice damage to one foe.	Star level 9; Ice resist of Null or better
Blazing Hell	Deals severe (4d6) Ice damage to all foes.	Star level 9; Ice resist of Absorb or Reflect
Hailstorm of God	Deals severe (4d6) Ice damage to all foes. Ignores armor and resistances.	-

ELECTRIC SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Zio	Deals light (1d6) Electric damage to one foe.	Star level 1
Mazio	Deals light (1d6) Electric damage to all foes.	Star level 1; Elec. resist of Neutral or better
Zionga	Deals medium (2d6) Electric damage to one foe.	Star level 3; Elec. resist of Neutral or better
Mazionga	Deals medium (2d6) Electric damage to all foes.	Star level 3; Elec. resist of Strong or better
Ziodyne	Deals heavy (3d6) Electric damage to one foe.	Star level 6; Elec. resist of Strong or better
Maziodyne	Deals heavy (3d6) Electric damage to all foes.	Star level 6; Elec. resist of Null or better
Thunder Reign	Deals severe (4d6) Electric damage to one foe.	Star level 9; Elec. resist of Null or better
Wild Thunder	Deals severe (4d6) Electric damage to all foes.	Star level 9; Elec. resist of Absorb or Reflect
Lightning of God	Deals severe (4d6) Electric damage to all foes. Ignores armor and resistances.	-

WIND SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Garu	Deals light (1d6) Wind damage to one foe.	Star level 1
Magaru	Deals light (1d6) Wind damage to all foes.	Star level 1; Wind resist of Neutral or better
Garula	Deals medium (2d6) Wind damage to one foe.	Star level 3; Wind resist of Neutral or better
Magarula	Deals medium (2d6) Wind damage to all foes.	Star level 3; Wind resist of Strong or better
Garudyne	Deals heavy (3d6) Wind damage to one foe.	Star level 6; Wind resist of Strong or better
Magarudyne	Deals heavy (3d6) Wind damage to all foes.	Star level 6; Wind resist of Null or better
Phanta Rei	Deals severe (4d6) Wind damage to one foe.	Star level 9; Wind resist of Null or better
Vacuum Wave	Deals severe (4d6) Wind damage to all foes.	Star level 9; Wind resist of Absorb or Reflect
Hailstorm of God	Deals severe (4d6) Ice damage to all foes. Ignores armor and resistances.	-

PSYCHIC SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Psi	Deals light (1d6) Psychic damage to one foe.	Star level 1
Mapsi	Deals light (1d6) Psychic damage to all foes.	Star level 1; Psy. resist of Neutral or better
Psio	Deals medium (2d6) Psychic damage to one foe.	Star level 3; Psy. resist of Neutral or better
Mapsio	Deals medium (2d6) Psychic damage to all foes.	Star level 3; Psy. resist of Strong or better
Psiodyne	Deals heavy (3d6) Psychic damage to one foe.	Star level 6; Psy. resist of Strong or better
Mapsiodyne	Deals heavy (3d6) Psychic damage to all foes.	Star level 6; Psy. resist of Null or better
Psycho Blast	Deals severe (4d6) Psychic damage to one foe.	Star level 9; Psy. resist of Null or better
Psycho Force	Deals severe (4d6) Psychic damage to all foes.	Star level 9; Psy. resist of Absorb or Reflect

NUCLEAR SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Frei	Deals light (1d6) Nuclear damage to one foe.	Star level 1
Mafrei	Deals light (1d6) Nuclear damage to all foes.	Star level 1; Nuke resist of Neutral or better
Freila	Deals medium (2d6) Nuclear damage to one foe.	Star level 3; Nuke resist of Neutral or better
Mafreila	Deals medium (2d6) Nuclear damage to all foes.	Star level 3; Nuke resist of Strong or better
Freidyne	Deals heavy (3d6) Nuclear damage to one foe.	Star level 6; Nuke resist of Strong or better
Mafreidyne	Deals heavy (3d6) Nuclear damage to all foes.	Star level 6; Nuke resist of Null or better
Atomic Flare	Deals severe (4d6) Nuclear damage to one foe.	Star level 9; Nuke resist of Null or better
Cosmic Flare	Deals severe (4d6) Nuclear damage to all foes.	Star level 9; Nuke resist of Absorb or Reflect

BLESS SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Kouha	Deals light (1d6) Bless damage to one foe.	Star level 1
Makouha	Deals light (1d6) Bless damage to all foes.	Star level 1; Bless resist of Neutral or better
Kouga	Deals medium (2d6) Bless damage to one foe.	Star level 3; Bless resist of Neutral or better
Makouga	Deals medium (2d6) Bless damage to all foes.	Star level 3; Bless resist of Strong or better
Kougaon	Deals heavy (3d6) Bless damage to one foe.	Star level 6; Bless resist of Strong or better
Makougaon	Deals heavy (3d6) Bless damage to all foes.	Star level 6; Bless resist of Null or better
Divine Judgement	Deals severe (4d6) Bless damage to one foe.	Star level 9; Bless resist of Null or better
Shining Arrows	Deals severe (4d6) Bless damage to all foes.	Star level 9; Bless resist of Absorb or Reflect

CURSE SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Eiha	Deals light (1d6) Curse damage to one foe.	Star level 1
Maeiha	Deals light (1d6) Curse damage to all foes.	Star level 1; Curse resist of Neutral or better
Eiga	Deals medium (2d6) Curse damage to one foe.	Star level 3; Curse resist of Neutral or better
Maeiga	Deals medium (2d6) Curse damage to all foes.	Star level 3; Curse resist of Strong or better
Eigaon	Deals heavy (3d6) Curse damage to one foe.	Star level 6; Curse resist of Strong or better
Maeigaon	Deals heavy (3d6) Curse damage to all foes.	Star level 6; Curse resist of Null or better
Demonic Decree	Deals severe (4d6) Curse damage to one foe.	Star level 9; Curse resist of Null or better
Abyssal Wings	Deals severe (4d6) Curse damage to all foes.	Star level 9; Curse resist of Absorb or Reflect
Oblivion Wave	Deals severe (4d6) Curse damage to all foes. Inflicts Shocked (4). Cooldown 4. Unique to Cthulhu.	-

ALMIGHTY SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Life Drain	Deals light (1D6) Almighty damage to one foe. The skill's user regains half of the damage dealt as HP (rounded down).	-
Megido	Deals light (1d6) Almighty damage to all foes.	Star level 4
Megidola	Deals medium (2d6) Almighty damage to all foes.	Star level 6
Megidolaon	Deals heavy (3d6) Almighty damage to all foes.	Star level 8
Door of Hades	Deals heavy (3d6) Almighty damage to all foes. Inflicts Charmed (4). Cooldown 5. Unique to Thanatos.	-

HEALING SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Dia	Heals one member of caster's party by 2d6 + MAG. Cooldown 3.	Star level 3
Media	Heals each member of caster's party by 2d6 + MAG. Cooldown 4.	Star level 6
Diarama	Heals one member of caster's party by 4d6 + MAG. Cooldown 4.	Star level 6

HEALING SKILLS, COTD.

SKILL NAME	EFFECT	REQUIREMENTS
Mediarama	Heals each member of caster's party by 4d6 + MAG. Cooldown 5.	Star level 8
Diarahan	Completely heals one member of caster's party. Cooldown 5.	Star level 8
Mediarahan	Completely heals each member of caster's party. Cooldown 6.	Star level 9
Patra	Cures one member of the caster's party of mental ailments such as Rage or Confusion. Cooldown 3.	Star level 3
Me Patra	Cures each member of the caster's party of mental ailments such as Rage or Confusion. Cooldown 4.	Star level 6
Amrita Drop	Cures one member of the caster's party of physical ailments such as Burned or Shocked. Cooldown 3.	Star level 3
Amrita Shower	Cures each member of the caster's party of physical ailments such as Burned or Shocked. Cooldown 3.	Star Level 6
Cadenza	Heals each member of caster's party by 2d6 + MAG. Also grants each member of party the effects of the move Sukukaja. Cooldown 6.	-
Regenerate	A character with this skill regains HP each turn, but only when they are in combat. The amount they gain is equal to their MAG stat / 2 (minimum of one).	-

AILMENT SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Burn	Inflicts Burned (4).	-
Paralyzing Eyes	Inflicts Shocked (4).	-
Posumudi	Inflicts Sickened (4).	-
Pandemic Bomb	Inflicts Sickened (3). Targets all enemies.	-
Ominous Words	Inflicts Afraid (5).	-
Tentarafoo	Inflicts Afraid (3). Targets all enemies.	-
Dormina	Inflicts Asleep (4).	-
Lullaby	Inflicts Asleep (3). Targets all enemies.	-
Dream Raga	Inflicts Asleep (4). Also inflicts the effect of the move Rakunda, even if the target did not fall asleep. Unique to Krishna. Cooldown 4.	-
Marin Karin	Inflicts Charmed (4).	-
Sexy Dance	Inflicts Charmed (4). Targets all enemies.	-

AILMENT SKILLS, COTD.

SKILL NAME	EFFECT	REQUIREMENTS
Alluring Banter	Inflicts Charmed (4). Also inflicts the effect of the move Rakunda, even if the target did not fall asleep. Unique to Cleopatra. Cooldown 4.	-
Reverse Rub	Inflicts Enraged (5).	-
Wage War	Inflicts Enraged (4). Targets all enemies.	-
Pandemic Bomb	Inflicts Sickened (3). Targets all enemies.	-
Ominous Words	Inflicts Afraid (5).	-
Tentarafoo	Inflicts Afraid (3). Targets all enemies.	-
Dormina	Inflicts Asleep (4).	-
Lullaby	Inflicts Asleep (3). Targets all enemies.	-
Makajama	Inflicts Silenced (3).	-
Makajamaon	Inflicts Silenced (4).	-
Shivering Taboo	Has multiple effects. Roll 1d6 to determine which. 1-2: Inflicts Afraid (4), 2-4: Inflicts Shocked (4), 5-6: Inflicts Sickened (4).	-
Foul Breath	One targeted foe has their END reduced by 2 for three rounds for the purpose of resisting Ailments.	-
Hellish Mask	One targeted ally has their END increased by 2 for three rounds for the purpose of resisting Ailments.	-

SUPPORT SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Rakukaja	The next three times the recipient of this skill takes damage, the damage is reduced by 2. Cooldown 3.	-
Sukukaja	The next three times the recipient of this skill rolls to make an attack (Basic Strike, Command Persona, etc.), they gain a +2 bonus to their 2d6 check. Cooldown 3.	-
Tarukaja	The next three times the recipient of this skill rolls to make an attack (Basic Strike, Command Persona, etc.), they gain a +2 bonus to their damage roll. Cooldown 3.	-
Marakukaja	Same as Rakukaja, but targets all allies. Cooldown 5.	-
Masukukaja	Same as Sukukaja, but targets all allies. Cooldown 5.	-
Matarukaja	Same as Tarukaja, but targets all allies. Cooldown 5.	-
Rakunda	The next three times the target of this skill takes damage, they take 2 bonus damage. Cooldown 3.	-

SUPPORT SKILLS, COTD.

SKILL NAME	EFFECT	REQUIREMENTS
Sukunda	The next three times the target of this skill is targeted by an attack, the attacker takes a +2 bonus to-hit. Cooldown 3.	-
Dekunda	Cures the caster's party of all temporary stat penalties from moves such as Rakunda or Sukunda. Cooldown 3.	-
Ali Dance	The caster becomes evasive. The next three times a character rolls to hit the caster of this skill, they take a -3 penalty to their roll. Cooldown 6.	-
Debilitate	The target gains the effects of Rakunda, Sukunda, and Tarunda, all at the same time. Cooldown 6.	-
Makarakarn	The target gains a magical shield. The next magical attack that hits them (i.e. not Physical or Ranged) is reflected back at the attacker. Cooldown 6.	-

PASSIVE SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
X Boost	Characters with this skill gain a +2 bonus when rolling X damage.	Star level 3
Dodge X	Attacks made against a character with this skill using X damage suffer a -2 penalty to hit.	Star level 5
X Pleroma	Characters with this skill gain a +4 bonus when rolling X damage.	Star level 7; X resist of Strong or better
X Wall	The caster selects one ally. The target gains a Strong Resistance to X damage for the next three times they are targeted by it, or until the battle they are in ends.	Star level 7; X resist of Strong or better
Counter	When a character with this skill is targeted by an attack that deals Physical damage, they can roll a D6. On a 6, the character deals half of the damage they received back to the attacker.	-
Makara Break	The caster can completely ignore the effects of the move Makarakarn when making an attack.	-

PASSIVE SKILLS CLARIFICATION

For the sake of simplicity, the wide array of passive skills has been shortened to "X Boost", "Dodge X", "X Pleroma" and "X Wall". "X" can be any one type of damage. If a PC takes one of these skills while creating a Persona, they must pick a type of

type of damage, which is then locked in forever (unless the move is replaced). Physical and Almighty damage cannot be chosen. "X Boost" is not the actual name of a skill. For example, you might have the skill "Fire Boost" where Fire is X, and whoever has the skill gets +2 to Fire damage.

MISCELLANEOUS SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Charge	The Skill's user spends a turn charging their next attack. If their next attack successfully inflicts Physical or Ranged damage, they automatically do full damage and then they roll the damage as well, adding the two results together for a massive total.	Star level 4
Concentrate	Same as Charge, but works with every other damage type besides Physical or Ranged.	Star level 4
Attack Master	A character with this Skill automatically gains the effects of the move Tarukaja at the start of each battle.	-
Defense Master	A character with this Skill automatically gains the effects of the move Rakukaja at the start of each battle.	-
Speed Master	A character with this Skill automatically gains the effects of the move Sukukaja at the start of each battle.	-
Taunt	The caster selects one foe. For the next three turns, the target can only use attacks, not healing or support Skills. Cooldown 3.	-

SHADOW SKILLS

SKILL NAME	EFFECT	REQUIREMENTS
Summon	The caster calls a Shadow for backup. The Shadow should be of a similar or slightly lower power level as whoever summoned it. Cooldown 6.	-
Run Away	The skill's user rolls 2D6 + AGI. On a mixed or complete success, they escape and likely disappear into the ether. On a failure, nothing happens.	-
Self-Destruct	Deals heavy (3d6) Almighty damage to all foes. Once this skill is used, its user dies gloriously.	-



Shadow skills can only be used by Shadows!
If a PC gets hold of a Shadow with a Shadow skill the skill suddenly disappears, hee-ho!

Jack



DAEMONICA

The following section lists example Shadows that might be fought or captured by the PCs. As always, GMs are encouraged to use these entries as a baseline to create their own Shadows if they so desire.

In the Shadow World, PCs will typically run into several groups of 3 to 6 Shadows at appropriate star levels. As the GM, you can randomly select a Shadow from a star level list by rolling 2d6 and then *multiplying the result of each die together*, rather than adding them. Then, select the Shadow from the list whose number matches the result of the multiplication. This provides a wide array of potential outcomes on a dramatic bell curve. Lower numbered Shadows are generally weaker, while higher numbered ones are stronger.

Of course, if the GM prefers, they can always just pick and choose Shadows manually.

1-STAR SHADOWS

1-Star Shadows are perfect enemies for fledgling Persona-wielders and recommended for PCs from levels 1 to 3. All of the Shadows listed have access to a basic attack. For 1-Star Shadows, this attack does 1D4 Physical damage.

- 1 - Wealth Hand
- 2 - Dybbuk
- 3 - Kijimuna
- 4 - Pele
- 5 - Onmoraki
- 6 - Slime
- 8 - Mokoi
- 9 - Incubus
- 10 - Pyro Jack
- 12 - Silky
- 15 - Angel
- 16 - Apsaras
- 18 - Agathion
- 20 - Succubus
- 24 - Fomorian
- 25 - Hua Po
- 30 - Obariyon
- 36 - Berith

1 - WEALTH HAND

A disembodied golden hand. It often runs away as soon as it sees an escape. If defeated, however, its skin can be quite rewarding.

STR -2 AGI 0 END -1 MAG -1 HP 15

SKILLS: Run Away

PERSONALITY: Timid

TREASURE: ¥1000

2 - DYBBUK

An evil spirit said to possess people in Jewish lore. It is said to possess others to complete tasks it was unable to in it's past life. Once it has completed its task, it can ascend.

STR 0 AGI 0 END 0 MAG 1 HP 13;

NULL: Curse; **WEAK:** Ice and Bless

SKILLS: Eiha and Paralyzing Eyes

PERSONALITY: Gloomy

TREASURE: Revival Bead

3 - KIJIMUNA

A goblin or fairy creature from Okinawan mythos. They take the form of a boy or girl covered in hair and can cause nightmares. They love fish but are extremely afraid of octopi.

STR -1 AGI 1 END -1 MAG 1 HP 12

NULL: Curse; **WEAK:** Fire

SKILLS: Magaru and Psi

PERSONALITY: Upbeat

TREASURE: ¥50 and Sushi

4 - PELE

The Hawaiian deity of volcanoes. They are known for their beauty, passion and temper. When angry they wash lava over the islanders. However, at other times they warn of impending eruptions.

STR -1 AGI 0 END 1 MAG 1 HP 15

NULL: Fire; **WEAK:** Ice and Electric

SKILLS: Agi and Posumudi

PERSONALITY: Irritable

TREASURE: ¥75

WINTER
冬

5 - ONMORAKI

In Japanese lore those not given proper memorials risk becoming an onmoraki; a bird with a humanoid face that spits fire. They harass monks who neglect their duties.

STR -1 **AGI** 0 **END** -1 **MAG** 1 **HP** 18

STRONG: Fire; **WEAK:** Ranged and Ice

SKILLS: Agi

PERSONALITY: Gloomy

TREASURE: ¥65 and Demon Meat

6 - SLIME

A primitive monster with a viscous body. There are various theories as to its origin. Many attribute its existence to failed summonings.

STR 0 **AGI** 0 **END** 0 **MAG** 0 **HP** 15

STRONG: Physical; **WEAK:** Fire and Wind

SKILLS: Lunge and Posumudi

PERSONALITY: Timid

TREASURE: ¥50 and Rancid Gravy

8 - MOKOI

A humanlike spirit of Murngin lore that lives in the jungle. They are reincarnations of the “shadow soul” of humans. They kidnap and eat children and sometimes cause war between humans.

STR 1 **AGI** 0 **END** 0 **MAG** -1 **HP** 17

STRONG: Electric; **WEAK:** Wind

SKILLS: Zio and Dream Fist

PERSONALITY: Gloomy

TREASURE: ¥125 and Devil Fruit

8 - INCUBUS

The male equivalent of the Succubus, the Incubus is a demon who lies upon a sleeping woman to have sexual intercourse. While there are some theories that Incubi do this for pleasure, other stories say they do this to sire a child as

in the legend of Merlin.

STR -1 **AGI** 0 **END** 0 **MAG** 1 **HP** 20

STRONG: Electric

WEAK: Gun and Bless

SKILLS: Zio

TREASURE: ¥130 and Life Stone

10 - PYRO JACK

A figure also known as “Jack-o-Lantern”. “Stingy Jack” was an Irish farmer who was able to convince the Devil to not take them to hell. They now roam the world with a turnip (or pumpkin) head and a lantern to guide their way.

STR -1 **AGI** 1 **END** -1 **MAG** 1 **HP** 20

ABSORB: Fire; **WEAK:** Ranged, Ice, and Wind

SKILLS: Agi

PERSONALITY: Jack

TREASURE: ¥150 and Agi Stone

12 - SILKY

A Scottish house faerie who carries out household chores while their family sleeps. While they are kind and gentle spirits, they will kill any who seek to harm their household.

STR 0 **AGI** 1 **END** 0 **MAG** 0 **HP** 28

STRONG: Ice; **WEAK:** Fire and Electric

SKILLS: Dormina and Bufu

PERSONALITY: Gloomy

TREASURE: ¥135 and Life Stone

15 - ANGEL

As ninth in the nine orders of angels, angels are closest in nature to humans. When individuals lose their way angels can help to guide them.

STR 0 **AGI** -1 **END** -1 **MAG** 1 **HP** 18

NULL: Bless; **WEAK:** Curse

SKILLS: Kouha and Dia

PERSONALITY: Irritable

TREASURE: ¥70

16 - APSARAS

Often equated to nereids of Greek lore, Apsaras are spirits of dance in the Indian mythos. Their job is to do the celestial dance for fallen heroes and celestial deities.

STR -1 **AGI** 0 **END** 1 **MAG** 1 **HP** 29

HP: 29; **STRONG:** Ice; **WEAK:** Wind

SKILLS: Electric Wall, Ice Wall,

Wind Wall, and Fire Wall

PERSONALITY: Upbeat

TREASURE: ¥200 and Life Stone

WINTER

冬

18 - AGATHION

An agathion is a familiar used by Judeo-Christian Magicians. They only appear at midday. They take the form of a human or animal. They are often sealed in bottles or talismans.

STR -1 **AGI** 0 **END** 1 **MAG** 1 **HP** 30

STRONG: Ranged and Electric; **WEAK:** Nuclear

SKILLS: Zio

PERSONALITY: Upbeat

TREASURE: ¥130 and Zio Stone

20 - SUCCUBUS

The female equivalent of the Incubus, the Succubus is a demon who takes attractive female forms and seduces humans. They draw energy from men to sustain themselves.

STR -1 **AGI** 0 **END** 0 **MAG** 1 **HP** 30

NULL: Curse; **STRONG:** Fire;

WEAK: Gun and Bless

SKILLS: Marin Karin (cooldown 3)

PERSONALITY: Irritable

TREASURE: ¥215 and Aphrodite's Fruit

24 - FOMORIAN

Fomors or Fomorians are large beasts who pillaged the land in the Irish-Celtic mythos. Eventually the Tuatha Dé Danann arrived to Ireland and wrested the land from the Fomorians. The Fomors and Irish deities lived in peace after. Some were even allowed to marry the deities.

STR 1 **AGI** -1 **END** 1 **MAG** -1 **HP** 32

NULL: Ice; **WEAK:** Fire

SKILLS: Slug and Giant Slice

TREASURE: ¥170 and Life Stone

25 - HUA PO

Hua Po is a Chinese tree spirit born of trees where multiple people hang themselves. While they cannot speak, they make songs as sweet as song birds.

STR -1 **AGI** 0 **END** 0 **MAG** 1 **HP** 34

REFLECT: Fire; **WEAK:** Gun and Ice

SKILLS: Agi

PERSONALITY: Timid

TREASURE: ¥200 and Life Stone

30 - OBARIYON

Known as the "piggyback demon" in Japanese folklore, the Obariyon attaches itself to people's back. Then, while invisible, it becomes heavier and heavier while it remains on it's victim's back. However, if the victim can make it home, the Obariyon is rumored to turn to gold.

STR 1 **AGI** 0 **END** 0 **MAG** 0 **HP** 41

STRONG: Phys; **WEAK:** Psy

SKILLS: Paralyzing Eyes and Sukunda

PERSONALITY: Upbeat

TREASURE: ¥280 and Life Stone

36 - BERITH

Duke of Hell and one of Goetia's 72 demons. They wear heavy plate mail, ride a giant red horse and excel at alchemy. Berith lies constantly, however, if asked a question about past, present or future, Berith must tell the truth.

STR 0 **AGI** 0 **END** 0 **MAG** 1 **HP** 42

NULL: Gun; **STRONG:** Fire; **WEAK:** Ice

SKILLS: Cleave

PERSONALITY: Irritable

TREASURE: ¥220 and Needle Stone



2-STAR SHADOWS

Two-Star Shadows are appropriate for characters from levels 3 - 4. They may make good bosses for lower level characters. All of the Shadows listed have access to a basic attack. For 2-Star Shadows, this attack does 1D6 Physical damage.

- 1 - Moh Shuvuu
- 2 - Koppa Tengu
 - 3 - Sudama
 - 4 - Kodama
 - 5 - Fortuna
 - 6 - Hathor
 - 8 - Naga
 - 9 - Jack Frost
 - 10 - Archangel
 - 12 - Tam Lin
 - 15 - Nekomata
 - 16 - Matador
 - 18 - Shishi
- 20 - Leanan Sidhe
 - 24 - Oni
 - 25 - Mothman
 - 30 - Makami
- 36 - Ippon-Datara

1 - MOH SHUVUU

Moh Shuvuu is a Siberian demon whose name translates to "Evil Bird". They are the spirit of those who died before experiencing love.

STR -1 **AGI** 2 **END** 0 **MAG** 1 **HP** 26

RESIST: Wind; **WEAK:** Gun and Fire

SKILLS: Magaru and Dia

PERSONALITY: Irritable

TREASURE: ¥100 and Magaru Stone

2- KOPPA TENGU

In Japanese mythology these tengu are the smallest of the small Tengu. Having very little spiritual energy, they often serve as messengers until they grow into Karasu Tengu.

STR 0 **AGI** 1 **END** 1 **MAG** 1 **HP** 34

STRONG: Wind; **WEAK:** Ice and Bless

SKILLS: Taunt and Sukukaja

PERSONALITY: Upbeat

TREASURE: ¥440 and Demon Meat

3 - SUDAMA

A mischievous one-footed spirit who roams the Japanese mountains. Sudama are born from trees and rocks where few humans have stepped foot.

STR 0 **AGI** 1 **END** 0 **MAG** 1 **HP** 30

STRONG: Wind; **WEAK:** Ice

SKILLS: Rakunda (cooldown 5) and Mapsi

PERSONALITY: Timid

TREASURE: ¥250 and Life Bead

4 - KODAMA

A tree spirit from Japanese folklore. Cutting down a tree where a Kodama lives is bad luck.

STR 1 **AGI** 1 **END** 1 **MAG** 1 **HP** 30

STRONG: Ice; **WEAK:** Fire

SKILLS: Rakunda (cooldown 5), Mabufu, and Garu

PERSONALITY: Timid

TREASURE: ¥250 and Life Bead

5 - FORTUNA

Fortuna is the Roman deity of luck. Their duty is to turn the Wheel of Fortune. Originally they have been accredited to being a fertility deity. They are the child of Jupiter and Venus. Tyche is their Greek counterpart.

STR 0 **AGI** 2 **END** 0 **MAG** 2 **HP** 30

NULL: Fire and Wind; **WEAK:** Electric

SKILLS: Garu, Sukukaja (cooldown 5), and Media (cooldown 6)

PERSONALITY: Upbeat

TREASURE: ¥220 and Aphrodite's Fruit

6 - HATHOR

The Egyptian deity of motherly love and good luck. They are the second most followed deity in Egyptian mythos. Cleopatra was a staunch devotee of Hathor.

STR -1 **AGI** 2 **END** 0 **MAG** 2 **HP** 26

STRONG: Wind and Light; **WEAK:** Electric

SKILLS: Rakunda, Posumudi and Patra

PERSONALITY: Irritable

TREASURE: ¥300 and Sacramental Bread

8 - NAGA

The Naga are a tribal group of half-snake half-humans in Hindu and Bhudist mythos. They are believed to be enemies of Garuda, Vishnu's mount, and followers of Koumokuten, guardian of Budda's west realm.

STR 1 AGI 2 END 0 MAG 0 HP 36

NULL: Ice; **STRONG:** Electric; **WEAK:** Fire

SKILLS: Lunge, Bufu and Tarukaja

PERSONALITY: Irritable

TREASURE: ¥300 and Demon Meat

9 - JACK FROST

Spirit of English decent. Jack Frost, sometimes called Jack, is a snow elf who brings cold weather everywhere they go. They tend to say "hee-ho".

STR 0 END 0 MAG 2 AGI 1 HP 35

NULL: Ice; **WEAK:** Fire

SKILLS: Mabufu

PERSONALITY: Jack

TREASURE: ¥400 and Bufu Stone

10 - ARCHANGEL

The eighth in the hierarchy of angels, their duty is to humans and to deliver messages. They are constantly in combat with the fallen angels. They are to lead the assault on Satan's armies at the Battle of Armageddon.

STR 1 END 1 MAG 0 AGI 1 HP 44

NULL: Bless; **WEAK:** Electric and Curse

SKILLS: Makouha, Vajra Blast and Giant Slice

PERSONALITY: Irritable

TREASURE: Kouha Stone

12 - TAM LIN

A famous character in Celtic folklore. Kidnapped by the Queen of Faeries, the human boy stalked the Caterhaugh Wood. They would ruin anyone who entered until a suitor freed them.

STR 0 END 1 MAG 1 AGI 1 HP 44

NULL: Light; **WEAK:** Psychic

SKILLS: Kouha, Vicious Strike and Lunge

PERSONALITY: Timid

TREASURE: ¥250 and Megido Stone

15 - NEKOMATA

A special type of cat, in Japanese folklore, with supernatural abilities like those of foxes or raccoon dogs. They have two tails and are able to take human form.

STR 0 AGI 2 END -1 MAG 1 HP 52

STRONG: Psychic; **WEAK:** Electric

SKILLS: Terror Claw and Magaru

PERSONALITY: Upbeat

TREASURE: ¥645 and Magaru Stone

16 - MATADOR

Their name is derived from Latin word "matare", which means to kill or subdue. Matadors are those who perform in Spanish bullfighting.

STR 1 AGI 2 END 0 MAG -1 HP 51

NULL: Wind; **WEAK:** Electric

SKILLS: Psi and Sukukaja

PERSONALITY: Gloomy

TREASURE: ¥645 and Psi Stone

18 - SHISHI

Shishi are guardian lion dogs sometimes called foo dogs. They are often placed at building entrances to ward off evil.

STR 1 AGI 1 END 1 MAG 0 HP 45

NULL: Bless; **STRONG:** Physical and Gun;

WEAK: Curse

SKILLS: Zio, Double Fang and Mind Slice

PERSONALITY: Upbeat

TREASURE: ¥300 and Zio Stone

20 - LEANAN SIDHE

The name Leanan Sidhe means "faerie sweetheart" in Gaelic. They search out for humans to love them. They Absorb their lover's life but in return give them artistic inspiration.

STR 1 AGI 1 END 0 MAG 2 HP 50

STRONG: Wind and Psy; **WEAK:** Fire

SKILLS: Rakunda, Psio and

Marin Karin

PERSONALITY: Upbeat

TREASURE: ¥750 and

Aphrodite's Fruit

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24 - ONI

Oni are amazingly strong creatures from Japanese folklore. They are known for attacking and pillaging villages for food and riches.

STR 2 AGI 0 END 1 MAG -1 HP 66

STRONG: Physical and Gun

SKILLS: Rampage

PERSONALITY: Irritable

TREASURE: ¥610 and Physical Ointment

25 - MOTHMAN

A West Virginian cryptid, the mothman was sighted first in the 1960's. It stands about two meters tall, with two beady red eyes and a pair of black wings. It flees whenever spotted.

STR 0 AGI 1 END 1 MAG 0 HP 68

NULL: Electric; **STRONG:** Psychic; **WEAK:** Gun

SKILLS: Zionga, Mazio and Life Drain

PERSONALITY: Timid

TREASURE: ¥455 and Zio Stone

30 - MAKAMI

Makami is a wolf deity in Japanese lore. They are often used to ward off thieves. Some believe they have a history of consuming humans.

STR 0 AGI 2 END 1 MAG 0 HP 61

NULL: Bless; **STRONG:** Nuclear and Wind;

WEAK: Electric

SKILLS: Double Fang and Mafrei

PERSONALITY: Gloomy

TREASURE: ¥515 and Sacramental Bread

36 - IPPON-DATARA

A creature rarely seen that lives in Japanese mountains. It is believed that they might be a blacksmith or the ghost of one.

STR 2 AGI 0 END 2 MAG -1 HP 73

REFLECT: Wind; **STRONG:** Fire, Bless and Curse;

WEAK: Ice

SKILLS: Mind Slice

PERSONALITY: Irritable

TREASURE: ¥220 and Excalibur



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3-STAR SHADOWS

Three-Star Shadows are appropriate for characters from levels 5 - 6. They may make good bosses for lower level characters. All of the Shadows listed have access to a basic attack. For 3-Star Shadows, this attack does 1D6 Physical damage.

- 1 - Koh-i-noor
- 2 - Yuki Jyorou
 - 3 - Vouivre
 - 4 - Phoenix
 - 5 - Sandman
 - 6 - Principality
- 8 - Ame no Uzume
 - 9 - Isis
 - 10 - Anzu
- 12 - Rakshasa
- 15 - Orpheus
- 16 - Clotho
- 18 - Sedna
- 20 - Lamia
- 24 - Orthrus
- 25 - Neko Shogun
 - 30 - Ariadne
 - 36 - Shiki-Ouji

1 - KOH-I-NOOR

The world's largest colorless diamond, mined from India. It is said to weigh upwards of 128 carats.

STR 0 AGI 0 END 0 MAG 0 HP 60

STRONG: Physical, Gun, Fire, Ice, Electric, Wind, Psychic, Bless and Curse

SKILLS: Run Away

PERSONALITY: Timid

TREASURE: ¥15,000

2 - YUKI JYOROU

Yuki Jyorou is a demon who appears on snowy nights. They are a type of Yuki-onna who freezes and kills travelers. Sometimes they appear with a baby and ask you to hold it. It grows heavier and heavier. If you drop it they kill you. If you can hold it, they grant you strength.

STR 0 AGI 0 END 2 MAG 2 HP 40

ABSORB: Ice; **WEAK:** Fire

SKILLS: Mabufula, Maeiha and Ice Boost

PERSONALITY: Gloomy

TREASURE: ¥350 and Mabufu Gem

3 - VOUIVRE

Vouivres, also known as "Guivre", are French beautiful dragons with bat wings. They sometimes appear as beautiful humans. They have bat wings, eagle legs and a snake tail. They keep a garnet gem in their forehead. If the garnet is stolen they lose their dragon strength and become mindless puppets to the keeper of the garnet.

STR 0 AGI 0 END 2 MAG 2 HP 50

NULL: Ice; **STRONG:** Electric; **WEAK:** Gun

SKILLS: Pandemic Bomb and Zionga

PERSONALITY: Upbeat

TREASURE: ¥470 and Mazio Gem

4 - PHOENIX

In Egyptian mythology the Phoenix is a beautiful bird with red and orange plumage. It lives for hundreds of years then builds a nest. It ignites itself then burns into ashes. From the ashes the egg of its offspring can be found.

STR 0 AGI 0 END 2 MAG 2 HP 50

ABSORB: Fire; **WEAK:** Ice

SKILLS: Fire Breath and Recarm

PERSONALITY: Upbeat

TREASURE: ¥700 and Agi Stone

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5 - SANDMAN

From Northern European lore, these beings bring good dreams by sprinkling magic sand in the eyes of children when they sleep. Rheum in one's eyes is to be believed to be the result of Sandman.

STR 0 **AGI** 0 **END** 1 **MAG** 2 **HP** 51

STRONG: Wind; **WEAK:** Electric

SKILLS: Dormina and Garu

PERSONALITY: Upbeat

TREASURE: ¥890 and Soul Drop

6 - PRINCIPALITY

Seventh in the ranks of angels, principalities carry out orders given to them by the dominions. They bequeath their blessings to the material world.

STR 1 **AGI** 1 **END** 1 **MAG** 1 **HP** 54

NULL: Bless; **STRONG:** Fire; **WEAK:** Curse

SKILLS: Makouga, Makajamaon and Dekunda

PERSONALITY: Irritable

TREASURE: ¥710 and Makouha Gem

8 - AME NO UZUME

They are the deity of entertainment in Japanese lore. She governs the many sacred dances. They are famous for their use of a provocative dance to lure out Amaterasu. With their dance Ame no Uzume brought the sun out of the darkness.

STR 0 **AGI** 1 **END** 1 **MAG** 2 **HP** 55

ABSORB: Fire; **Weak:** Psychic

SKILLS: Mazio, Bufula and Diarama

Personality: Gloomy

Treasure: ¥510 and Bead

9 - ISIS

A deity of the Egyptian mythos. They are respected as a patron to magic, a friend of slaves, sinners, artisans and the downtrodden. They are also known as the deity of rainbows.

STR 1 **AGI** 0 **END** 1 **MAG** 2 **HP** 55

NULL: Bless and Curse;

WEAK: Psychic

SKILLS: Agilao, Garula, Zionga and Makarakarn

PERSONALITY: Upbeat

TREASURE: ¥995 and Garu Stone

10 - ANZU

Also known as Zu in Mesopotmian mythology, this demonic tempest bird is known for stealing the Tablet of Destinies, which have the power to control the universe. Anu, the supreme deity promised sovereignty over any who slayed Anzu. However the outcome of this is unknown.

STR 0 **AGI** 2 **END** 1 **MAG** 1 **HP** 58

ABSORB: Wind; **Strong:** Electric

WEAK: Gun and Nuclear

SKILLS: Garula and Masukukaja

PERSONALITY: Upbeat

TREASURE: ¥510 and Garu Stone

12 - RAKSHASA

From Hindu lore, Rakshasa are evil spirits who battle the deities. They also attack humans. They live in corpses and are horrifically deformed, but can shapeshift at will. They are known to prey on children and pregnant women.

STR 1 **AGI** 2 **END** 1 **MAG** 0 **HP** 58

STRONG: Physical, Fire and Curse;

WEAK: Wind and Bless

SKILLS: Giant Slice and Counter

PERSONALITY: Irritable

TREASURE: ¥445 and Demon Meat

15 - ORPHEUS

A lyre player and poet from Greek mythos. Their spouse passed away, so Orpheus went to Hades to save them. Hades told them they would let Orpheus' spouse live again but Orpheus must lead them to the surface without looking back. Orpheus failed so their spouse would forever be trapped in the Underworld.

STR 1 **AGI** 1 **END** 0 **MAG** 2 **HP** 65

STRONG: Bless; **WEAK:** Electric and Curse

SKILLS: Agilao, Tarunda and Cadenza

PERSONALITY: Gloomy

TREASURE: ¥340 and Hermes' Shoes

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16 - CLOTHO

The youngest of three Moirae of Greek mythos, Clotho spins the thread of life.

STR 1 AGI 1 END 1 MAG 1 HP 67

NULL: Wind; **WEAK:** Ice and Nuclear

SKILLS: Me Patra and Makajama

PERSONALITY: Upbeat

TREASURE: ¥525 and Armita Soda

18 - SEDNA

They are the deity of the sea in Inuit lore. They watch over their children, the fish, and seals. Sedna after once being human grew into a one-eyed giant who lives in a house of whale bones. Only those attuned to the spiritual world can see Sedna's home.

STR 0 AGI 0 END 2 MAG 2 HP 67

ABSORB: Ice; **NULL:** Curse; **WEAK:** Fire and Bless

SKILLS: Mabufula and Maeiha

PERSONALITY: Gloomy

TREASURE: ¥570 and Maeiha Gem

20 - LAMIA

In Greek mythology, Lamia was a Libyan queen who fell in love with Zues, bearing his children. Zeus' spouse, Hera, enraged, murdered all of Lamia's children. In one version Hera forced Lamia to eat their own children. Lamia went insane with grief and ate other's children, becoming a half-human half-snake monster.

STR 1 AGI 1 END 0 MAG 2 HP 68

NULL: Curse; **STRONG:** Gun and Electric; **WEAK:** Ice

SKILLS: Assault Dive, Agilao, Foul Breath, Ominous Words and Summon

PERSONALITY: Irritable

TREASURE: ¥735 and Eiha Stone

24 - ORTHRUS

A two headed dog monster of Greek mythos. They are the child of Typhon and Echidna and sibling of Cerberus, the Sphinx and Chimera.

STR 2 AGI 1 END 1 MAG 0 HP 73

ABSORB: Fire; **STRONG:** Nuclear; **WEAK:** Ice

SKILLS: Agilao, Maragi, Giant Slice and Double Fangs

PERSONALITY: Irritable

TREASURE: ¥480 and Maragi Gem

25 - NEKO SHOGUN

Originally Neko Shogun was a prophetic Taoist deity known as Mao Shogun. Due to a linguistic error involving the Chinese word for cat, their name was changed to Neko Shogun.

STR 0 AGI 2 END 0 MAG 2 HP 75

NULL: Bless; **STRONG:** Physical, Electric and Curse

WEAK: Wind

SKILLS: Psio, Diarama and Masukukaja

PERSONALITY: Upbeat

TREASURE: ¥470 and Excalibur

30 - ARIADNE

Ariadne was the daughter of King Minos of Crete, the owner of the Minotaur. Ariadne fell in love with Theseus, who demanded Minos stop sending citizens to fight the Minotaur. She gave Theseus a sword to fell the minotaur and a string to find his way out of the labyrinth, then the two eloped.

STR 2 AGI 0 END 2 MAG 0 HP 100

NULL: Nuclear; **STRONG:** Gun and Bless;

WEAK: Psychic

SKILLS: Giant Slice and Miracle Punch

PERSONALITY: Irritable

TREASURE: ¥710 and Makouha Gem

36 - SHIKI-DUIJI

One of the most powerful types of Shikigamis. They can only be summoned as servants by the most elite practitioners of the mystical arts of Yin and Yang. It is very ferocious so it's not recommended for average mystics to summon.

STR 1 AGI 2 END 1 MAG 0 HP 113

NULL: Physical, Gun, Bless and Curse;

WEAK: Nuclear

SKILLS: Taunt, Snap and Tarukaja

PERSONALITY: Gloomy

TREASURE: ¥1,415 and Aegis

4-STAR SHADOWS

Four-Star Shadows are appropriate for characters from levels 6 - 7. They may make good bosses for lower level characters. All of the Shadows listed have access to a basic attack. For 4-Star Shadows, this attack does 2D4 Physical damage.

- 1 - Hope Diamond
 - 2 - Lilim
 - 3 - Brigid
 - 4 - Hariti
 - 5 - Inti
- 6 - La Llorona
 - 8 - Hel
 - 9 - Lachesis
 - 10 - Kaiwan
 - 12 - Medusa
- 15 - Kikuri-Hime
 - 16 - Skogsra
 - 18 - Unicorn
 - 20 - Hell Biker
- 24 - Zouchouten
 - 25 - Mithra
 - 30 - Anubis
 - 36 - Belphegor

1 - HOPE DIAMOND

A greyish-blue diamond mined from India. It is said to bring curses upon all who hold them. One suspected victim is the French Royal Family.

STR 1 **AGI** 1 **END** 1 **MAG** 1 **HP** 120

REFLECT: Fire, Ice, Electric, Psychic, Nuclear, Bless and Curse; **NULL:** Gun; **STRONG:** Physical

SKILLS: Run Away

PERSONALITY: Timid

TREASURE: ¥30,000

2 - LILIM

The child of Samael and Lilith, Lilim is said to tempt sleeping humans. Many fear them for this. However, Lilim is also feared as it is believed they kidnap children like Lilith.

STR 1 **AGI** 1 **END** 1 **MAG** 1 **HP** 69

NULL: Curse; **STRONG:** Ice;

WEAK: Gun, Wind and Bless

SKILLS: Sukunda, Bufula and Spirit Drain

PERSONALITY: Upbeat

TREASURE: ¥365 and Aphrodite's Fruit

3 - BRIGID

Brigid is the Irish deity of the hearth. They are the child of Dagda and the spouse of Bres, a fomorian. They represent flame, wisdom, perfection, intelligence, blacksmithing, healing abilities, druidic knowledge, poetic eloquence and skill in warfare.

STR 1 **AGI** 1 **END** 0 **MAG** 2 **HP** 60

ABSORB: Fire; **Weak:** Ice

SKILLS: Mediarama and Agilao

PERSONALITY: Upbeat

TREASURE: ¥965 and Bead

4 - HARITI

Hariti is a demon from what is currently called Pakistan. Hariti was described as an ogre who slew children in order to feed their own children.

STR 1 **AGI** 1 **END** 0 **MAG** 2 **HP** 70

STRONG: Psychic and Bless; **Weak:** Wind

SKILLS: Mediarama, Lullaby and Zionga

PERSONALITY: Irritable

TREASURE: ¥555 and Magaru Stone

5 - INTI

Inti, in Inca mythology, is the sun and patron deity of the Inca Empire. Their origin is largely unknown but it is commonly explained they are the child of Viracocha, the deity of civilization.

STR 1 **AGI** 0 **END** 1 **MAG** 2 **HP** 52

REFLECT: Fire and Ice; **WEAK:** Electric

SKILLS: Maragion and Fire Boost

PERSONALITY: Upbeat

TREASURE: ¥1,000 and Maragi Stone

6 - LA LLORONA

Their name translated from the native language is “The Crying One”. They are part of a popular legend in Latin America. They were once a beautiful human who sought a relationship. Llorona killed their children then themselves. They are now doomed to search the world for their children.

STR 1 AGI 1 END 0 MAG 2 HP 73

REFLECT: Curse; **Weak:** Bless

SKILLS: Media, Sexy Dance and Maeiga

PERSONALITY: Gloomy

TREASURE: ¥675 and Maeiha Stone

8 - HEL

Hel is the child of Loki and sibling of Genrir and Jörmungandr. Hel was tasked by Odin to be the ruler of Hel (a location). They play a big role in the attempted resurrection of Baldr. The saying “Go to Hell” originated from “Go to Hel”.

STR 1 AGI 1 END 1 MAG 2 HP 70

REFLECT: Ice and Curse; **Weak:** Fire

SKILLS: Maeiha, Mabufu and Bufula

PERSONALITY: Irritable

TREASURE: ¥995 and Mabufu Stone

9 - LACHESIS

The second of three Moirae of Greek mythos, Lachesis measures the thread of life. They decide how much time will be allowed for each person.

STR 0 AGI 0 END 2 MAG 2 HP 74

NULL: Ice; **STRENGTH:** Wind; **WEAK:** Electric

SKILLS: Bufula, Tarunda and Sukunda

PERSONALITY: Gloomy

TREASURE: ¥915 and Revival Bead

10 - KAIWAN

Kaiwan, not to be confused with Hastur, is an Assyrian deity sometimes called the deity of the sky. Kaiwan is often associated with Saturn.

STR 0 AGI 2 END MAG 2 HP 76

NULL: Gun and Psychic; **WEAK:** Nuclear

SKILLS: Psiodyne and Makajama

PERSONALITY: Irritable

TREASURE: ¥1,280 and Revival Bead

12 - MEDUSA

One of the Gorgons of Greek lore, Medusa has snakes for hair, bronze scales for skin, golden wings on their back, sharp fangs and eyes that can turn anyone who looks into them to stone. Perseus slew them with Athena’s help.

STR 2 AGI 1 END 1 MAG 1 HP 84

NULL: Electric; **STRONG:** Gun; **WEAK:** Wind

SKILLS: Snake’s Fangs, Marin Karin and Mazionga

PERSONALITY: Irritable

Treasure: ¥865 and Aphrodite’s Fruit

15 - KIKURI-HIME

In Shintoism, Kikuri-Hime is the deity of love and marriage. They mediated the tenuous relationship between Izanagi and Izanami. Due to their efforts, Susono-o and Amaterasu were born into the world.

STR 2 AGI 1 END 1 MAG 1 HP 89

NULL: Wind; **STRONG:** Bless; **WEAK:** Fire

SKILLS: Mediarama, Sexy Dance,

Makarakarn and Patra

PERSONALITY: Upbeat

TREASURE: ¥620 and Bead

16 - SKOGSRA

A beautiful wood faerie of Swedish lore. While in the front they look beautiful, their backs are covered in gnarled bark. They are known to blow and knock on hunter’s rifles to bless them. Some attribute the saying “knock on wood” to this. They yearn for the love of humans however all who see their back flee in horror.

STR 1 AGI 2 END 0 MAG 2 HP 89

STRONG: Gun and Wind; **WEAK:** Fire

SKILLS: Rakunda and Wind Breath

PERSONALITY: Gloomy

TREASURE: ¥555 and Magaru Stone

18 - UNICORN

From English lore a unicorn is a mythological horse with a narwhal's horn on its forehead. It can only be tamed by those who have pure hearts.

STR 2 AGI 1 END 0 MAG 1 HP 89

NULL: Ice and Bless; **STRONG:** Psychic;

WEAK: Curse

SKILLS: Assault Dive

PERSONALITY: Timid

TREASURE: ¥655 and Revival Bead

20 - HELL BIKER

A motorcyclist based on the "Hell's Angels" biker gang. Their violent nature slowly transformed them into a demon. They are angry with themselves and the world so much so that it causes them pain.

STR 0 AGI 2 END 0 MAG 2 HP 89

REFLECT: Fire; **STRONG:** Wind; **WEAK:** Bless

SKILLS: Agilao, Maeiha and Speed Master

PERSONALITY: Irritable

TREASURE: ¥970 and Maragi Stone

24 - ZOUCROUTEN

Zouchouten, or Virudhaka, is one of the Four Heavenly Kings in Buddhist lore. They are the deity of fertility, agriculture and the growth of all things. They are commonly depicted wearing armor, with a sword in their hand and an angry expression on their face.

STR 0 AGI 2 END 0 MAG 2 HP 99

STRONG: Physical; **WEAK:** Wind

SKILLS: Giant Slice and Zionga

PERSONALITY: Irritable

TREASURE: ¥920 and Excalibur

25 - MITHRA

Mithra, not to be confused with the Roman deity Mithras, is the Zoroastrian protector of truth and the enemy of error. Mithra is also worshipped as a deity of the sun and war.

STR 2 AGI 1 END 0 MAG 1 HP 96

NULL: Bless and Ice; **WEAK:** Electric

SKILLS: Kouga, Makouha and Diarama

PERSONALITY: Upbeat

TREASURE: ¥920 and Makouha Stone

30 - ANUBIS

In Egyptian mythology, Anubis is the Jackal-headed deity of mummification. Their duty is to oversee death rites. They weigh the hearts of those who pass to decide their ultimate fate.

STR 1 AGI 1 END 1 MAG 2 HP 99

NULL: Bless and Curse

SKILLS: Makouga, Maeiga, Megido

PERSONALITY: Gloomy

TREASURE: ¥1,120 and Chewing Soul

36 - BELPHEGOR

A demon of Sloth, one of the 7 Deadly Sins, Belphegor gives people ideas for inventions. These inventions make them greedy and selfish. Their name is derived from a corruption of Baal-Peor, an attack on the Moabites. It is said Belphegor must be worshiped on a toilet.

STR 2 AGI 1 END 1 MAG 2 HP 124

REFLECT: Curse; **STRONG:** Ice, Electric and Nuclear;

WEAK: Fire

SKILLS: Concentrate, Mabufula and Bufudyne

PERSONALITY: Irritable

TREASURE: ¥865 and Mabufu Stone

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5-STAR SHADOWS

Five-star shadows are appropriate for characters from levels 7 - 8. They may make good bosses for lower level characters. All of the Shadows listed have access to a basic attack. For 5-Star Shadows, this attack does 2D6 Physical damage.

- 1 - Crystal Skull
 - 2 - Power
- 3 - Kushinada-Hime
 - 4 - Yurlungur
 - 5 - Virtue
 - 6 - Pazuzu
- 8 - Magatsu-Izanagi
 - 9 - Ose
- 10 - Jean D'Arc
- 12 - Sarasvati
- 15 - Narcissus
- 16 - Bugbear
- 18 - Scathach
- 20 - Valkyrie
- 24 - Ouroboros
- 25 - Hecatoncheir
 - 30 - Bai Hu
 - 36 - Rangda

1 - CRYSTAL SKULL

Crystal Skulls were once believed to be pre-Columbian Mesoamerican artifacts. It's said when 13 are gathered the mysteries of the universe will reveal themselves. The only existence of such were found in the 1800's but were likely manufactured and exported to Europe to build interest in the Americas.

STR 1 AGI 1 END 1 MAG 1 HP 100

REFLECT: Fire, Ice, Electric, Wind, Psychic, Nuclear and Curse; **NULL:** Gun; **STRONG:** Physical

SKILLS: Run Away

PERSONALITY: Timid

TREASURE: ¥40,000

2 - POWER

Powers, also called Authorities, are the sixth of the nine orders of angels. It is believed that they were the first order. They serve as advisors and policy planners. Some believe that no Power has ever fallen, however, others believe Satan was the Chief of the Powers before they fell.

STR 2 AGI 0 END 1 MAG 1 HP 61

NULL: Bless; **STRONG:** Wind; **WEAK:** Gun and Curse

SKILLS: Kouga, Vajra Blast, Makouga,

Masukukaja and Bless Boost

PERSONALITY: Irritable

TREASURE: ¥680 and Makouha Stone

3 - KUSHINADA-HIME

In Shinto legends Kushinada-Hime was the child of two lesser gods. When expelled from heaven, Susano-o came across Kushinada-Hime, who was being extorted by Orochi. Susano-o was taken aback by Kushinada-Hime's and beauty and so slayed Orochi. Then the two were wed.

STR 1 AGI 1 END 0 MAG 2 HP 52

REFLECT: Bless; **WEAK:** Nuclear

SKILLS: Mabufula, Matarukaja and Wind Wall

PERSONALITY: Upbeat

TREASURE: ¥610 and Mabufu Stone

4 - YURLUNGUR

In Murngin lore, Yurlungur was a great copper snake able to summon rain. It was commonly known as the rainbow serpent because the water where it lives shines like a rainbow. It was believed that if colored light was seen inside a well, then the Yurlungur was within.

STR 0 AGI 2 END 0 MAG 2 HP 63

NULL: Electricity; **STRONG:** Bless; **WEAK:** Psychic

SKILLS: Sexy Dance, Mazionga and Megido

TREASURE: ¥730 and Mazio Stone

5 - VIRTUE

Virtues are the fifth rank of angels and are responsible for distributing miracles. They are part of the second sphere and watch over movement of heavenly bodies, instead of that corporeal.

STR 1 AGI 0 END 1 MAG 2 HP 72

NULL: Wind and Bless; **WEAK:** Electric and Curse

SKILLS: Makouha

PERSONALITY: Upbeat

TREASURE: ¥1,255 and Bead

6 - PAZUZU

Pazuzu is a deity of the southwest wind in Mesopotamian mythology. The southwest wind would bring famine and locusts. While they are an evil spirit, they drive away other evil spirits, inadvertently protecting humans.

STR 1 AGI 1 END 1 MAG 1 HP 73

NULL: Curse; **STRONG:** Wind; **WEAK:** Bless

SKILLS: Maeiga, Tentarafoo and Eiga

PERSONALITY: Irritable

TREASURE: ¥670 and Maeiha Stone

8 - MAGATSU-IZANAGI

Magatsu-Izanagi means "Calamity Izanagi". This refers to the Japanese deity, Izanagi, a creator of Japan, before Kikuri-Hime could tend to their relationship with Izanami.

STR 1 AGI 1 END 0 MAG 2 HP 63

NULL: Bless and Curse; **STRONG:** Gun

WEAK: Nuclear

SKILLS: Megidola and Ghastly Wail

PERSONALITY: Irritable

TREASURE: ¥1,320 and Megido Stone

9 - OSE

Ose is the 57th spirit of the Goetia and great President of Hell. They appear as a leopard but can take the form of humans. They give skill in all liberal sciences and reveal the truth behind divine miracles and sacred things.

STR 1 AGI 1 END 0 MAG 2 HP 79

NULL: Curse; **STRONG:** Fire; **WEAK:** Bless

SKILLS: Counterstrike, Oni-Kagura,

Charge and Reverse Rub

PERSONALITY: Upbeat

TREASURE: ¥585 and Snuff Soul

10 - JEANNA D'ARC

Jeanne D'Arc was a French historical figure important in the Hundred Years' War. Her death came when she was captured and sold to the English, tried in ecclesiastical court and subsequently burned at the stake at the age of 19.

STR 1 AGI 1 END 0 MAG 2 HP 80

NULL: Bless and Curse; **STRONG:** Ice, Electric and Wind; **WEAK:** Fire

SKILLS: Mediarama and Silent Prayer

PERSONALITY: Irritable

TREASURE: ¥1,045 and Soma

12 - SARASVATI

In Hindus' belief, Sarasvati is the deity of knowledge, music and the arts. They embodies riversthus their name being translated as "one who flows".

STR 1 AGI 1 END 0 MAG 2 HP 89

NULL: Ice; **STRONG:** Electric; **WEAK:** Nuclear

SKILLS: Mediarama, Me Patra, Tentarafoo and Marakukaja

PERSONALITY: Upbeat

TREASURE: ¥915 and Aegis

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15 - NARCISSUS

Narcissus was a strong and beautiful figure of Greek mythology. They rejected all who loved them, including the deity of retribution, Nemesis. Due to a curse placed upon Narcissus, they fell in love with their own reflection.

STR 1 AGI 1 END 0 MAG 2 HP 93

REFLECT: Electric; **STRONG:** Wind and Bless;
WEAK: Fire

SKILLS: Mabufula, Matarukaja and Wind Wall

PERSONALITY: Gloomy

TREASURE: ¥615 and Aphrodite's Fruit

16 - BUGBEAR

From Celtic folklore, Bugbear is a type of Hobgoblin. Stories of them were used to frighten children into obeying their parents. They are depicted as a creepy bear that lurked in the woods. The word bug means "evil spirit" or "goblin" in the Celtic language.

STR 2 AGI 0 END 2 MAG 0 HP 107

NULL: Curse; **STRONG:** Psychic; **WEAK:** Nuclear
SKILLS: Miracle Punch, Masukunda and Psiodyne
PERSONALITY: Irritable
TREASURE: ¥855 and Eiha Stone

18 - SCATHACH

Scathach ("Shadowy") was the legendary warrior who taught Cu Chulainn the art of combat. They are also responsible for gifting Cu Chulainn Gáe Bulg. They later has a tenuous relationship with their apprentice due to Cu Chulainn's future romantic endeavors.

STR 1 AGI 0 END 2 MAG 1 HP 84

REFLECT: Ice; **NULL:** Curse
SKILLS: Giant Slice, Maragion and Magarula
PERSONALITY: Upbeat
TREASURE: ¥1,600 and Armita Shower

20 - VALKYRIE

In Norse Mythology, a valkyrie would decide who would die in battle. They bring their chosen to the hall of the slain, Valhalla. The chosen warriors become einherjar who train for the events of Ragnarök.

STR 2 AGI 0 END 2 MAG 0 HP 110

NULL: Bless; **STRONG:** Gun
SKILLS: Mind Slice, Counterstrike and Dodge Phys
PERSONALITY: Upbeat
TREASURE: ¥845 and Attack Mirror

24 - OUROBOROS

The Ouroboros is an ancient symbol of a dragon or serpent eating its own tail to form a cycle. It has been used as a religious symbol as well as a sigil meaning purity in alchemy.

STR 0 AGI 1 END 1 MAG 2 HP 82

ABSORB: Electric;
STRONG: Physical, Ice, Bless and Curse
SKILLS: Megidola
PERSONALITY: Upbeat
TREASURE: ¥975 and Megido Stone

25 - HECATONCHEIR

The Hecatoncheirs were giants from Greek mythology. They have one hundred hands and fifty heads, disgusting their father Uranus. Uranus threw the Hecatonchires into Tartarus. Zeus would free them to help fight the Titans.

STR 2 AGI 0 END 2 MAG 0 HP 115

NULL: Curse; **STRONG:** Gun; **WEAK:** Bless
SKILLS: Vajra Blast, Regenerate and Tarukaja
PERSONALITY: Irritable
TREASURE: ¥985 and Mapi Stone

30 - BAI HU

The White Tiger is one of the Four Symbols of the Chinese Constellation. It represents the west, autumn season and the element of metal. It was said to be the king of all beasts.

STR 1 AGI 1 END 1 MAG 1 HP 117

NULL: Ice; **STRONG:** Curse; **WEAK:** Fire and Nuclear
SKILLS: Vajra Blast, Mabufula and Counterstrike

PERSONALITY: Upbeat

TREASURE: ¥1,085 and Mabufu Stone

36 - RANGDA

Rangda was the Balinese leader of demons. They are terrifying to behold, the child-eating demon lord, Rangda, leads evil armies of witches against the leader of the forces of good: Barong.

STR 1 AGI 1 END 1 MAG 1 HP 190

REFLECT: Physical and Gun; **NULL:** Fire and Curse
WEAK: Electric and Bless

SKILLS: Eigaon and Vajra Blast

PERSONALITY: Irritable

TREASURE: ¥615 and Aegis

**6-STAR SHADOWS**

Six-Star Shadows are appropriate for characters from levels 8 - 10. They may make good bosses for lower level characters. All of the Shadows listed have access to a basic attack. For 6-Star Shadows, this attack does 2D6 Physical damage.

- 1 - Titania
- 2 - Tiamat
- 3 - Cerberus
- 4 - Parvati
- 5 - Tsukuyomi
- 6 - Hagen
- 8 - Kurama Tengu
- 9 - Lailah
- 10 - Set
- 12 - Kresnik
- 15 - Pale Rider
- 16 - Barong
- 18 - Norn
- 20 - Ganesha
- 24 - Lilith
- 25 - Trumpeter
- 30 - Skadi
- 36 - Asterius

1 - TITANIA

Titania is the leader of the fairies in William Shakespeare's play "A Midsummer Night's Dream". While portrayed as beautiful and delicate, Titania is also shown as an intelligent, powerful and very proud fairy.

STR 1 AGI 1 END 1 MAG 2 HP 94

STRONG: Nuclear, Bless and Curse;

WEAK: Psychic

SKILLS: Lullaby, Freidyne, and Mafreidyne

PERSONALITY: Upbeat

TREASURE: ¥615 and Freidyne Stone

2 - TIAMAT

Tiamat is a Babylonian deity who personifies the sea. They are considered the parent deity of chaos and portrayed as either a sea serpent or dragon.

STR 1 AGI 1 END 1 MAG 2 HP 72

NULL: Fire and Ice; **STRONG:** Curse

WEAK: Electric and Bless

SKILLS: Ice Breath and Megidola

PERSONALITY: Irritable

TREASURE: ¥915 and Megido Stone

3 - CERBERUS

Three headed dog of Greek myth, Cerberus guards the gates of the underworld, land of the dead. They are the sibling of Orthus.

STR 1 AGI 1 END 1 MAG 2 HP 94

ABSORB: Fire; **STRONG:** Nuclear; **WEAK:** Ice

SKILLS: Maragidyne, Agidyne, Brave Blade and Counter

PERSONALITY: Irritable

TREASURE: ¥1,800 and Bead

4 - PARVATI

The consort of Shiva in Hindu mythology, Parvati is the beautiful deity of love and child of the snow mountain deity, Himalayas. They are the reincarnation of Sati, Shiva's first spouse.

STR 1 AGI 1 END 1 MAG 2 HP 94

REFLECT: Ice; **STRONG:** Psychic and Bless;

WEAK: Curse

SKILLS: Diarama, Bufudyne and Ice Boost

PERSONALITY: Upbeat

TREASURE: ¥790 and Armita Soda

5 - TSUKUYOMI

Tsukuyomi is the deity of the moon in Shintoism. They were born of Lzanagi's right eye, thus they are the sibling of Amaterasu and Susano-O.

STR 1 AGI 1 END 1 MAG 2 HP 98

REFLECT: Curse; **STRONG:** Physical and Bless

WEAK: Nuke

SKILLS: Abyssal Wings, Assault Dive and Life Drain

PERSONALITY: Gloomy

TREASURE: ¥930 and Agidyne Stone

6 - HAGEN

In Nibelungenlied, a German tale, Hagen is a half-elven warrior. They are responsible for the death of the epic hero, Siegfried. In completing this task for his liege, King Gunther, Hagen became a king. Later they were killed by Krimhild.

STR 2 AGI 1 END 2 MAG 0 HP 119

No weaknesses or resistances

SKILLS: Assault Dive, Heatwave and Hellish Mask

PERSONALITY: Irritable

TREASURE: ¥895 and Excalibur

8 - KURAMA TENGU

The most powerful and well-known of the Japanese Tengu were those from Mt. Kurama in Kyoto. They are strong warriors who also have the power to fend off disease and bring good luck. The king of the tengu, Sojubo, is a Kurama tengu.

STR 2 AGI 1 END 2 MAG 0 HP 112

REFLECT: Wind; **STRONG:** Bless and Curse;

WEAK: Ice

SKILLS: Garudyne, Masukunda and Brain Buster

PERSONALITY: Upbeat

TREASURE: ¥970 and Chakra Pot

9 - LAILAH

Often seen as the opposite of Lilith, Lailah is the angel of conception in Judaism. They teach children the Torah in the womb. However, when the child is born, Lailah places lips finger to their lips causing the child to forget everything it learned.

STR 0 AGI 2 END 1 MAG 2 HP 119

NULL: Bless; **STRONG:** Force;

WEAK: Electric and Curse

SKILLS: Makougaon, Mediarama and Bless Boost

PERSONALITY: Upbeat

TREASURE: ¥785 and Makougaon Stone

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10 - SET

Set, or Seth, is a deity from Egyptian mythology. They are the deity of storms and chaos and are revered as one of the greatest dietites. Greek mythology portrays Set as an antagonist of Egyptian mythos.

STR 1 AGI 2 END 0 MAG 2 HP 113

REFLECT: Fire; **NULL:** Wind; **WEAK:** Bless

SKILLS: One-Shot Kill, Agidyne and Sukukaja

PERSONALITY: Irritable

TREASURE: ¥930 and Agidyne Stone

12 - KRESNIK

From Slovenian lore, Kresnik (whose name means “cross”) is a blessed vampire. They turn into various animals but can be recognized by their white color. It is said Kresnik can never lose a battle against their rival, Kudlak.

STR 1 AGI 2 END 0 MAG 2 HP 120

NULL: Gun and Bless; **WEAK:** Almighty

SKILLS: Kougaon and Snipe

PERSONALITY: Upbeat

TREASURE: ¥950 and Kougaon Stone

15 - PALE RIDER

Pale Rider is the fourth and final Horseman of the Christian Apocalypse. They represent death. They take the form of a sickly pale reaper.

STR 1 AGI 2 END 0 MAG 2 HP 121

REFLECT: Curse; **STRONG:** Wind; **WEAK:** Bless

SKILLS: Ominous Words, Eigaon and Brain Buster

PERSONALITY: Upbeat

TREASURE: ¥1,050 and Eigaon Stone

16 - BARONG

The enemy of Rangda and the forces of evil, Barong is a guardian spirit in the form of a lion. Each region has its own Barong. When Rangda is destroyed by a Barong, Barong must be vigilant to fight the next reincarnation of evil.

STR 1 AGI 1 END 1 MAG 2 HP 125

NULL: Bless; **STRONG:** Gun and Electric;

WEAK: Wind and Curse

SKILLS: Zidyne, Mazinga, Elec Break and Wage War

PERSONALITY: Upbeat

TREASURE: ¥740 and Zidyne Stone

18 - NORN

Norn, in Norse mythology, refers to a group who decides the fate of various races. They are said to inhabit a lake near the roots of Yggdrasil.

STR 1 AGI 1 END 1 MAG 2 HP 122

ABSORB: Wind; **STRONG:** Ice

SKILLS: Garudyne, Zidyne and Diarahan

PERSONALITY: Irritable

TREASURE: ¥1,470 and Bead

20 - GANESHA

In Hindi, Ganesha is the child of the supreme deity Shiva. They protect against disasters, bestow wisdom and bring wealth and fortune. Ganesha is often portrayed as having four arms and an elephant’s head.

STR 1 AGI 1 END 1 MAG 2 HP 126

ABSORB: Wind; **STRONG:** Physical; **WEAK:** Psychic

SKILLS: Rebellion, Giant Slice, Miracle Punch, and Dodge Electric

PERSONALITY: Upbeat

TREASURE: ¥1,325 and Aegis



24 - LILITH

In Judaism, Lilith is said to have been Adam's first spouse. Lilith left the garden of Eden to create their own garden. There they consorted with demons and fallen angels, including Samael, and created many succubi.

STR -1 **AGI** 1 **END** 1 **MAG** 3 **HP** 130

REFLECT: Ice; **NULL:** Curse; **WEAK:** Fire

SKILLS: Mabufudyne, Makara Break and Eigaon

PERSONALITY: Irritable

TREASURE: ¥1,030 and Maragidyne Stone

25 - TRUMPETER

According to the Christian Book of Revelation, the Trumpeter will use seven trumpets. Each trumpet signifies a different event or plague on Earth before the Apocalypse.

STR 2 **AGI** 1 **END** 0 **MAG** 2 **HP** 130

REFLECT: Electric and Bless; **ABSORB:** Ice;

NULL: Curse

SKILLS: Mafreidyne, Ominous Words, and Brain Buster

PERSONALITY: Gloomy

TREASURE: ¥910 and Bead Chain

30 - SKADI

Skadi, also known as Öndurguð (lit: Snowshoe Deity), is a jötunn or a Norse giant. They are associated with skiing, hunting and winter. They are considered the stepparent of Freyja.

STR 2 **AGI** 1 **END** 0 **MAG** 2 **HP** 164

REFLECT: Ice; **NULL:** Curse; **WEAK:** Fire

SKILLS: Bufudyne, Ominous Words

PERSONALITY: Upbeat

TREASURE: ¥1,725 and Odd Morsel

36 - ASTERIUS

The child of the Queen of Creta and a blessed bull from Poseidon. Asterius is the bullheaded human who lives in the labyrinth below Creta. Their name means "starry".

STR 2 **AGI** 0 **END** 1 **MAG** 2 **HP** 172

NULL: Curse; **STRONG:** Fire and Psychic; **WEAK:** Ice

SKILLS: Titanomachia, Maragidyne and Burn

PERSONALITY: Gloomy

TREASURE: ¥1,000 and Megido Stone

7-STAR SHADOWS

Seven-Star Shadows are appropriate for characters from levels 11 - 12. They may make good bosses for lower level characters. All of the Shadows listed have access to a basic attack. For 7-Star Shadows, this attack does 3D4 Physical damage.

- 1 - Qing Long
- 2 - Dullahan
- 3 - Thanatos
- 4 - Kudlak
- 5 - Master Therion
- 6 - Dominion
- 8 - Quetzalcoatl
- 9 - Erikonig
- 10 - Azazel
- 12 - Bishamonten
- 15 - Dionysus
- 16 - Siegfried
- 18 - Cu Chulainn
- 20 - Oberon
- 24 - Yamata no Orochi
- 25 - Black Frost
- 30 - King Frost
- 36 - Thor

1 - QING LONG

Qing Long, the Azure Dragon, is one of the Four Symbols. They represent the East, spring, the color azure and the Wood Element.

STR 1 **AGI** 2 **END** 0 **MAG** 3 **HP** 107

STRONG: Ice; **Weak:** Nuclear

SKILLS: Bufudyne, Diarahan, and Marakukaja

PERSONALITY: Upbeat

TREASURE: ¥990 and Bufudyne Stone

WINTER
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2 - DULLAHAN

Also known as Gan Ceann, the Irish Dullahan is a headless faerie that rides a black horse. It carries its disembodied head with it. When a dullahan stops riding, it is where a person is due to die.

STR 1 AGI 2 END 2 MAG 1 HP 108

NULL: Curse; **STRONG:** Physical; **WEAK:** Bless

SKILLS: Eiga and Pandemic Bomb

PERSONALITY: Gloomy

TREASURE: ¥1,750 and Maeiha Stone

3 - THANATOS

The personification of death and mortality in Greek Mythology, they are a harbinger of peaceful death. However, they are later characterized as indiscriminate and merciless.

STR 0 AGI 2 END 2 MAG 2 HP 112

REFLECT: Curse; **STRONG:** Physical; **WEAK:** Bless

SKILLS: Door of Hades and Maeigaon

TREASURE: ¥1,375 and Maeigaon Stone

4 - KUDLAK

In Croatian and Slovenian lore, a person born with a caul will either become a Kudlak or a Kresnik. Where a Kresnik will work towards good, a Kudlak will work towards evil. When they die they become an undead evil vampire who will eternally attack humans and Kresniks.

STR 1 AGI 1 END 2 MAG 2 HP 121

NULL: Curse; **STRONG:** Fire; **WEAK:** Gun and Bless

SKILLS: Eigaon and Tarukaja

PERSONALITY: Irritable

TREASURE: ¥1,995 and Maziodyne Stone

5 - MASTER THERION

The name that the English occultist, Aleister Crowley, used for themselves. Crowley saw himself as a prophet to teach humanity and believed they had the power to summon demons.

STR 0 AGI 1 END 1 MAG 3 HP 99

NULL: Fire, Ice and Curse; **WEAK:** Bless

SKILLS: Pandemic Bomb and Agidyne

PERSONALITY: Upbeat

TREASURE: ¥1,235 and Agidyne Stone

6 - DOMINION

The fourth in the hierarchy of angels, their duty is to regulate the duties of lesser angels.

STR 0 AGI 1 END 1 MAG 3 HP 116

REFLECT: Nuclear; **NULL:** Bless;

STRONG: Curse; **WEAK:** Gun

SKILLS: Kouga, Makougaon, Bufudyne and Makajamaon

PERSONALITY: Irritable

TREASURE: ¥850 and Maziodyne Stone

8 - QUETZALCOATL

In Aztec mythos, Quetzalcoatl is the creator deity. Their name is a mix of quetzal, a brightly colored Mesoamerican bird, and coatl, meaning serpent. They are referred to as The Feathered Serpent.

STR 2 AGI 1 END 1 MAG 2 HP 124

NULL: Fire; **STRONG:** Wind; **WEAK:** Psychic

SKILLS: Magarula, Garudyne and Memory Blow

PERSONALITY: Upbeat

TREASURE: ¥975 and Garudyne Stone

9 - ERLKONIG

The Erlkönig (Alder King) is a character in a number of German poems and ballads. They are depicted as a malevolent creature who haunts forests and carries off travelers to their deaths.

STR 1 AGI 2 END 1 MAG 2 HP 132

REFLECT: Gun; **NULL:** Curse; **STRONG:** Electric;

WEAK: Fire and Wind

SKILLS: Maziodyne and Stun Needles

TREASURE: ¥1,995 and Maziodyne Stone

WINTER

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10 - AZAZEL

Azazel or Azazil ("Arrogant to God") is a Grigori of Hebrew lore. They were a fallen angel who was offered animals as sacrifices. In Islam Azazel is sometimes considered a Jinn.

STR 0 **AGI** 2 **END** -1 **MAG** 3 **HP** 137

REFLECT: Gun; **NULL:** Wind;

STRONG: Fire and Curse; **WEAK:** Electric and Bless

SKILLS: Snipe and Maragidyne

PERSONALITY: Irritable

TREASURE: ¥2,000 and Maragidyne Stone

12 - BISHAMONTEN

Bishamonten is one of four figures placed at the corners of the main altar in a Buddhist temple. The four figures correspond to the four cardinal directions, Bishamonten representing the north.

STR 1 **AGI** 2 **END** 1 **MAG** 2 **HP** 141

ABSORB: Fire; **STRONG:** Bless and Curse;

WEAK: Ice

SKILLS: Freidyne and Diarahan

PERSONALITY: Irritable

TREASURE: ¥1,740 and Freidyne Stone

15 - DIONYSUS

Dionysus is the Greed deity of wine and fertility. They inspire carnivals, celebration, ecstasy, madness and joyful worship. They are also known as the Liberator, freeing one from their normal self.

STR 1 **AGI** 2 **END** 0 **MAG** 3 **HP** 140

REFLECT: Electric; **STRONG:** Bless and Curse

SKILLS: Debilitate, Maziodyne, Ziodyne, and Heatwave

PERSONALITY: Upbeat

TREASURE: ¥1,115 and Armita Shower

16 - SIEGFRIED

In the German epic Das Nibelungenlied, Siegfried is known as a dragon-slaying hero. Siegfried, or Sigurd, was requested to slay Fafnir by Regin.

STR 2 **AGI** 1 **END** 1 **MAG** 2 **HP** 151

NULL: Physical; **STRONG:** Ice; **WEAK:** Nuclear

SKILLS: Brave Blade, Masukukaja and Counter

PERSONALITY: Gloomy

TREASURE: ¥1,175 and Excaliberg

18 - CU CHULAINN

In Irish lore, Cu Chulainn is a mythical hero who appears in the story of the Ulster Cycle. They fended off the armies of Queen Mab single handedly.

STR 3 **AGI** 0 **END** 2 **MAG** 1 **HP** 147

REFLECT: Wind; **Null:** Bless;

STRONG: Physical and Gun; **Weak:** Electric

SKILLS: Oni-Kagura, Brave Blade and Ice Wall

PERSONALITY: Irritable

TREASURE: ¥1,175 and Physical Ointment

20 - OBERON

The King of the Fairies and the spouse of Titania, the Fairy Queen. Oberon rules over moonlight, dreams and all fairy rites. They are known for being impish and whimsical.

STR 1 **AGI** 2 **END** 1 **MAG** 2 **HP** 176

NULL: Psychic; **STRONG:** Electric; **WEAK:** Nuclear

SKILLS: Magarudyne, Heatwave and Dodge Nuclear

PERSONALITY: Upbeat

TREASURE: ¥3,150 and Magic Ointment

24 - YAMATA NO OROCHI

An eight-headed and eight-tailed serpent from Japanese lore. It was slain by Susano-O in order to save Kushinada-Hime. The Kusanagi Tsurugi was drawn from its corpse.

STR 2 **AGI** 1 **END** 1 **MAG** 2 **HP** 176

NULL: Ice **STRONG:** Curse **WEAK:** Nuclear

SKILLS: Mabufudyne and Oni-Kagura

PERSONALITY: Gloomy

TREASURE: ¥2,270 and Mabufudyne Stone

25 - BLACK FROST

Black Frost is an evil rendition of the good-spirited demon Jack Frost. The word ja'aku in its Japanese name when written in kanji means "wicked" or "evil".

STR 1 AGI 1 END 1 MAG 3 HP 156

REFLECT: Fire and Curse; **ABSORB:** Ice;

NULL: Nuclear

SKILLS: Mabufudyne, One-shot Kill and Miracle Punch

PERSONALITY: Jack

TREASURE: ¥1,775 and Mabufudyne Stone

30 - KING FROST

King Frost is a king fairy king from Margaret T. Canby's The Frost Fairies. King Frost is powerful enough to freeze the world, but they are too naive and kind to do it.

STR 1 AGI 1 END 1 MAG 3 HP 206

ABSORB: Ice; **Null:** Bless

SKILLS: Bufudyne, Mabufudyne, Brave Blade, Freeze and Ice Boost

PERSONALITY: Jack

TREASURE: ¥1,815 and Mabufudyne Stone

36 - THOR

Thor is the red-haired child of Odin and deity of thunder in Norse mythology. Their belt Mejingjard doubles their strength and lightning flashing every time they throw their trusty hammer, Mjöllnir.

STR 3 AGI 1 END 2 MAG 1 HP 292

ABSORB: Electric; **STRONG:** Physical, Bless and Curse; **Weak:** Psychic

SKILLS: Maziodyne, Heatwave, Brave Blade, Tarukaja, Shock and Electric Pleroma

PERSONALITY: Upbeat

TREASURE: ¥1,780 and Maziodyne Stone

8-STAR SHADOWS

Eight-Star Shadows are appropriate for characters from levels 12 - 13. They may make good bosses for lower level characters. All of the Shadows listed have access to a basic attack. For 8-Star Shadows, this attack does 3D6 Physical damage.

- 1 - Tokisada
- 2 - Ixtab
- 3 - Amaterasu
- 4 - Gabriel
- 5 - Mother Harlot
- 6 - Throne
- 8 - Cybele
- 9 - Cherub
- 10 - Raphael
- 12 - Nyarlathotep
- 15 - Kali
- 16 - Ongyo-ki
- 18 - Alice
- 20 - Yoshitsune
- 24 - Mot
- 25 - Mara
- 30 - Kohryu
- 36 - Baal

1 - TOKISADA

Tokisada was the teenage leader of the Shimabara Rebellion. After execution, their head was placed on a pike to turn away other Christian rebels. Their death poem was: "Now, those who accompany me in being besieged in this castle, will be my friends unto the next world".

STR 2 AGI 1 END 1 MAG 3 HP 100

STRONG: Electric and Wind; **WEAK:** Gun

SKILLS: Shining Arrows and Debilitate

PERSONALITY: Gloomy

TREASURE: ¥2,785 and Excalibur

2 - IXTAB

Ixtab is the Mayan deity of suicide by hanging. They guide the souls of those who commit suicide to the afterlife.

STR 0 AGI 1 END 2 MAG 3 HP 109

REFLECT: Dark; **WEAK:** Bless

SKILLS: Eigaon and Lullaby

PERSONALITY: Gloomy

TREASURE: ¥1,560 and Armita Shower

3 - AMATERASU

Amaterasu is the Japanese deity of the sun. Their name means “one who illuminates the heavens”. They are also known as “Amaterasu-Sume-Okami”, which means “Amaterasu, the Great Imperial Deity”.

STR 2 AGI 2 END 2 MAG 2 HP 99

REFLECT: Fire; **STRONG:** Bless; **WEAK:** Electric

SKILLS: Maragidyne

PERSONALITY: Upbeat

TREASURE: ¥3,125 and Maragidyne Stone

4 - GABRIEL

In Abrahamic religion, Gabriel is a high-ranking messenger angel. Their name means “Master who is of God”. Gabriel and Michael are referred to as the left and right hand of God respectively.

STR 2 AGI 2 END 2 MAG 2 HP 91

ABSORB: Bless; **NULL:** Psychic

SKILLS: Maziodyne and Mabufudyne

PERSONALITY: Irritable

TREASURE: Mabufudyne Stone and Maziodyne Stone

5 - MOTHER HARLOT

The Mother Harlot or “Whore of Babylon” is a character in the Book of Revelations. They wear purple robes and ride a beast with seven heads and ten horns. They carry a cup filled with the abominations and filth of their actions.

STR 2 AGI 2 END 2 MAG 2 HP 122

REFLECT: Psychic; **NULL:** Fire; **STRONG:** Curse

SKILLS: Mabufudyne and Maeiga

PERSONALITY: Irritable

TREASURE: ¥6,475 and Magic Mirror

6 - THRONE

In Christian lore, Thrones are the third of nine classes of angels. They are the closest angels to spiritual perfection and emanate the light of God.

STR 0 END 2 MAG 3 AGI 1 HP 125

ABSORB: Fire; **NULL:** Bless; **STRONG:** Nuclear;

WEAK: Curse

SKILLS: Makougaon and Bless Boost

PERSONALITY: Irritable

TREASURE: ¥9,790 and Makougaon Stone

8 - CYBELE

Cybele is a deity of Phrygia. They represent a celestial parent, similar to the Greek Gaia. They were worshipped as a foreign and mysterious deity who rides a lion-drawn chariot with the accompaniment of wild music, wine and ecstatic following.

STR 0 AGI 2 END 1 MAG 3 HP 134

REFLECT: Bless; **WEAK:** Nuclear

SKILLS: Mediarahan and Makougaon

PERSONALITY: Upbeat

TREASURE: ¥2,110 and Bead Chain

9 - CHERUB

Cherubim are the second highest ranking of angels in the Christian angel hierarchy. They are said to have four faces, each representing a different aspect of God. A lion (courage), an Ox (power), a human (love) and an eagle (wisdom).

STR 0 AGI 2 END 1 MAG 3 HP 133

REFLECT: Wind; **NULL:** Bless; **STRONG:** Gun;

WEAK: Electric

SKILLS: Tarukaja and Megidola

PERSONALITY: Upbeat

TREASURE: ¥4,320 and Bead

10 - RAPHAEL

Raphael was one of four Seraphim in Christian mythology. Their name means "One that heals". They are said to guard the Tree of Life.

STR 3 **AGI** 1 **END** 1 **MAG** 2 **HP** 125

ABSORB: Ice; **NULL:** Psychic and Bless

SKILLS: God's Hand, Charge and Dekaja

PERSONALITY: Irritable

TREASURE: ¥12,550 and Bead Chain

12 - NYARLATHOTEP

A creation of H. P. Lovecraft and member of the Cthulhu Mythos. Nyarlathotep is a messenger of ancient forces and a symbol of the destructive potential of the collective unconscious.

STR 3 **AGI** 2 **END** 1 **MAG** 2 **HP** 136

NULL: Psychic, Nuclear, Bless and Curse

SKILLS: Assault Dive, Matarukaja and Ali Dance

PERSONALITY: Irritable

TREASURE: ¥1,885 and Maziodyne Stone

15 - KALI

Kali is a Hindu deity of death and destruction. Despite negative connotations, they are also considered a positive deity of time and change.

STR 3 **AGI** 1 **END** 2 **MAG** 1 **HP** 160

REFLECT: Psychic; **NULL:** Fire; **STRONG:** Curse

SKILLS: Psiodyne, Tentarafoo, Gigantomachia and Brave Blade

PERSONALITY: Irritable

TREASURE: ¥4,445 and Attack Mirror

16 - ONGYO-KI

Ongyo-Ki was an oni controlled by Fujiwara no Chikata. They were allegedly the founder of ninjitsu.

STR 2 **AGI** 2 **END** 3 **MAG** 1 **HP** 146

REFLECT: Bless and Curse;

STRONG: Physical and Gun

SKILLS: Makajamaon, Ali Dance and Assault Dive

PERSONALITY: Upbeat

TREASURE: ¥12,645 and Magic Ointment

18 - ALICE

Alice is based on Lewis Carroll's protagonist from Alice in Wonderland. However, there are some who believe Alice might be based on a myth of a young spirit. They were used to scare Scandinavian children into behaving, lest Alice visit and kill them.

STR 2 **AGI** 1 **END** 2 **MAG** 3 **HP** 206

REFLECT: Curse; **STRONG:** Psychic and Nuclear;
WEAK: Bless

SKILLS: Maeigaon, Dekunda, and Die for Me!

PERSONALITY: Upbeat

TREASURE: ¥1,695 and Megido Stone



20 - YOSHITSUNE

Minamoto no Yoshitsune was a Japanese general during the Genpei War. They defeated the legendary Benkei in a duel after learning the art of war from Kurama Tengu.

STR 2 **AGI** 1 **END** 2 **MAG** 3 **HP** 167

REFLECT: Electric and Bless; **NULL:** Physical;

STRONG: Fire

SKILLS: Brave Blade, Charge and Ziodyne

PERSONALITY: Irritable

TREASURE: ¥2,725 and Excalibur

**24 - MOT**

Mot is the Semitic deity of death. They attempt to devour Baal every few years. Mot continued until their parent threatened them.

STR 2 **AGI** 2 **END** 1 **MAG** 3 **HP** 206

ABSORB: Electric; **REFLECT:** Curse;

STRONG: Ranged; **WEAK:** Wind

SKILLS: Megido, Megidolaon, Lullaby, and Concentrate

PERSONALITY: Irritable

TREASURE: ¥1,695 and Megido Stone

25 - MARA

In Buddhist myth, Mara is known as “The Evil One”. He takes the form of a chariot-bound monster with a large helmet.

STR 2 **AGI** 2 **END** 1 **MAG** 3 **HP** 167

ABSORB: Fire; **REFLECT:** Curse; **NULL:** Gun; **STRONG:** Bless

SKILLS: Maragion, Maeigaon, Heatwave, Megidolaon and Fire Boost

PERSONALITY: Irritable

TREASURE: ¥2,095 and Megido Stone

30 - KOHRYU

Kohryu (meaning “Yellow Dragon”) reigns over the Si Xiang, the celestial creatures in the Chinese constellation.

STR 2 **AGI** 1 **END** 1 **MAG** 3 **HP** 304

REFLECT: Electric; **NULL:** Nuclear and Bless;

WEAK: Psychic

SKILLS: Psycho Force, Mediarahan, and Mapsiodyne

PERSONALITY: Upbeat

TREASURE: ¥11,350 and Mapsiodyne Stone

36 - BAAL

Baal, whose name means “Lord” or “Master”, was a chief Semitic deity. They were worshiped as a deity of fertility.

STR 3 **AGI** 0 **END** 1 **MAG** 3 **HP** 304

ABSORB: Wind; **STRONG:** Fire, Bless and Curse

SKILLS: Magarudyne, Rebellion, Ayamur, Matarukaja and Charge

PERSONALITY: Irritable

TREASURE: ¥31,650 and Attack Mirror

9-STAR SHADOWS

Nine-star shadows are appropriate for characters from levels 13 - 15. They may make good bosses for lower level characters. All of the Shadows listed have access to a basic attack. For 9-Star Shadows, this attack does 3D6 Physical damage.

- 1 - Krishna
- 2 - Izanami
- 3 - Samael
- 4 - Ardha
- 5 - Huang Di
 - 6 - Ishtar
 - 8 - Odin
- 9 - Beelzebub
 - 10 - Mada
 - 12 - Attis
 - 15 - Vishnu
- 16 - Maitreya
- 18 - Chi You
 - 20 - Shiva
- 24 - Messiah
- 25 - Michael
- 30 - Dagda
- 36 - Lucifer

1 - KRISHNA

In Hinduism, Krishna is the eighth avatar of Vishnu, the Preserver. They are described as a young human who plays the flute, attracting suitors. They are feared as a great tactician.

STR 2 AGI 1 END 2 MAG 3 HP 126

REFLECT: Psychic; **STRONG:** Bless

SKILLS: Pandemic Bomb, Dream Raga, and Ziodyne

PERSONALITY: Upbeat

TREASURE: ¥21,785 and Ziodyne Stone

2 - IZANAMI

Izanami is the primordial Shinto parental deity. They were the spouse of Izanagi and parent of many major Shinto gods. They died during childbirth and would become the deity of Yomi, the Land of the Dead.

STR 2 AGI 1 END 2 MAG 3 HP 74

ABSORB: Ice; **NULL:** Curse

SKILLS: Shivering Taboo

PERSONALITY: Gloomy

TREASURE: ¥48,620 and Revival Bead

3 - SAMAEL

Samael is an archangel in Talmudic lore. Their name means "poison of God" suggesting they either do what God would not stoop to do or is the enemy of God. Whether Samael was Satan, Lilith's spouse or a great force of good, Samael is seen as a chaotic force.

STR 2 AGI 2 END 1 MAG 3 HP 141

REFLECT: Nuclear; **STRONG:** Curse

SKILLS: Megidolaon and Shivering Taboo

PERSONALITY: Irritable

TREASURE: ¥14,470 and Poison Gas

4 - ARDHA

In Hinduism, Ardahanarishvara is a half male half female deity. Some even posit that Ardha is the reincarnation of Shiva and Parvati.

STR 3 AGI 1 END 2 MAG 2 HP 146

NULL: Ice and Electric; **Resist:** Physical

SKILLS: God's Hand and Cosmic Flare

TREASURE: ¥37,895 and Mafreidyne Stone

5 - HUANG DI

Huang Di is the legendary Yellow Emperor in Chinese folklore. They are an ancestor to all of the Han people. They fought the the God of War, Chi You, and fought the giant Xing Tian, securing China for his people.

STR 1 AGI 3 END 1 MAG 2 HP 139

STRONG: Fire, Ice, Electric, Psychic and Nuclear

SKILLS: Heatwave, Mediarahan and Riot Gun

PERSONALITY: Upbeat

TREASURE: ¥23,330 and Bead Chain

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6 - ISHTAR

In Babylonian lore, Ishtar is the deity of love and fertility. They are also a creator and guardian of life. However, they are also known as a very violent and sadistic deity.

STR 1 AGI 1 END 1 MAG 4 HP 147

ABSORB: Wind; **NULL:** Electric

SKILLS: Garudyne, Mediarahan

PERSONALITY: Irritable

TREASURE: ¥9,560 and Bead Chain

8 - ODIN

Odin is the chief deity in Norse mythology. They are associated with wisdom, war, battle, death, magic, poetry, prophecy, victory and hunting.

STR 4 AGI 1 END 2 MAG 3 HP 146

ABSORB: Wind; **REFLECT:** Bless and Curse;
NULL: Electric

SKILLS: Thunder Reign, Assault Dive,
and Marakukaja

PERSONALITY: Upbeat

TREASURE: ¥6,485 and Maziodyne Stone

9 - BEELZEBUB

Originally the Canaanite deity Baal, Beelzebub is the lord of the flies in Christianity. They are one of seven demonic lords.

STR 2 AGI 2 END 2 MAG 3 HP 152

REFLECT: Curse; **ABSORB:** Fire; **WEAK:** Bless

SKILLS: Maeigaon and Evil Smile

PERSONALITY: Irritable

TREASURE: ¥41,785 and Maeigaon Stone

10 - MADA

In Hinduism, Mada is the monstrous deity of drunkenness. They were summoned by the sage Chyavana to subdue Indra, Lord of Heaven.

STR 2 AGI 1 END 2 MAG 3 HP 152

ABSORB: Fire; **BLOCK:** Nuclear; **RESIST:** Psy;
WEAK: Ice

SKILLS: Agidyne, Fire Boost and Burn

PERSONALITY: Upbeat

TREASURE: ¥32,630 and Agidyne Stone

12 - ATTIS

Attis was originally from the kingdom of Phrygia then adopted by Greek lore. Cybele fell in love with the beautiful Attis. Feeling shamed for being the target of unrequited love, Attis decided to commit suicide.

STR 2 AGI 2 END 1 MAG 3 HP 160

REFLECT: Wind; **NULL:** Fire; **WEAK:** Curse

SKILLS: Maragidyne, Mediarahan,
and Luster Candy

PERSONALITY: Gloomy

TREASURE: ¥43,490 and Revival Bead

15 - VISHNU

One of the major deities in Hindu mythology, Vishnu is the preserver of the universe. It is believed that they will descend to earth ten times to maintain the balance of power.

STR 2 AGI 1 END 2 MAG 4 HP 157

ABSORB: Ice; **NULL:** Bless and Curse; **WEAK:** Fire
SKILLS: Megidolaon, Magarudyne and Ali Dance

PERSONALITY: Upbeat

TREASURE: ¥13,465 and Chakra Pot

16 - MAITREYA

Also known as Maitreya Bodhisattva, they will be the successor to the current Buddha. Their name means "loving-kindness". They reside in Tusita Heaven and will become Buddha in 56,000,000 years, which will lead many to salvation.

STR 3 AGI 2 END 2 MAG 3 HP 169

NULL: Bless; **STRONG:** Physical, Ice and Curse;

WEAK: Gun and Fire

SKILLS: Heatwave and Makajamaon

PERSONALITY: Upbeat

TREASURE: ¥48,075 and Bead Chain

18 - CHI YOU

In Chinese mythology Chi You is a half-human half-bull deity. They fought against the Yellow Emperor with the help of the Hmong and Li Tribes.

STR 3 AGI 2 END 2 MAG 2 HP 171

REFLECT: Psychic; **STRONG:** Physical and Gun;

WEAK: Nuclear

SKILLS: Psycho Force and Gigantomachia

PERSONALITY: Irritable

TREASURE: ¥11,470 and Mapsidyne Stone

20 - SHIVA

In Hinduism, Shiva the Destroyer is one of three principal deities. While they are a destructive deity, they are seen as benevolent and beneficial; without destruction, there can be no creation.

STR 2 AGI 2 END 3 MAG 3 HP 157

ABSORB: Psychic; **REFLECT:** Electric;

NULL: Ice, Bless and Curse; **WEAK:** Nuclear

SKILLS: Psycho Force and Maziodyne

PERSONALITY: Upbeat

TREASURE: ¥40,000 and Mapsiodyne Stone

24 - MESSIAH

The term Messiah is a prominent figure within many of the world's religions, especially Abrahamic religions. They are saviors of humankind and will bring them salvation in the end days.

STR 2 AGI 2 END 3 MAG 3 HP 161

REFLECT: Bless; **STRONG:** Fire, Ice, Electric, Wind, Psychic and Nuclear; **WEAK:** Curse

SKILLS: Oratorio, Megidolaon and God's Hand

PERSONALITY: Upbeat

TREASURE: ¥21,945 and Bead Chain

25 - MICHAEL

One of many principal angels in Christian lore and one of four Islamic arch-angels, Michael the commander of the Army of God. Michael leads the war against Satan and the fallen angels.

STR 3 AGI 2 END 1 MAG 3 HP 180

REFLECT: Bless; **NULL:** Curse; **STRONG:** Gun

SKILLS: Mabufudyne and Debilitate

PERSONALITY: Irritable

TREASURE: ¥34,765 and Soma

30 - DAGDA

Dagda is the supreme deity in Celtic mythology. Their name means "the good deity," as in good at everything instead of morally good. During the battle against the Irish Fomorians Dagda was injured and began to live as a recluse.

STR 3 AGI 3 END 3 MAG 3 HP 187

ABSORB: Nuclear; **REFLECT:** Bless; **NULL:** Fire

SKILLS: Megidolaon, Energy Drain, Denial and Giant Slice

PERSONALITY: Upbeat

TREASURE: ¥32,985 and Megido Stone

36 - LUCIFER

Lucifer is a prominent figure in Abrahamic religions. They were one of God's strongest Seraphs before they rebelled against Him. It is unknown why Lucifer did this, but there are three main interpretations: disdain for humankind, disagreement with God's rules or pride. Their name means "Morning Star" derived from luxis, "light" and ferre "to bear".

STR 3 AGI 2 END 2 MAG 4 HP 240

REFLECT: Curse; **WEAK:** Bless

SKILLS: Gigantomachia and Blazing Hell

PERSONALITY: Irritable

TREASURE: ¥33,215 and Bead Chain

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10-STAR SHADOWS

Ten-star shadows are appropriate for the most elite characters. They may make good bosses for lower level characters. All of the Shadows listed have access to a basic attack. For 10-Star Shadows, this attack does 4D4 Physical damage. There are only 12 10-Star Shadows. When generating one at random, simply roll 1D12.

- 1 - Ancient of Days
 - 2 - Mastema
 - 3 - Inanna
 - 4 - Merkabah
 - 5 - Cleopatra
 - 6 - Seraph
 - 7 - Demiurge
 - 8 - Satan
 - 9 - Mephisto
 - 10 - Satanael
 - 11 - Cthulhu
 - 12 - YHVH

1 - ANCIENT OF DAYS

In Christianity Ancient of Days represents God, the Holy Spirit, Jesus and Adam. In Hinduism the name is associated with Kartikeya. In Judaism it represents God's eternal presence. In Buddhism it is associated with Brahma and Sanat Kumara.

STR 2 AGI 2 END 3 MAG 4 HP 100

NULL: Bless and Curse; **WEAK:** Electric and Wind

SKILLS: Kougaon and Masukukaja

PERSONALITY: Upbeat

TREASURE: ¥60,600 and Magic Mirror

2 - MASTEMA

Mastema, also known as Mansemat, is an angel of persecution and hostility in Abrahamic religions. They are similar to Satan and said to have released the ten plagues of Egypt and attempted to kill Moses.

STR 1 AGI 3 END 3 MAG 4 HP 161

REFLECT: Ice, Force, Psychic and Bless;

WEAK: Fire, Electric and Nuclear

SKILLS: Megidolaon and Evil Smile

PERSONALITY: Irritable

TREASURE: ¥52,670 and Magic Mirror

3 - INANNA

A Mesopotamian deity of love and fertility. They represent the planet Venus and the Morning Star. They are the child of Nanna and a counterpart to the Sumerian Ishtar.

STR 2 AGI 3 END 2 MAG 4 HP 114

STRONG: Fire, Ice, Electric, Wind, Psychic, Nuclear, Bless and Curse

SKILLS: Ragnarok, Diamond Dust, Thunder Reign and Phanta Rei

PERSONALITY: Upbeat

TREASURE: ¥60,460 and Magic Mirror

4 - MERKABAH

In Abrahamic religions Merkabah is the throne chariot of God. According to Ezekiel, Merkabah is an amalgamation of angels which forms a heavenly chariot.

STR 2 AGI 3 END 2 MAG 4 HP 185

ABSORB: Bless; **WEAK:** Curse

SKILLS: Chariot, Riot Gun, Thunder Reign and Phanta Rei

PERSONALITY: Irritable

TREASURE: ¥69,575 and Magic Mirror

5 - CLEOPATRA

The last queen of Ptolemaic Egypt, who allied themselves with Julius Caesar to secure power. They joined forces with Mark Antony to oppose Caesar's successor Octavian. This led to the two's defeat and famous double suicide.

STR 2 AGI 3 END 3 MAG 3 HP 123

ABSORB: Psychic and Bless;

STRONG: Fire, Ice, Electric and Force;

WEAK: Curse

SKILLS: Phanta Rei, Diamond Dust, Mediarahan, Alluring Banter

PERSONALITY: Upbeat

TREASURE: ¥51,855 and Bead Chain

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6 - SERAPH

The highest ranked angel in Abrahamic religions. Their name means “Burning Ones,” as they are aflame with the love of God.

STR 2 AGI 3 END 2 MAG 4 HP 161

ABSORB: Fire and Bless; **STRONG:** Physical, Gun and Curse; **WEAK:** Ice

SKILLS: Riot Gun and Ragnarok

PERSONALITY: Upbeat

TREASURE: ¥63,115 and Maragydyne

7 - DEMIURGE

Gnosticism portrays Demiurge as an inferior “evil” god who created the world and who appears as the “God” of the Old Testament. They were also known as Adam, Choronzon, Samael, Saklas, “Fool” or Yaldabaoth. The “Child of Chaos” is also said to have been the devil, but others believe they are two separate beings.

STR 2 AGI 3 END 2 MAG 4 HP 150

ABSORB: Curse; **STRONG:** Fire, Ice, Electric, Wind, Psychic and Nuclear

SKILLS: Megidola and Concentrate

PERSONALITY: Irritable

TREASURE: ¥60,460 and Magic Mirror

8 - SATAN

Satan is the enemy of God’s will in Abrahamic religions. They tempt humankind to commit sin to show God human’s frailties. They have been linked to other dark entities such as Seth, Hades, Ahriman, Mara, Yaldabaoth and Samael throughout the ages.

STR 3 AGI 2 END 2 MAG 4 HP 231

REFLECT: Ice and Curse; **STRONG:** Gun

SKILLS: Diamond Dust, Ice Age and Regenerate

PERSONALITY: Irritable

TREASURE: ¥51,855 and Mabufudyne Stone

9 - MEPHISTO

Mephisto is one of seven lords of Hell. They originally appeared in literature as the demon in Faust. Since then they have appeared as an equivalent of the Devil himself.

STR 4 AGI 2 END 2 MAG 3 HP 194

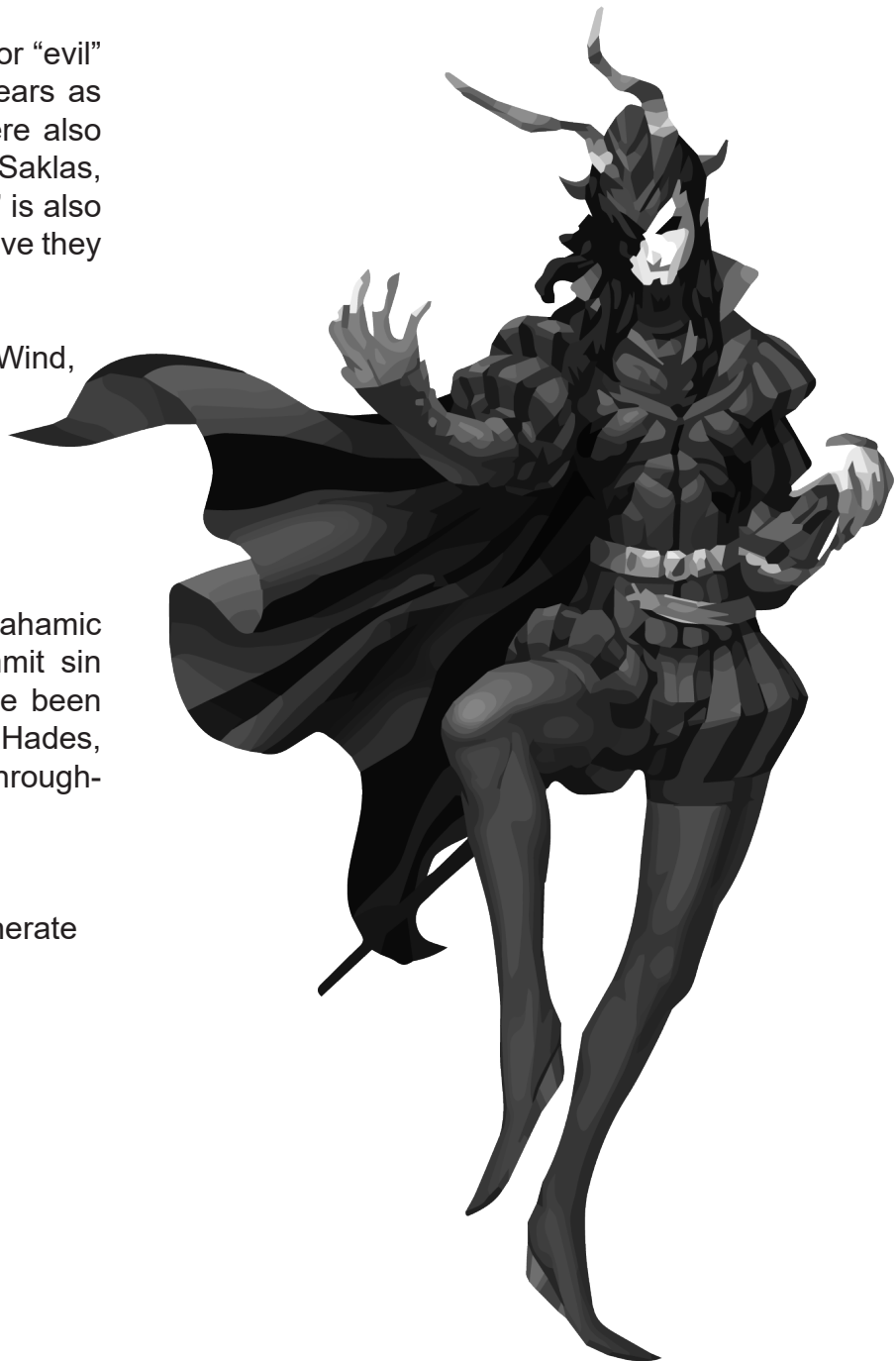
REFLECT: Gun and Electric; **NULL:** Physical;

STRONG: Curse; **Weak:** Bless

SKILLS: Maeigaon and Heatwave

PERSONALITY: Irritable

TREASURE: ¥65,560 and Attack Mirror



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10 - SATANAEL

In the second Book of Enoch, Satanael is the leader of the fallen angels that rebelled against God. They refused to bow to humankind, thus leading to their imprisonment. Due to their name and role they are often considered an equivalent of Lucifer.

STR 4 **AGI** 2 **END** 2 **MAG** 3 **HP** 278

ABSORB: Curse; **NULL:** Bless; **STRONG:** Physical, Gun, Fire, Ice, Wind, Psychic and Nuclear

SKILLS: Maeigaon, Megidolaon, and Riot Gun

PERSONALITY: Irritable

TREASURE: ¥45,585 and Maeigaon Stone

11 - CTHULHU

A creation of H.P. Lovecraft and namesake of the Cthulhu Mythos. Cthulhu is a deep one who grew to a massive size. They stay in a constant slumber in a sunken city called R'lyeh. It is said that if they ever awaken, they will destroy humanity in their rage.

STR 5 **AGI** 2 **END** 3 **MAG** 4 **HP** 350

ABSORB: Psychic; **NULL:** Bless; **STRONG:** Physical, Gun, Fire, Electric, Wind, Nuclear, and Curse

SKILL: Mabufudyne, Megidolaon, Oblivion Wave

PERSONALITY: Irritable

TREASURE: ¥50,000 and Mapsiodyne Stone

12 - YHVH

YHVH is the most common transliteration of the Hebrew name of God. The name refers to the four letters of the name of God: Yod, Heh, Vav, Heh. By Hebrew practice it should not be said aloud, typically being substituted by "Adonai" ("my lord") in prayers. In speech, Hashem ("the name") is used in its place.

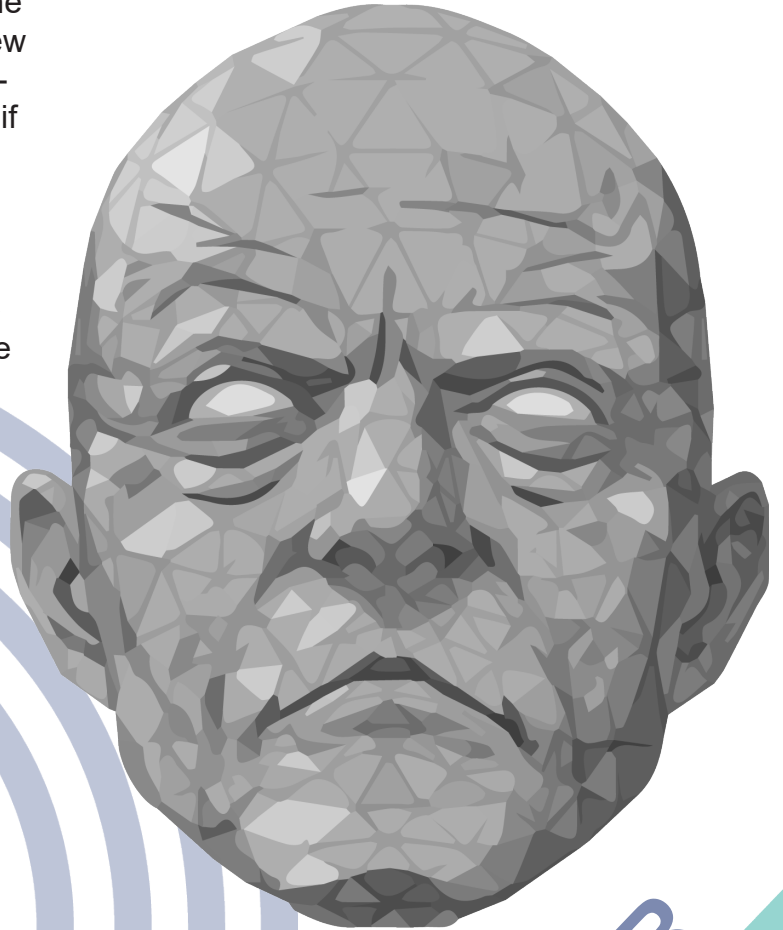
STR 4 **AGI** 3 **END** 3 **MAG** 4 **HP** 300

STRONG: Physical, Gun, Fire, Ice, Electric, Wind, Psychic, Nuclear, Bless and Curse

SKILLS: Inferno of God, Hailstorm of God, Lightning of God, Tornado of God and Miracle

PERSONALITY: Upbeat

TREASURE: ¥70,000 and Magic Mirror



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OPTIONAL RULES

The final major section of this book aims to help GMs fine-tune the game to their liking with a selection of optional rules that were not touched on earlier in the book. Think of them as rule variations, or “mods” for the game if you’d like. If you want to add a custom rule to your game that isn’t listed here, remember the *Golden Rule* of any tabletop role-playing game. You, as the GM, are the final arbiter of all rules. If it makes sense to you and you think your players would like it, change anything and add whatever you’d like.

CLASSIC MODE

Classic Mode is a set of optional rules for those who dislike Powered by the Apocalypse combat mechanics. In Classic Mode, combat plays out more like a standard game of D&D. The rules are meant to be used together, although Critical Hits could still be implemented without having Classic Mode switched on as a whole.

The Classic Mode rules are: Critical Hits, Magical Crits, and Turn Order.

CRITICAL HITS

When a player rolls a complete success on a combat roll while trying to inflict Physical or Ranged damage, they can choose one of the following effects.

- Knock over a single targeted enemy.
- Do some extra damage.

The GM can decide exactly how much extra damage is done. Maybe the player does double damage or gets an extra die, or maybe they do max damage automatically and roll again on top of that.

MAGICAL CRITS

When a character using a magic attack rolls a complete success, their target gains a Status Ailment in addition to taking damage. Fire or Nuclear attacks inflict Burned. Ice attacks inflict Frozen. Wind attacks inflict Downed. Psychic or Electric attacks inflict Shocked. Lastly, Curse and Bless attacks inflict Afraid.

TURN ORDER

All players and enemies roll initiative and take turns according to this. Rather than counterattacking, the GM can choose to retaliate with a basic attack (see the Daemonica for basic attack damage at each star level) or by downing a PC when a failure is rolled. Enemies can use the Basic Spell or Command Persona moves on their turn to attempt any skill in their arsenal (although in the case of Command Persona they are more commanding themselves). They can also make a STR or AGI check (whichever is higher) to inflict their basic attack damage. On a mixed or complete success, the damage is inflicted.



MISCELLANEOUS OPTIONAL RULES

- All-Out Debuff
- AoE Evasion
- Classic Insta-Death
 - HP Variation
- Now's Not the Time to be Dead
 - Phase-based Turn Order
 - SP Variation
 - Tactical Movement

ALL-OUT DEBUFF

This rule makes large groups of enemies tougher to sweep with all-out attacks. It will make your game meatier with tougher, longer combat segments. When the PCs make an all-out attack, divide the damage they do by the number of enemies they are fighting. Then, apply this quotient to each enemy on the battlefield.

AoE EVASION

When an enemy uses an AoE attack such as Maragi or Mabufu all players roll 2D6 to defend themselves. The GM may allow them to add an appropriate stat, such as END or AGI, as a modifier to this roll. On a miss, the player takes full damage from the attack. On a mixed success, they take half damage. On a complete success, they take no damage.

CLASSIC INSTA-DEATH

This rule augments the effects of bless and curse skills. Instead of dealing damage these moves have a chance to kill opponents. On a complete success, the target of a bless or curse skill dies instantaneously. On anything short of a complete success, these moves have no effect. -ha moves add +0 to this attack. -ga moves add +1 to this attack. -gaon moves add +2 to this attack. Weaknesses apply as normal. Reflecting and repelling nullifies these attacks. Lastly, using -ha skills costs 1 SP, -ga skills 2 SP and -gaon skills 3 SP.

Note: The GM should reserve the right to say that a particularly powerful enemy is not affected by these skills.

HP VARIATION

With this rule, the basic move “Command Persona” costs 1 HP to make. However, all characters except for those in the Swords suit begin the game with an additional 5 HP. Swords characters begin with an additional 7 HP.

When you're making your character, ask your GM whether or not they plan on using the HP variation, so that you can calculate your SP accordingly.

NOW'S NOT THE TIME TO BE DEAD

While most consider the possibility of death a vital component of a tabletop RPG, those who have played Persona will note that Persona wielders never actually die in the games. As an optional rule, you might choose to simply remove the death mechanic and always render PCs who hit 0 HP unconscious. They might still lose the game, or enter into a bad situation if all of them fall unconscious, but they will not die.

This option can allow for a more relaxed game, as well as giving the GM license to go all-out with the level of challenge they present. Furthermore, groups who are uncomfortable with the prospect of role-playing the death of a teenage classmate are highly encouraged to use it; it's a perfectly valid option.

PHASE-BASED TURN ORDER

Combat consists of two phases: the PC phase and the enemy phase. During the enemy phase, enemies all take their own turns as is described in the Turn Order optional rule.

When combat begins, the PCs should elect a single player to make an AGI roll with a maximum bonus of 4. On a mixed or complete success, the players go first. On a failure, the enemies go first. This will save the GM a significant amount of time and brainpower.

SP VARIATION

Every magic skill (Agi, Zio, Maragi, Ziodyne, etc.) costs 1 SP. To account for the increase in SP expenditure, PCs start with 5 more SP than what is noted on their Arcana page. They will also gain 1 more SP than what they normally would when their character gains additional SP by leveling up. See page 16 for details on gaining SP by leveling.

When you're making your character, ask your GM whether or not they plan on using the SP variation, so that you can calculate your SP accordingly.

TACTICAL MOVEMENT

This optional rule will add grid-based movement to the game, making it feel a bit like SMT: Devil Survivor. On their turn, a character can move and attack. PCs may move 3 + AGI squares each turn.

Attacks also have ranges. Skills that deal Physical damage have a range in squares equal to the number of damage dice they inflict. For example, an attack that deals 2d6 Physical damage has a range of 2 squares, and so on.

Attacks that deal Ranged damage have a range of 6 squares, but suffer a penalty of -1 to-hit against enemies who are partially obstructed (-2 if they are fully obstructed). Magical skills also have a range of 6 squares, and also take the penalty to-hit against targets that are obstructed.

Skills that "target all enemies" instead have an area of effect - a 3 x 3 square. On a mixed success when using one of these skills, the GM might move the square so it only contains a few of the enemies intended to be hit.

Melee weapons used by the PCs (as opposed to Physical skills) always have a range of just 1 square (2 for spears or other large weapons as decided upon by the GM). Ranged weapons do not have this restriction and can still hit targets up to 6 squares away.

It is recommended that you combine this rule with Turn Order, as enemies will require proper turns in order to reposition.



OPTIONAL DOWNTIME RULES

Optional Downtime Rules introduce entirely new mechanics which give PCs more activities to select from when making their downtime moves. Optional Downtime Rules include Fishing and Gardening.

FISHING

Welcome, ye gentle landlubber. So, ye've heard the call of the briny depths.

In order to fish, a PC with a fishing rod must choose to devote one of their allotted downtime moves to it. Due to their special protagonist powers, a PC who spends time fishing is guaranteed to get a bite. They are not, however, guaranteed to actually catch the fish.

To fish, the PC should roll 2d6. As a modifier, they should add only whatever modifier is granted by whatever rod and tackle they are using.

- On a **complete success**, the PC gains a point; they're getting closer to catching the fish.
- On a **mixed success**, the competitors remain locked in a vicious stalemate; roll again.
- On a **failure**, the fish gains a point; they've shimmied off the hook a bit.

The act of fishing is an intense battle between human and fish. The PC should roll again and again, not stopping until either they or the fish have scored three points. If the PC gets to three first, the fish is caught. If the fish gets to three first, they are lost and the PC's downtime action is wasted.

If the fish is caught, the PC gains a fish matching their level from one of the fish tables (starting on the following page). If the GM wishes, a LUC roll can be made.

- On a **complete success**, the PC gains the fish from one level higher than their own (if such a fish exists).
- On a **mixed success**, the PC gains the fish whose level matches their own.
- On a **failure**, the PC gains the fish from one level below their own (if such a fish exists).

As was previously stated, the modifier for a fishing roll comes only from whatever tackle the PC is using. A tackle table can be found on the following page.

There are three types of tackle: rods, lures, and bait. If a PC is missing a lure or bait, they take a -1 penalty to fishing rolls. If they are missing both lure *and* bait, the penalty is -2. If they are missing a rod, they can't fish at all.

Bait is the only type of tackle that is expendable. It can be used three times (for three separate instances of fishing) before it is depleted.

Finally, before they set out, the PC should decide whether they plan to fish in freshwater or saltwater. Different fish can be caught depending on the type of water.

THE BOSS FISH

The Boss Fish is a beastly, nearly prehistoric freshwater monstrosity. Only one Boss Fish should exist per campaign (or, perhaps, there could be one for each PC.) It can be used to completely restore all the HP and SP of all allies, making it useful during boss fights with powerful Shadows. Furthermore, due to its massive size, it can be used *three times* before it is depleted.

A PC can declare, at any time, that they are going for the Boss Fish. They should make a LUC roll; on a mixed or complete success, they locate the Boss Fish and can fish for it. It is, however, a difficult catch.

The Boss Fish inflicts a massive -5 penalty to all fishing rolls. This can only be mitigated through the use of better and better tackle. GMs might foreshadow the Boss Fish (perhaps by having it break the PCs' first fishing rod). Try to get young fishers to see it as their ultimate goal.

FISHING TACKLE

NAME	TYPE	EFFECT	COST
Basic Rod	Rod	Allows you to fish.	¥700
Lightning Rod	Rod	Gives a +1 bonus to fishing rolls.	¥2700
Divine Rod	Rod	Gives a +2 bonus to fishing rolls.	¥5000
Red and White Bobber	Lure	Negates the -1 penalty for not having a lure, but otherwise has no effect.	¥400
Fish-shaped Bobber	Lure	Negates the -1 penalty for not having a lure, but otherwise has no effect.	¥500
Worm Bobber	Lure	Gives a +1 bonus to fishing rolls when fishing in freshwater.	¥1500
Meaty Bobber	Lure	Gives a +1 bonus to fishing rolls when fishing in saltwater.	¥1600
Cheese	Bait	Negates the -1 penalty for not having bait, but otherwise has no effect.	¥100
Nightcrawlers	Bait	Gives a +1 bonus to fishing rolls for every fish except the Boss Fish.	¥500
Giant Nightcrawlers	Bait	Gives a +1 bonus to fishing rolls for every fish, including the Boss Fish.	¥1500

FRESHWATER FISH

LEVEL	TYPE	EFFECT	SELL PRICE
1	Red Goldfish	A baby fish with colored scales. Heals 1 HP.	¥5
2	Blue Goldfish	A baby fish with odd scales. Heals 2 HP.	¥10
3	Ranchu Goldfish	A cute fish. Heals 1d4 HP.	¥25
4	Oily Catfish	A low-quality fish. Heals 1d4 HP.	¥40
5	Unruly Trout	An aggressive fish. Heals 1d4 HP.	¥75
6	Dastardly Carp	A big and clever fish. Heals 1d6 HP.	¥130
7	Rainbow Trout	A multicolored fish. Heals 1d6 HP.	¥200
8	Black Bass	A gothic fish. Heals 1d8 HP.	¥250
9	Rugged Salmon	A fish with sharp scales. Heals 1d8 HP.	¥320
10	Sweetfish	Doesn't taste that sweet. Heals 2d6 HP.	¥360
11	Inaba Trout	An Inaba native. Heals 2d6 HP.	¥410
12	Shimmering Tilapia	A delicious fish. Heals 2d6 HP and 1 SP.	¥500
13	Golden Trout	A beautiful fish. Heals 2d6 HP and 2 SP.	¥650
14	Mighty Sturgeon	A tough fish. Heals 3d4 HP and 2 SP.	¥720
15	Monarch Salmon	A regal fish. Heals 3d4 HP and 3 SP.	¥800
-	Boss Fish	A bitter rival. Completely heals all allies' HP and SP. Can be used three times.	¥10,000

SALTWATER FISH

LEVEL	TYPE	EFFECT	SELL PRICE
1	Sea Bass	You again...? Can be sold for extra cash, no other effect.	¥100
2	Squid	Becoming very common. Tastes like rubber. Heals 1 SP.	¥20
3	Generic Mackerel	A regular fish. Heals 1 SP.	¥35
4	Sea Cucumber	Tastes unlike a cucumber. Heals 1d4 HP and 1 SP.	¥50
5	Soldier Crab	A crab with a thick shell. Heals 2 SP.	¥95
6	Manta Ray	Looks like a pancake. Heals 1d4 HP and 2 SP.	¥50
7	Salty Jellyfish	A danger sack. Heals 1d6 HP and 2 SP.	¥220
8	Killer Mackerel	An edgy fish. Heals 1d4 SP.	¥290
9	Blue Snapper	A well-known fish. Heals 1d4 SP.	¥360
10	Hectopus	A six-tentacled squid. Heals 1d4 HP and SP.	¥400
11	Quality Pufferfish	A sought-after fish. Heals 1d6 HP and 1d4 SP.	¥450
12	Electric Eel	Turn me on with your electric feel. Heals 1d6 SP.	¥560
13	Big Tuna	A massive fish. Heals 1d6 SP.	¥710
14	Apex Mackerel	An incredible fish. Heals 1d4 HP and 1d6 SP.	¥780
15	Emperor Crab	A regal crab. Heals 1d6 HP and SP.	¥900

FISH SALES

Fish can be sold at market for a small price (although the sale price increases as the fish increase in quality). A GM might choose to make them available for sale at a fish market. If this is the case, their buying price should be equal to their selling price multiplied by five.

OPTIONAL FISHING RULE: EXTRA VARIETY

The fish tables become more randomized. Starting at level 3, characters roll a d3 to determine which fish they get from a given table (a d3 is a d6 with its result divided by two). At level four, they roll a d4. At level 6, they roll a d6, and so on. At level 13, they roll 1d12+1. Then at levels 14 and 15 they roll 1d12+2 and 1d12+3, respectively.

OPTIONAL FISHING RULE: FISHING ASPECT

With this optional rule, fishing becomes its own Aspect. Every time a character fishes, whether or not they succeed, they gain Fishing Experience Points (FXP) which can be used to improve their Fishing Aspect. The Fishing Aspect then determines what fish they get, rather than their player level. It improves similarly to any other Aspect, but it starts at 1 and can

go all the way up to 15.

The number of FXP needed to gain a new rank of the Fishing Aspect is equal to the number of the current rank. For example, going from rank one to rank two takes only 1 FXP. Going from rank two to rank three takes 2, and so on.

The Fishing Aspect can be combined with LUC rolls or the Extra Variety rule for GMs wanting a truly robust fishing experience. As a further option, a GM might choose to make defeating the Boss Fish (or purchasing certain tackle) impossible until a certain threshold of the Fishing Aspect has been reached.

GARDENING

Experience nature's generosity! Any PC with access to a garden can choose to devote a downtime move to planting and see if their passion takes root.

Each crop (see following page) has an associated set of numbers that looks like this: (3, 2, 1). In order to plant, you must have some seeds. To plant the seeds a PC should make a 2d6 check, adding their Guts Aspect to the result.

- On a **complete success**, they will get a number of crops equal to the first number in the list.
- On a **mixed success**, they will get a number of crops equal to the second number in the list.
- On a **failure**, they will get a number of crops equal to the third number in the list.

For example, if I rolled to plant a crop with a yield

of (6, 4, 2), and I rolled a failure, I would only receive two of the crop.

Of course, gardening requires patience. Once a seed is planted it takes a number of days to grow, which is also indicated by its entry in the crop table. Furthermore, crops will not grow if they are out of season and only a certain number can be planted at a time. A small planting box in someone's yard will only have one plot for gardening, but bigger gardens might have more space. A town or school community garden, for example, might have one or two plots available for each PC.

The crop list is limited for the sake of simplicity, however as always GMs are encouraged to use it as a baseline to improve their own material. All crops are single-use consumable items unless otherwise stated.

CROPS

NAME	SEASON	EFFECT	GROWTH	YIELD	SEED PRICE
Return Daikon	Any	Teleports the party home from a dungeon.	10 days	(1, 1, 1)	¥450
Sun Tomato	Any but Winter	Heals 1d4 SP.	7 days	(3, 2, 1)	¥200
Baby Sun Tomato	Any but Winter	Heals 2 SP.	7 days	(6, 4, 2)	¥250
Bead Melon	Spring Only	Heals 2d6 + Guts HP.	7 days	(3, 2, 1)	¥180
Earth Bean	Spring / Summer	The next 3 times the eater inflicts Phys. or Range. damage, they gain a +4 bonus to damage.	5 days	(2, 2, 1)	¥500
Hiranya Cabbage	Spring / Summer	Cures a party member of any Status Ailment except Downed.	5 days	(3, 2, 1)	¥150
Barrier Corn	Summer / Fall	The eater gains 3 points of armor for three turns.	7 days	(2, 1, 1)	¥160
Wall Paprika	Summer / Fall	The eater can increase one of their damage resistances by one tier for three turns.	10 days	(2, 1, 1)	¥200
Moonlight Carrot	Fall / Winter	Heals 1d12 + Guts HP.	5 days	(3, 2, 1)	¥380
Star Dragon Onion	Fall / Winter	The next 3 times the eater inflicts any damage type aside from Phys. or Range., they gain a +4 bonus to damage.	5 days	(2, 2, 1)	¥600

THE END

You have arrived at the end of the book. Thanks so much for your interest in this project! You may have finished the book, but that doesn't mean the fun has to end here! If you're considering putting together a group or joining a game of PTTRPG, why not head over to the Crimson Parcel Discord server?

<https://discord.gg/Vyk93jQ>

By the same token if something about the game frustrates you, don't get upset; get involved. We are consistently active on Discord and we listen to every piece of feedback we get. The project wouldn't be anywhere near where it is today without the high volume of feedback, playtesting, and other support it has received.

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PTTRPG is a fan game. Atlus is not associated with the game in any way. No money has or should ever be made as a result of the distribution of this book.

TO EVERYONE ON THE CRIMSON PARCEL DISCORD SERVER
AND TO EVERYONE READING,
THANK YOU AND GOOD LUCK WITH YOUR GAMES!

