Contents

1 Acknowledgements 3
2 Setting 3
3 Numbers, Rounding, and Dice 3
3.1 Rounding 3
3.2 Die Sizes 3
4 Character and Persona Creation 3
4.1 Declaring Aspects 3
4.1.1 Character 4
4.1.2 Persona 4
4.2 Character 4
4.2.1 Abilities 4
4.2.2 Skills 5
4.2.3 Using Skills 7
4.3 Persona 8
4.3.1 Spells 8
4.3.2 Strengths and Weaknesses 8
4.3.3 Building Persona 9
4.4 Leveling 9
4.4.1 Character Leveling 9
4.4.2 Feats 9
4.4.3 Persona Leveling 11
5 Aspects 11
5.1 What are Aspects? 11
5.1.1 Scene Aspects 11
5.1.2 Other Aspects 12
5.2 How Aspects Work 12
5.2.1 Invoking 12
5.2.2 Compel 12
6 Social Links 13
6.1 With NPCs 13
6.2 With PCs 13
7 Combat 14
7.1 Spell Deck 14
7.2 Fatigue 14
7.3 Start of Combat 14
7.4 Turn Order 14
7.5 Movement and Targeting 15
7.6 Actions 15
7.7 Attacks and Dodging 15
7.8 Sensing 16
7.9 Bad Status 16
7.10 End of Combat 17
8 Equipment 17
8.1 Reading Weapons and Armor 17
8.2 Weapon Properties 18
8.3 Armor Properties 18
9 Arcana 19
9.1 Social Links 19
9.2 Arcana Spread 19
9.3 The Arcana Effects 19
10 Spell Compendium 23
10.1 Physical 24
10.1.1 Tier I 24
10.1.2 Tier II 24
10.1.3 Tier III 25
10.1.4 Tier IV 25
10.2 Fire 26
10.2.1 Tier I 26
10.2.2 Tier II 26
10.2.3 Tier III 26
10.2.4 Tier IV 27
10.3 Ice 27
10.3.1 Tier I 27
10.3.2 Tier II 27
10.3.3 Tier III 28
10.3.4 Tier IV 28
10.4 Wind 28
10.4.1 Tier I 28
10.4.2 Tier II 28
10.4.3 Tier III 29
10.4.4 Tier IV 29
10.5 Lightning 29
10.5.1 Tier I 29
10.5.2 Tier II 30
10.5.3 Tier III 30
10.5.4 Tier IV 31
10.6 Light 31
10.6.1 Tier I 31
10.6.2 Tier III .......................... 31
10.6.3 Tier IV .......................... 31
10.7 Dark ............................... 32
  10.7.1 Tier I .......................... 32
  10.7.2 Tier II .......................... 32
  10.7.3 Tier III .......................... 32
  10.7.4 Tier IV .......................... 32
10.8 Almighty ........................... 33
  10.8.1 Tier II .......................... 33
  10.8.2 Tier III .......................... 33
  10.8.3 Tier IV .......................... 33
10.9 Healing ............................. 33
  10.9.1 Tier I .......................... 33
  10.9.2 Tier II .......................... 34
  10.9.3 Tier III .......................... 34
  10.9.4 Tier IV .......................... 35
10.10 Defense ............................ 35
  10.10.1 Tier I .......................... 35
  10.10.2 Tier II .......................... 35
  10.10.3 Tier III .......................... 36
  10.10.4 Tier IV .......................... 36
10.11 Buff ............................... 36
  10.11.1 Tier I .......................... 36
  10.11.2 Tier II .......................... 37
  10.11.3 Tier III .......................... 38
  10.11.4 Tier IV .......................... 38
10.12 Debuff .............................. 39
  10.12.1 Tier I .......................... 39
  10.12.2 Tier II .......................... 39
  10.12.3 Tier III .......................... 40
  10.12.4 Tier IV .......................... 40
10.13 Status .............................. 41
  10.13.1 Tier I .......................... 41
  10.13.2 Tier II .......................... 41
  10.13.3 Tier III .......................... 42
10.14 Intel/Counterintel .................. 42
  10.14.1 Tier I .......................... 42
  10.14.2 Tier II .......................... 42
  10.14.3 Tier III .......................... 43
  10.14.4 Tier IV .......................... 43
10.15 Miscellaneous ...................... 44
  10.15.1 Tier I .......................... 44
  10.15.2 Tier II .......................... 44
  10.15.3 Tier III .......................... 45
  10.15.4 Tier IV .......................... 46
1 Acknowledgements

This system was influenced by a number of systems, but mainly the Persona ruleset written by Mark Mascaro. If you are familiar with the FATE system (the Dresden Files RPG, Kerberos Club, Spirit of the Century, etc), some things might look familiar to you. They’re different. This game does not use fudge dice, nor is it strictly using the FATE SRD.

The Persona series is property of Atlus. This work is not intended for profit.

2 Setting

The Persona setting is an approximately present day, present time urban fantasy. The world is always under the threat of beings known as Shadows. Most of the time, Shadows exist separate from the real world. However, during certain times, the world of Shadow can interpose itself on the real world, and affect the people who live there. Sometimes, this is during a time known as the Dark Hour, an hour between 12:00:00am and 12:00:01am, when most of the world stops. Other times, it is via some other portal.

There are many thoughts as to what Shadows are. Some say they are manifestations of the dark desires of humanity, summoned up from the Sea of Unconsciousness to become nightmares given form. Others say they are otherworldly demonic invaders.

The only line of defense against the Shadows rests in the hands of certain young adults who can manifest the power of Persona. A Persona is the manifestation of an individual’s will and some inner truth about themselves that they present to the world.\footnote{This is basically Jungian archetypes and psychology, re: Shadows and Persona. If you’re interested, checking out some of Jung’s work might be helpful. They’re not 1:1 matches, but you can see where the video game series got a lot of its myths.} Often, Personae are archetypes based on mythology and tied to the Major Arcana of the tarot. These Personae, this strong sense of self, protect the user against the power of the Shadows and allow the user to fight against them.

But because the Persona comes from within and are masks people use to interact with the world, the strength of a Persona is dependent on the strength of the sense of self and the bonds a person forms with others. By strengthening oneself, one can stand stronger against the tide of Shadows that threaten to consume the world.

3 Numbers, Rounding, and Dice

3.1 Rounding

Is always, always up. This will be a question, so it’s answer is right here in the beginning. In the event you see the instructions “one FOO per three BAR”, this is not the same as BAR/3. In the former case, 4 BAR will only get you 1 FOO, not two. The format is also way more common.

3.2 Die Sizes

The die sizes, in order, are 0, 1, 1d2, 1d4, 1d6, 1d8, 1d10, 1d12, and 1d20.

4 Character and Persona Creation

4.1 Declaring Aspects

Aspects are descriptors that define parts of the game, be they characters, a particular place, a object, etc. If it’s important to the story or world, it’s probably going to have at least one aspect. Aspects can be single
words or phrases\(^2\). How Aspects work in game is described later, in Section 5 (cleverly titled “Aspects”). If you’re familiar with the FATE system, you’ve seen Aspects before.

Every character starts with 4 Aspect Tokens. Aspect Tokens may be used to interact with Aspects (Section 5) or to tap a card in the Arcana Spread (Section 9.2). Aspect Tokens refresh every game session.

4.1.1 Character
A character begins with 5 aspects: as many Arcana as you have Personae at character creation, and the rest free.

- **Arcana**: Exactly What It Says On The Tin. It must be one of the Major Arcana in the Tarot deck.

- **Free**: Anything you want.

Additionally, a character may always use his or her equipped Persona’s Conviction as an Aspect.

4.1.2 Persona
A Persona has Types and Convictions instead of aspects. The quantities vary depending on if the character is a high schooler or a college student.

A high school student’s Persona starts with 2 Types and 1 Conviction (but high schoolers start with two Personae). A college student’s Persona starts with 4 Types and 1 Conviction.

- **Type**: What category of spell the Persona can learn. The categories are Physical, Fire, Ice, Wind, Lightning, Light, Dark, Healing, Buff, Debuff, Status, and Intel\(^3\).

- **Conviction**: A powerful driving force that caused a Persona to come into being. It’s related to a Persona’s mythos. It must demand action. These are often also the reason the character was drawn to the particular Persona of that Arcana\(^4\).

A character can only have one Persona active at any time, but the active Persona’s Conviction can be used as one of the character’s Aspects.

**Example**: Carol is a high school student. She has the Personae CHARIOT: Ares and DEVIL: Faust. Her player decided her Character Aspects are “Chariot”, “Devil”, “Hot-Blooded”, “Give Her an Inch and She’ll Take a Mile”, and “Can’t Touch This”. Her player now looks at the Aspects Ares and Faust have. Ares has the Types “Physical” and “Buff”, with the Conviction: “Spoiling for a Fight”. Faust has the Types “Dark” and “Status”, with the Conviction “Power at Any Price”. Carol currently has Faust active, so her player knows that Faust’s Conviction is active and “Power at Any Price” can be invoked or compelled, while “Spoiling for a Fight” cannot.

4.2 Character

4.2.1 Abilities
There are six abilities: Strength (STR), Vitality (VIT), Agility (AGL), Technique (TEC), Magic (MAG), and Luck (LUK). There is one additional derived value, Hit Points (HP). These abilities belong to your character, though the Persona you have equipped may modify them. At level 1, distribute 18 points among your abilities, with none lower than 1 or higher than 4. Hit Points are equal to 15 + 5-level + 3-VIT-level. There is no maximum value for abilities.

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\(^2\)Protip: if you’re feeling stuck on character aspects, TVTropes [http://tvtropes.org/pmwiki/pmwiki.php/Main/HomePage] trope names are a goldmine for this sort of thing. Yes, we just directed you to TVTropes. We’re not sorry.

\(^3\)Defensive spells are included in their elemental type. Almighty and Unique spells do not count as types.

\(^4\)Orphea (Persona 2) and Izaagi (Persona 4) are both Arcana: Fool. They’re also very, very different.
• **HP** is the amount of damage you can take before falling unconscious. It is a derived value and cannot be increased directly. Temporary changes to VIT such as combat bus and equipped Persona bonuses do change max HP, but do not change current HP unless specied. If your max HP falls below your current HP, your current HP is immediately clipped.

• **Strength** increases the damage dealt by basic attacks and physical special attacks. Strength is the basis for damage of both melee and ranged weapons. *This is kludgite*.

• **Vitality** increases your maximum hit points, works with armor to increase your resistance to damage, and helps you resist fatigue.

• **Agility** increases your chance of dodging attacks and increases the distance you can move. It also improves your initiative.

• **Technique** increases your chance of dealing damage with all attacks. It may also improve the targeting capabilities and range of certain spells.

• **Magic** increases the damage dealt by magical special attacks.

• **Luck** increases your resistance to bad status effects, your chance to make a critical hit, and provides Luck Charges equal to your LUK at the start of each session. By spending one of these charges, you can add LUKd6 to any roll*. Persona skills may give you additional uses for LUK charges.

### 4.2.2 Skills

Secondary abilities don’t apply directly to combat; rather, they quantify your Personal aptitude and social skills. They affect the benefits of extracurricular activities, your scores on tests, and various other factors that influence Personal growth rather than combat performance. Consult the appropriate handout for your campaign for a list of activities and how they influence and are influenced by secondary abilities. The six secondary abilities are Knowledge (KN), Discipline (DI), Empathy (EM), Charm (CH), Expression (EX), and Courage (CO).

At character creation, you may distribute 15 points among your social skills. 5 is the maximum starting skill value. You may have no more than two 0s, no more than one 5, and nothing higher than 5.

There may be plot- or character-based restrictions on these stats that will be explained by your GM.

For the typical high school-age campaign, these values are indicative of immaturity; values of 3-6 are typical for adults. Values above 18 are nigh-superhuman. Values of 25 are absolutely legendary.

• **Knowledge** is your accumulated learning. It helps you perform on tests and in school in general. The insight provided by a broad base of knowledge is useful in a variety of situations, and it facilitates the growth of many other secondary characteristics.

  – At Knowledge 6, you’ve absorbed a wealth of mythology, and once per Dark Hour can learn one elemental weakness of an enemy.
  – At Knowledge 12, you are able to easily read into your foe’s attacks, and once per Dark Hour can choose to automatically succeed on a dodge roll.
  – At Knowledge 18, you gain some tactical insight into battle, and gain an intrinsic +1 to STR, MAG, or TEC.
  – At Knowledge 24, you can see right through your enemy’s defenses, and once per Dark Hour can choose to spend a minor action to gain the effect of Mind Charge or Power Charge. You gain an aspect chosen from among “Badass Bookworm”, “The Chessmaster”, “Insufferable Genius”, “Impossible Genius”, “The Smart Guy”, and “I Can See Forever”.

*Because otherwise you get Persona 1, where TEC was a hideous godstat, which we are attempting to avoid here, god help us all.

*Yes, even damage rolls
• **Discipline** is your focus and dedication, your ability to commit to a task. It helps in tasks that require focus, such as studying, and can earn a lot of respect from one’s peers.

  - At Discipline 6, your willpower gives you greater combat longevity, and you gain +10 max HP and +1 fatigue limit.
  - At Discipline 12, you can fight beyond your physical limits, and you gain +15 max HP and +1 fatigue limit.
  - At Discipline 17, your force of will allows you to shrug off significant damage, granting +1 VIT.
  - At Discipline 24, you become almost impossible to stop: once per Dark Hour, upon dying for any reason you may stand up with 50% of your max HP restored. This has the timing of an interrupt, but doesn’t consume your interrupt for the round. You gain an aspect chosen from among “Determinator”, “The Stoic”, “Tranquil Fury”, “Made of Indestructium”, “I’m Okay”, and “You Call That a Wound”.

• **Empathy** is your ability to understand the emotional state of another. It helps in working out a wide variety of social problems, and is critical in tasks that require training or commanding others.

  - At Empathy 5, your ability to establish a strong connection with others allows you to support them when they’re troubled: once per Dark Hour, you may spend a minor action to remove all Mind effects from an ally who can hear you.
  - At Empathy 10, the support you extend to others works in both directions: once per Dark Hour, you may automatically negate a Mind effect.
  - At Empathy 16, you are a convincing leader, and once per dark hour you may spend a move action to remove all Mind effects from all allies within earshot.
  - At Empathy 19, your healing effects that target adjacent allies heal 25% more.
  - At Empathy 24, thrice per Dark Hour when you cast a healing spell on an ally you also receive a healing effect at half of that strength. You gain an aspect chosen from among “The Heart”, “I Feel Your Pain”, “The Conscience”, “The White Mage”, “Spider Sense”, “Your Tears Are Delicious”, “Armor-Piercing Question”, “Fluent In Unspoken”, and “I Know You Better Than You Know Yourself”.

• **Charm** is your charisma, Personal magnetism, and style: that which draws others to you. It helps in a variety of social situations, especially when dealing with strangers, during negotiation, and when trying to call in (or beg for) a favor.

  - At Charm 5, once per Dark Hour you may cast Pulipui.
  - At Charm 8, once per Dark Hour you can cast Delaja.
  - At Charm 12, once per Dark Hour you may cast Marin Karin. You may use half your Charm in place of TEC if it’s higher.
  - At Charm 18, once per Dark Hour you may force an enemy’s single-target (area) power to target (be centered on) you.

• **Expression** is your ability to communicate, whether in speech, writing, or art. It helps in school with presentations and papers, and is especially useful for musicians. In other situations, it will let you make a persuasive argument or, when backed up by Charm, take a leadership role. It is also useful in coordinating allies.
– At Expression 8, once per Dark Hour as a move action you may designate a target. Until the end of the encounter, allies who attack that target treat their LUK as 1 higher for the purpose of determining critical hits.

– At Expression 12, you can help your allies stay aware of the battlefield. Once per Dark Hour as a minor action you may give all allies +1 dodge die category until the end of your next turn.

– At Expression 16, you can deliver a badass one-liner. Once per Dark Hour as a move action you may attempt to inflict Rage on all units within range 12. For enemies, the chance is 25%, plus 5% for each 2 Expression. Allies can choose whether or not to get Rage.

– At Expression 20, you are adept at coordinating your allies. Once per Dark Hour as a standard action you may designate a target. For the next 2 rounds, that target cannot inflict critical hits and attacks on that target cannot miss.

– At Expression 24, your tactical capability is superhuman. Once per Dark Hour you may spend a standard action and a move action to give each ally a move action. You gain an aspect chosen from among “Filibuster”, “But I Digress”, “Monologuing”, “Let Me Tell You a Story”, “Rousing Speech”, “Talking is a Free Action”, “Verbal Judo”, and “The Artist”.

• **Courage** is your ability to ignore fear. In school, it’s helpful for performances and presentations, though usually secondary to Expression.

– At Courage 9, you’re always the first to charge into battle and take a +6 initiative bonus.

– At Courage 16, you realize that fortune really does favor the bold. You get +1 LUK.

– At Courage 20, you don’t let simple things like hit points get in the way of victory. You gain Fortify Elements 2 and Fortify Physical 2.

– At Courage 24, you learn the power of recklessness. As a minor, you can reduce your armor value and Fortify effects to zero until the start of your next turn. Until the start of your next turn, you add your Fortify Physical and armor value to physical damage inflicted and your Fortify <Element> value to corresponding elemental damage inflicted. You gain an aspect chosen from among “Lawful Stupid”, “Chaotic Stupid”, “Suicidal Overconfidence”, “Heroic Resolve”, “Nerves of Steel”, and “The Eternal Churchill”.

### 4.2.3 Using Skills

Skills are used in challenges given by the GM to deal with certain situations. These could range from passing a test in school to talking down a suicidal friend to unlocking a puzzle to charging straight ahead into certain danger.

A challenge will have a target number, designated by the GM. This represents the skill level necessary to complete the task at the bare minimum level. The more your skill rating exceeds this number, the greater the success, and similarly for failure. Of course, sometimes your ordinary skill won’t be high enough to complete a task. Sometimes you’ll have to solve a problem in a hurry. Sometimes, a mere success might not be enough! In that case, you can take a risk, adding both the possibility of great success and the possibility of spectacular failure. You may risk a die of any size from d2 to d20. Roll it once, adding the result to your skill level, and again, subtracting it from that total.

If you risk little or nothing against a reasonable task, you’ll generally get a safe result - a mild success or failure. Against a challenge that’s clearly beyond your abilities, you may have to risk more just for a chance of success. On the other hand, if a task is beneath you, you might choose to risk more for the chance of a truly spectacular success. You should note that if a target is more difficult than your skill level, increasing risk always increases your chances of success... but the failures could be dire.

If you’re nervous, or in a rush, it’s hard to perform consistently; in that case, you must risk at least a d4. Particularly difficult circumstances might cause your GM to impose a higher minimum risk.
Example 1: Dan is in the student center and is trying to convince someone to donate money for a fundraiser. Dan has 4 CH, and he has a good rapport going, so he decides not to risk anything. The GM had set the target number at 4 exactly, so Dan gets a couple of bucks.

Example 2: Dan's feeling encouraged by his previous success and goes to a sympathetic local business to try to drum up some bigger support. The GM has secretly set the target number at 3. Dan feels like he could easily talk them out of a few bucks, but he knows a profitable company could afford to give more, so he decides to aim high and risks a d6. He rolls a 5 and a 3 for a net +2 on his check, bringing the total to 6. He beats the target number by 3, gives a particularly impassioned speech, and scores a sponsorship for the fundraiser.

Example 3: Evan is stuck presenting his project first in his history class. He was out fighting shadows the night before and didn’t have time to finish his presentation, so he has to wing it with a target number of 4. Unfortunately, he’s also a terrible public speaker, and is a little bit nervous - the GM decides he has to risk at least a d4 with his EX of 2. He rolls a 1, then a 4, bringing his skill result down to -1. He fumbles his way through something so bad it’s not even wrong, and winds up with a detention.

4.3 Persona

4.3.1 Spells
Each Persona has a Refresh value, indicating how many spells can be held ready for use at one time. Each Persona also knows some number of spells. Growth Points awarded after battle increase a Persona’s capabilities; every 10 Growth Points is sufficient to raise a Persona a level. At each level, a Persona receives points that can be spent on buying additional spells. More on this in Sections 4.4 and 7.1.

A Persona may know at most 12 spells, including learned passive effects; if an additional spell is learned, an old power must be forgotten. When a power is forgotten, half of the AP cost of that spell is refunded (track half-points; don’t round).

Example: Bob’s Persona JUSTICE: Angel has 12 powers and is able to learn Diarama. His player decides to forget Dia in order to fit it on Angel’s power list. Forgetting Dia returns half an AP to Angel, which isn’t enough to buy a new spell, so Bob simply saves it.

4.3.2 Strengths and Weaknesses
Each Persona has a set of damage type strengths and weaknesses.

There is one Physical Type.

There are four Elemental Types: Fire, Ice, Wind, and Lightning.

There are four Special Types: Mind, Nerve, Light, and Darkness.

There is one Non-Type: Almighty.

Each Persona will be strong or weak to some number of damage types. There are five possible interactions:

- **Absorb** allows you to recover HP equal to the damage dealt by the attack. Absorbing a Dark spell doubles your current HP. Absorbing a status effect simply causes it to have no effect.

- **Reflect** repels the effect of the spell back at the attacker. If it was a multi-target effect, the caster suffers the effects multiple times.

- **Null** causes the ability to inflict no damage at all, or have no chance of taking effect.

- **Resist** causes the ability to do half damage or have half the chance of taking effect.

- **Weak** causes the ability to do double damage or have double the chance of taking effect.

If you are Null, Reflect, or Absorb for a type, and you get hit by a spell of that type, you are also immune to any secondary effects of that spell.
4.3.3 Building Persona

This section is optional for GMs. A GM is free to design their campaign’s Personaes as they wish; these are merely suggestions.

A Persona should start with a number of Resistances and Weaknesses. In general, you should choose one strength and one weakness or two strengths and two weaknesses. You should seek GM approval for any other distribution.

When you build a Persona, you start with 6 AP to spend on abilities. If you’re a high school student starting with two Personaes, each starts with 3 AP. Abilities are divided into four Tiers, as seen in the Spell Compendium at the end of these rules (Section 10). Each ability costs a number of points equal to its tier, except for tier IV spells, which have a special scaling cost starting at 5 AP.

**Example:** The GM is designing the Persona STRENGTH: Atlas as one of a high school student’s two Personaes. At 1st level, he has 3 points to spend, so gives Atlas three Tier I abilities. At level 2, he spend the 1 AP gained to give Atlas another Tier 1. At level 3, he thinks it’s about time Atlas started learning cooler powers, so he saves the 1 AP gained; he also chooses +1 Refresh as his three-level bonus (see 4.4.3). At level 4, Atlas gains 2 more AP for a total of 3 unspent, allowing Atlas to learn a Tier III ability.

Later, the GM decides to start designing the Persona TEMPERANCE: Suzaku. Suzaku is the Persona for a college student character, who assigns the starting 6AP to only one Persona. The GM decides he’s starting Suzaku off with 2 Tier II spells (that cost 2AP apiece) and 2 Tier I spells.

4.4 Leveling

Your character and each of your Personaes level separately.

4.4.1 Character Leveling

When a character gains a level, determine your new max HP and do as many of the following things as you qualify for:

- At *every* level, add a point to a skill.

- If your level is *odd*, add a point to a skill.

- If your level is *even*, take a Feat.

- If your level is *a multiple of three*, add a point to an ability. Remember to set your max HP to $15 + 5$-level $+ 3$-VIT-level!

For example, at level 2 you get a skill point and a feat. At level 5, you get two skill points. At level 6, you get a skill point, a feat, and an ability point.

4.4.2 Feats

Feats are special abilities that can affect how interact with the world Personally and with your Persona. Some feats may have additional requirements.

- **Revelations**
  Prereq: Lv 6
  Additional Requirements: can only be taken once per six character levels
  Each rank in this ability grants you the use of a new Persona. You also gain the relevant Arcana aspect.

- **One in Spirit**
  Prereq: --
  Additional Requirements: --
  Once per battle per rank you have in this ability, you may take the Persona change action as a minor action.
- **Open Mind**
  Prereq: --
  Additional Requirements: --
  Each rank of this feat increases the Refresh value of all of your Personae by 1

- **Perseverance**
  Prereq: Lv 10
  Additional Requirements: can be taken only once + once per 4 character levels above 10
  Each time you take this feat, choose a Persona you control, and a type against which that Persona is weak. The Persona is no longer weak to that type.

- **Made of Iron**
  Prereq: Lv 10
  Additional Requirements: can be taken only once + once per 3 character levels above 10
  Each time you take this feat, choose a Persona you control, and a type against which that Persona has no interaction. The Persona gains resistance to that type.

- **Iron Will**
  Prereq: Lv 10
  Additional Requirements: can be taken only once + once per 3 character levels above 10
  Each time you take this feat, choose a Persona you control, and a type against which that Persona is resist. The Persona’s resistance against that type increases to null.

- **Unshakable**
  Prereq: Lv 10
  Additional Requirements: can be taken only once + once per 3 character levels above 10
  Each time you take this feat, choose a Persona you control, and a type against which that Persona is null or reflect. For -1 Refresh, the Persona’s resistance against that type increases by one: null becomes reflect, reflect becomes absorb.

- **Thine Own Self**
  Prereq: Lv 4
  Additional Requirements: can be taken only once per 4 character levels
  You may rename a Conviction on one of your Personae.

- **Self-Reflection**
  Prereq: --
  Additional Requirements: --
  You may rename one of your character’s Free Aspects.

- **Intrinsic**
  Prereq: Lv 15
  Additional Requirements: can be taken only once per 15 character levels
  You may add another Free Aspect to your character.

- **Token**
  Prereq: --
  Additional Requirements: can be taken only once + once per 3 character levels
  Each rank in this feat adds +1 Aspect Token.

- **Skilled**
  Prereq: --
  Additional Requirements: --
  Each time you take this feat, add 1 to a skill of your choice.
• **Miles to Go**

  Prereq: --

  Additional Requirements: –

  Each time you take this feat, add 1 to your Fatigue limit.

### 4.4.3 Persona Leveling

When a Persona levels, the Persona gains 1 AP plus 1 AP per 3 levels. AP are used in constructing your Spell Deck (see Section 7.1 for how the Spell Deck is used). You don’t have to spend AP as soon as you get them; you can save them for more powerful spells. Each time a Persona levels, you may spend points from its AP pool to buy one spell, which may be an additional copy of a spell you already know.

  Tier I, II, and III spells simply cost points equal to their tier, and you may buy multiple copies of a spell without penalty. Tier IV spells are significantly more powerful, and it’s difficult to learn more than one on a given Persona: Tier IV spells cost 5 AP, plus one for each tier IV spell that Persona already knows.

  Additionally, every third level, you may choose one of the following:

  • +1 refresh. You may take this as many times as you like.

  • +1 to any stat while this Persona is equipped. You may take this as many times as you like, but your bonuses must be as broad as they are deep: the total bonus to one stat can’t exceed the number of stats that have bonuses. (+1 STR is OK, +2 STR is not. +1 STR +1 VIT is OK, and +2 STR +2 VIT is also fine.)

  • +2 to any social skill for your character. You may take this as many times as you like.

  • Copy any spell you know that is Tier III or lower. You may take this as many times as you like.

### 5 Aspects

#### 5.1 What are Aspects?

As mentioned previously, aspects are keywords and phrases that describe the important parts of a character, environment, or item. Mechanically, they are toggles that can be activated by the players and GM to alter the direction of the story.

  Personal aspects have been discussed in Section 4.1. In addition, other things can have aspects.

#### 5.1.1 Scene Aspects

Exactly what it says on the tin. These describe the current scene. Unlike Personal aspects, there’s no default number of aspects a scene might have. The only aspect it must have is a time aspect.

  A scene is defined by the time block it consumes. Each day has seven scenes: Morning, Lunch, Afternoon, Evening, Late Night, Dark Hour.

  Other than the time designator for a scene, there are four broad categories for scene and setting:

  • **Environment:** Lighting, atmosphere, weather, etc. These are aspects that represent the ability of those in the scene to perceive things. “Dark and Stormy” is an example of an environmental aspect.

  • **Mood:** Aspects that describe the attitudes of a crowd in the scene. “Excited Pep Rally” could be an example.

  • **Hazard:** Exactly what it says on the tin. These are conditions that are likely to cause damage and harm to the people in the scene. “On Fire!” is a good example. So are “Deadly Neurotoxin” and “Mashy Spike Plate”.

  • **Scenery:** Catch-all for other features of the scene, such as “Stack of Crates” and “History Classroom”.
5.1.2 Other Aspects

- **Objects**: Plot-important objects have aspects. The sword that slew the Jabberwock would have the aspect "Vorpal Blade" and/or "Goes Snicker-Snack". Refrain from giving every object in the game aspects, because it'll just bog things down.

- **People**: NPCs often have aspects (planned or impromptu). Using aspects is an easy way to make them useful and distinctive in a story without much trouble. Certain NPCs might also have Arcana aspects. These NPCs could offer ways of increasing Social Links (see Section 9.1 for more details).

5.2 How Aspects Work

First, pick an aspect relevant to the situation. Second, ask how it’s relevant. This determines how it’s activated. To be activated, an aspect will be invoked or compelled. If it’s helping you, you’ll **invoke** it. If it’s hindering you, it’s a **compel**.

5.2.1 Invoking

When you invoke an aspect, you’re attempting to directly affect the narrative in a manner consistent with the aspect for your benefit. To do so, explain what you want the aspect to provide and spend an Aspect Token to make it happen. If the GM doesn’t think the desired effect is reasonable from the aspect, they can cancel it (which means no Aspect Token is spent). In general, you can also use an Aspect Token to add +4 to an appropriate skill challenge.

**Example**: The party has reached a dark cave. They are trying to be cautious and don’t want to fall into any traps or pitfalls the cave might have. But no one has a light source in their equipment list. Alice’s player says “Since I have the Aspect ‘All Tech Men Carry Batteries’, it stands to reason I have a flashlight on me.” The GM agrees that this is logical and allows Alice to spend one of her tokens to invoke that aspect. The party then continues into the cave with a source of illumination.

**Example**: The current scene has the aspect “Dark and Stormy Night”. The party needs to escape through the quad and avoid getting caught by campus police. Bob’s player says “It’s a ‘Dark and Stormy Night’. I want to take advantage of that and say it’s a lot harder for the CPs to see us moving through the wind and rain in the dark.” The GM agrees, and Bob spends his token. The party gets away, although they are very wet.

5.2.2 Compel

When an aspect is compelled, you are forced to obey one of your aspects in such a way that it gets you in trouble. To be a valid compel, things must be worse for your character after the compel. Otherwise, it isn’t a compel. Either the players or the GM can compel and aspect. When the compel happens, the GM offers an Aspect Token to the compelled player. That player can follow the compel and take the Aspect Token, or pay one of their Aspect Tokens to refuse the compel. Other players can suggest compuls. Self-compels are also valid7.

Compels can escalate to a degree. If a player refuses a compel, the GM can offer two Aspect Tokens; it then costs two Aspect Tokens to refuse. If they still refuse, the GM can escalate a third time, but three times is the limit8.

**Example**: Carol has been pretty stressed trying to balance coursework and saving the world. Her advisor is an NPC with the aspect “Perfectionist”. Carol's player points out “You know, Carol's advisor is probably going to get annoyed that her work's been slipping. He is a 'Perfectionist', after all.” The GM considers it, and then allows the compel, handing Carol's player a token. Carol then gets a dressing-down by her advisor for sloppy work.

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7If you think this can milk the system for Aspect Tokens, you are absolutely correct.
8Like St. Peter, you can only deny it three times.
Example: The party’s on a deadline and is chasing after a target. Dan is trying to get some intel out of a cute barista in the local coffeeshop. Dan has the Aspect: “Sucker for a Pretty Face”. The GM decides to make things harder for the party. The GM says “Dan, that barista is really cute. You are a ’Sucker for a Pretty Face’...” and holds up an Aspect Token. Dan’s player agrees and takes the token. Dan gets distracted by the cute barista and loses his lead on the target.

6 Social Links

Social Links are a mechanical way of indicating relationships between characters that the players form. Social Links (or S.Links) can be between players and each other, or players and NPCs. There are different rules for each type. Starting, maintaining, and leveling S.Links are useful, as they grant various bonuses to the player character and even to the party.

When a player progresses along an S.Link, they rank up as they spend time with the character who holds that S.Link. Each S.Link track has a counter. When the counter reaches a certain threshold, depending on the S.Link, the S.Link ranks up. The counter totals for each rank for each S.Link are public.

There are three ways to gain “points” that tick up the counter:

- Tag 2 skills for an interaction: 1 count
- Tag an Aspect for an interaction: 5 counts
- GM discretion for interactions (taking a full time unit or during a scene, etc)

6.1 With NPCs

Each NPC that it is possible to create a social link with has one of the Major Arcana assigned to them. The GM might not tell you what that Arcana is before the link is created.

For most NPCs, the S.Link track is from 0-50 and the ranks are evenly distributed along it. Some special NPCs might have higher count levels and may take more than 50 points to max out.

At Rank 5, add a copy of the Arcana associated with the S.Link to the Arcana Spread.

At Rank 10, you gain an ability, either a feat or an Ability to add to the Spell Deck that is not dependent on Persona.

6.2 With PCs

S.Links between party members are a bit more complicated than with NPCs. They also have greater rewards.

PC S.Links are asynchronous. They do not have to progress at the same rate.

The S.Link track is from 0-100. The ranks are differently distributed along the track depending on the character, as not all people relate to people in the same way.

When maxed at Rank 10, the character gains an Aspect related to one of the S.Link’s Aspects.

Until Rank 10, the rewards per Rank are left up to the GM. These could range from more plot and side quests to small bonuses or minor abilities 9

Example: Alice and Bob have formed a S.Link. They are hanging out in the student-run computer club on their campus. Alice talks about how she first got into programming and tags her Aspect “Raised by Mathematicians”. Bob doesn’t have a relevant Aspect that really goes well with the setting, so he tags Knowledge and Empathy to keep up with the conversation. Alice takes 5 counts on Bob’s S.Link; Bob takes 1 point for Alice’s.

Alice is a lot more reticent than Bob, who is fairly outgoing. When they compare tracks, Bob’s S.Link is spaced out evenly at 10 counts per rank up (10 for Rank 1, 20 for Rank 2, etc); Alice, on the other hand, takes a bit longer to get comfortable with people, so her S.Link’s track is front-loaded with 30 for Rank 1, and then non-evenly distributed up to 100.

9 A list of suggestions is included in the GM guide. They are suggestions. A lot of freedom is left up to your GM and the campaign.
7 Combat

7.1 Spell Deck

Each player has a spell deck. The spell deck contains the abilities the active Persona knows. Each copy of a spell a Persona knows gives you a spell card that allows it to be used up to once in a combat. You can cast a spell as long as copies of it exist in your hand. After a spell is cast, put it in a discard pile for that Persona.

At the beginning of an encounter, the player may draw up to their current Persona’s Refresh value from their spell deck. To refill your hand, you must switch Persona or, if you have no active Persona, take the refresh action (see below). When you swap active Persona, return your hand to the active Persona’s deck.

You can always choose to do a basic melee or ranged attack for free.

7.2 Fatigue

Fatigue is every Persona-user’s enemy; battle after battle in the Dark Hour simply wears you down. You can use fatigue to ready spells you’ve already cast for another use, but eventually it will take a toll on your body. Your basic fatigue limit is equal to your STR plus your VIT, plus any modifiers you have from feats or special abilities. By spending Fatigue equal to a spell’s tier, you can, as a minor action, put that spell into your hand from your deck or discard pile.

At the end of your turn, update your fatigue penalty level. For every two points of fatigue above your limit, you take a -1 penalty to VIT and AGL. You cannot spend fatigue that would bring your VIT below 0. If you spend Fatigue that brings your VIT to 0, you pass out for the fight. At the end of the fight, recover Fatigue until one more fatigue would bring your VIT to 0.

Fatigue is restored by rest. The minimum amount of sleep required per night also restores 2 Fatigue. To recover faster, naps are required. See the social addendum for nap rules for your campaign.

Example: Dan is a physical-skill based fighter. His VIT is 5 and his STR is 4, so his fatigue limit is 9. He cast Fatal End (Tier II spell) last round and wants to cast it again. He spends 2 Fatigue to pull Fatal End from his discard pile as a minor action, bringing his Fatigue count to 2. He casts it again as his standard.

Example: Alice is an ice-element based fighter. Her VIT is 2 and her STR is 2, so her fatigue limit is 4. She’s already had to pull a few spells out of her discard pile, so her current Fatigue count is 6. She pulls Bufala (Tier II) out of her discard pile for another 2 Fatigue and casts it. She then assesses the -1 penalty to all her stats, taking her VIT down to 0. Alice promptly passes out until the end of combat.

7.3 Start of Combat

At the beginning of combat, each participant rolls d20+2-AGL. The total values set the initiative order. Ties are determined by AGL, then by roll-off.

Each player draws from their active Persona’s spell deck up to that Persona’s Refresh value.

7.4 Turn Order

Your action consists of three phases, Move, Minor, and Standard, in any order.

- **Move.** You may move your character up to his or her AGL score.
- **Minor.** You may take a minor action, if you have any available to you.
- **Standard.** You may take a standard action. More on this in 7.6.

Additionally, you may take any number of free actions. A free action can be taken at any point during your turn and does not cost any of move, minor, or standard. Finally, some spells may be cast as **Interrupt**

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10Yes, you can “stack the deck”. In fact, you are encouraged to do so.
action, which can be performed at any time, even when it’s not your turn. If you use an interrupt action, you can’t use another until you’ve taken another turn.

If there are any turn-triggered abilities, such as poison damage or attempting to break a Mind effect, they are assessed at the end of your turn.

7.5 Movement and Targeting

A character may move a number of spaces up to AGL + 3. Diagonals are counted using the five-ten rule: the first diagonal movement counts as one space, the second two, the third one, the fourth two, and so on. Spaces containing friendly characters can be moved through without penalty. Spaces containing enemy characters cannot be moved through, unless you have an ability that states otherwise.

Targets may be specified as requiring Line of Effect (LOE) or Line of Sight (LOS). LOE is a strict subset of LOS: LOS requires that you be able to see the target, while LOE requires that you be able to trace a line from yourself to the target without being interrupted. An enemy behind a window can be targeted by LOS spells, but not LOE spells.

A spell that does not require LOS or LOE can be targeted at an enemy you cannot see so long as you have some way of verifying the target’s location. An ally capable of seeing the target and reporting to you will suffice, as will many kinds of intel spells.

7.6 Actions

During your turn, you may choose to do any of the following as a standard action:

Make a Melee Attack: If you’re within the range specified by your melee weapon, typically range 1, you may make a melee attack with that weapon. Before damage is rolled, the targeted enemy is entitled to a dodge. If you hit, roll damage dice specified by your weapon.

Make a Ranged Attack: If you’re within the range specified by your ranged weapon, you may make a ranged attack with that weapon. Before damage is rolled, the targeted enemy is entitled to a dodge. If you hit, roll damage dice specified by your weapon.

Use a Spell or Ability: activate the spell or ability from a card in your hand. Follow the rules of the spell or ability, allowing each targeted enemy to dodge against your TEC if specified.

Change Persona: Return your hand to the current Persona’s spell deck. Select a new Persona under your command and draw cards equal to the new Persona’s refresh value. Though this is a standard action, once per battle you may do this as a minor action (more if you have ranks in One In Spirit).

Focus: If you only have one Persona, you may spend a standard action to draw from your spell deck until you’re holding cards equal to your Perso’s refresh value.

Item/Equipment: You may use a consumable item according to its rules. Alternatively, you may switch out any number of pieces of your equipment with equipment from the party inventory.

7.7 Attacks and Dodging

All basic attacks and most spells entitle the targets to a dodge. Hits and dodges are based on dice rolls and stats.

Attacker: 1d6+TEC
Defender: 1d6+AGL

If the defender’s number is equal or greater to the attacker’s number, the attack misses. If the attack hits, roll the damage indicated by the spell or attack. Some spells specify that they use a die other than a d6 as the attacker’s hit die, and evasion abilities may give the defender a larger hit die.

Example: Carol decides to cast Agi at a Jotun. Carol has TEC 4; the Jotun has AGL 2. Carol rolls 1d6+4 and gets 8. The Jotun rolls 1d6+2 and gets 5. The attack hits.
Zero Hit Points

If you should be knocked to precisely zero HP, you are not completely unconscious. You cannot move and may only take minor actions, but remain a valid target for spells and attacks and can be healed by both revival effects and effects that only restore hit points.

Critical Hits

Critical hits are based on your LUK score. If an attack hits, compare the defender’s unmodified die roll to the attacker’s LUK score. If the defender rolls under the attacker’s LUK, the hit is critical. Each spell type has a specified interaction with critical hits. These are listed in the Spell Compendium.

Dodge

Dodge abilities help the defender avoid particular attacks. If you have a Dodge <Element> ability and are hit with an attack of that element, you may roll a larger hit die. The shift in die size will be specified by the defending effect.

7.8 Sensing

Gathering intelligence about your enemies is a critical part of Persona. A Persona with the Intel Type can spend an AP on the Sense ability, allowing them to discover information about the enemy.

Sense is a Hold ability, meaning its spell card must be in your hand to be used. Unlike most Hold cards, however, it has an active ability. As long as Sense is in your hand, you can spend a move action to designate an enemy as your Sense target. You don’t have to be able to see the enemy. Afterwards, you may spend a minor action to put a counter on your Sense card. When the number of Sense counters matches the target’s Sense difficulty, you discovered the target’s elemental interactions. Whenever you designate a new Sense target, all counters are removed from your Sense card.

Most enemies low-level characters will encounter have a Sense difficulty of 2. That means there are two common patterns of Sensing:

1. Spend a move action to designate a target, a minor action to put a counter on Sense, and a minor action on your next turn to put a second counter on Sense. In this way, you can sense a basic enemy every 2 turns without greatly compromising your actions. Or,

2. Spend a move action to designate a target, a minor action to put a counter on Sense, and a standard action as a minor action to put a second counter on Sense. In this way, you can expend your whole turn to sense an enemy in a single turn.

Of course, you’re free to spend actions any way you see fit. Bosses may have a higher Sense difficulty or limit how many times per round you may spend an action Sensing them; your GM will advise.

Multiple characters with Intel Personae may collaborate on Sensing. If you have the Sense ability, you can spend a minor action to put a counter on any ally’s Sense card.

7.9 Bad Status

Whenever a spell or attack attempts to inflict bad status on you, make a LUK save: roll LUKd12. If you roll at least one 12, you may ignore the bad status. You still suffer any other effects of the spell or attack. Bad status effects can be grouped into three categories, based on the element of the spells that inflict them: Mind effects, which attack the psyche; Nerve effects, which attack the body; and Miscellaneous effects, which are non-elemental. The abilities Null Mind and Null Nerve prevent their respective categories of bad status, while the ability Null Status prevents all negative status effects listed below. There is a simple way to remember the chance of recovering from a bad status: it’s almost always 1/3; shock and prone always recover.
Mind Effects

- **Charm** puts a character under the control of the GM, or causes an enemy to target its allies. At the end of the character's turn, there is a 33% chance of recovery.

- **Panic** prevents a character from summoning his or her Persona or prevents an enemy from using special abilities. At the end of the character's turn, there is a 33% chance of recovery.

- **Fear** decreases dodge die category by 1. At the end of the character's turn, there is a 33% chance of recovery. If you fail the save, return a spell from your hand to the deck.

- **Rage** increases physical damage dealt and all damage taken by 50%, and decreases accuracy die category by 1. At the end of the character's turn, there is a 33% chance of recovery. You may forgo the save.

Nerve Effects

- **Stun** reduces dodge die category by 1 and reduces your turn to one Standard action. At the end of the character's turn, there is a 33% chance of recovery.

- **Shock** causes all incoming attacks to automatically succeed and reduces damage reduction by half. Roll dodge at -1 die category to see if you suffer a critical hit. At the end of his or her turn, the character recovers.

- **Slow** reduces movement by half and accuracy by 1 die category. 33% chance of recovery.

Miscellaneous Effects

- **Poison** inflicts 20% of max HP damage per round. 33% chance of recovery.

- **Prone** is indicted by **Knockdown** spells. It reduces your dodge die category by 3. At the end of the character’s turn, the character recovers. An adjacent character can spend a move to help a character up from prone.

7.10 End of Combat

Experience Points (XP) are awarded to the characters.

Growth Points (GP) are awarded for Personae. The players may decide the distribution of these GP between their Personae. The Persona does not need to have been used in that combat to receive GP.

Characters involved in the combat recover full HP.

Example: The combat has ended. The GM awards XP and 6 GP to the players. Bob has the Personae JUSTICE: Angel and MAGICIAN: Icarus. Although Bob used both in the combat, he decides to split the GP unevenly so that Angel receives 4 GP for the fight and Icarus 2.

8 Equipment

8.1 Reading Weapons and Armor

- Weapon range contains no implicit information. If a weapon has range 5, it may attack only enemies exactly 5 spaces away. Range 1-5 may attack anywhere in between. Physical special abilities are treated as spells, which can attack anywhere within their range, not as weapons!

- Weapon damage typically scales with STR. This damage is physical unless the weapon specifies otherwise. For example, a 2d6+6-STR weapon on a character with STR 3 deals 2d6+18 damage.

- Armor damage reduction typically scales with VIT. This only applies to physical damage unless the armor specifies otherwise. For example, a 5+3-VIT armor on a character with VIT 3 reduces all incoming damage by 14 (5 + 9).
8.2 Weapon Properties

- **Critical X**
  A weapon with this property inflicts an X extra damage if the enemy’s natural dodge die roll is below the attacker’s LUK. If Critical augments a magic attack, such as via Spell Transfer Critical, Critical does damage based on MAG. The damage is of whatever type the effect would normally inflict.

- **Farshot X**
  A ranged weapon with this property can be used outside its normal operating range, at a cost of -1 TEC for each X spaces beyond the limit of its normal range.

- **Piercing (X)**
  A weapon with this property ignores the first X points of damage reduction provided by enemy armor or Fortify effects, though elemental resistance applies normally. Piercing 0 indicates that the weapon ignores all armor and Fortify effects.

- **Transfer (Property)**
  A weapon with the Transfer keyword gives the benefit of the specified property not only to attacks made with the weapon, but to physical spells cast while wielding the weapon. For example, a weapon with Transfer Critical and Critical 1d6 does bonus damage if the enemy fails to dodge a physical spell cast by the user. If no property is specified, all of the weapon’s keywords are transferred.

- **Spell Transfer (Property)**
  A weapon with the incredible Spell Transfer keyword gives the benefit of the specified property to all spells cast by the user, both physical and magical. For example, a weapon with Spell Transfer Farshot and Farshot 2 allows the user to cast Agi at increased range with a TEC penalty. The property is not applied when it would not be sensible: Rakunda can never deal critical damage, and Evil Smile is never piercing. If no property is specified, all of the weapon’s keywords are transferred.

8.3 Armor Properties

- **Death Ward X**
  Armor with this property suppresses death effects from Dark spells. Instead of dying instantly, the user instead takes a fraction of his or her max HP in damage: Death Ward 2 indicates half your max HP, Death Ward 3 indicates 1/3 of your max HP, and so on. Death Ward 1 indicates that the user is dropped to 1 HP by death effects; if the user was already at 1 HP, he or she dies. Death Ward 0 works similarly, going to 0 HP instead. Having Death Ward does not cause you to take fatigue for dying due to Hama and Mudo effects, even if it is death from damage.

- **Dodge (Element) X**
  Armor with this property increases your ability to avoid attacks of the specified type by increasing the size of your dodge die. For example, if you have Dodge Fire 1 and are hit by Agi, you roll 1d8 to dodge. If an attack does mixed-type damage, this ability does not apply.

- **Fortify (Element) X**
  Armor with this property provides an additional X damage resistance against the specified element or elements, applied after elemental interactions such as weakness.

- **Fortify Criticals X**
  Armor with this property increases the difficulty of rolling a crit against you. Treat your natural die roll as X higher when an enemy is determining if it scores a critical hit on you. For example, if when dodging you roll a 2 and have Fortify Critical 1, the enemy checks if 3 is lower than its Luck to determine a critical hit.

- **Move X**
  Armor with this property lets you move an additional X spaces during your move action.
• **Transfer** and **Spell Transfer**
  Armor may have the Transfer and Spell Transfer abilities in conjunction with weapon properties. This function just as if the property were on a weapon. This ability is quite rare.

9 Arcana

9.1 Social Links
Social Links are bonds between NPCs and PCs in the game. Each Social Link is linked to one of the Major Arcana.

Spending time with the person with the link in-game increases the link’s strength. Social Links, once created, are measured in Ranks 1-10. There may be mechanical benefits for higher ranks in a Social Link. These benefits are campaign-dependent and up to your GM. Some examples might be survivability in combat and additional Aspects.

9.2 Arcana Spread
At the beginning of each Dark Hour, the Major Arcana the party has the Aspects for\(^{11}\) are laid in a spread. For the cost of one Aspect Token, any one of these may be tapped by any player for the effects of the card. Once the card is tapped, it may not be tapped again until the next Dark Hour.

The cards in the Arcana Spread **do not** give the same effects as tagging or compelling an Arcana Aspect\(^{12}\). Treat this as another use for Aspect Tokens.

Each Major Arcana has a Combat and Non-Combat effect.

The cards Judgement and The World are special-cases. These cards are left as campaign-specific effects that the GM can design to best fit their campaign or use in true *Persona* fashion\(^{13}\).

9.3 The Arcana Effects

• **The Fool** (0) represents new beginnings and infinite possibilities.
  Combat: All allies may draw up to two cards from their spell decks, but may not exceed their refresh value.
  Non-Combat: +1d4-1 to the next skill check for each player

• **The Magician** (I) represents action and initiative paired with immaturity.
  Combat: Shuffle all allies location in the initiative order.
  Non-Combat: Party may substitute Courage for Discipline in any check until the end of the scene

• **The Priestess** (II) represents contemplation and inner knowledge.
  Combat: Allow each party member to swap Personae as an interrupt immediately.
  Non-Combat: +2 to any Empathy check until the end of the scene

• **The Empress** (III) represents motherhood and the life it brings forth.
  Combat: Casts Mediarahan (Fully restores all HP to the party).
  Non-Combat: Party may substitute Empathy for Discipline in any check until the end of the scene

• **The Emperor** (IV) represents fatherhood, leadership, and decision-making skills.
  Combat: Each ally holding a Sense card may designate a Sense target. Each ally holding a Sense card

\(^{11}\)Yes, this is all the Arcana aspects, not just the Aspect of the active Persona

\(^{12}\)This is explicitly to prevent you from getting the effects of the card multiple times if the spread does not contain multiple copies of that Arcana card.

\(^{13}\)Judgement was used to unlock the top of Tartarus (*Persona 3*) and Magatsu Inaba (*Persona 4*). The World was both The Great Seal (*Persona 3*) and Myriad Truths (*Persona 4*). We’re not in the business of telling GMs what their endgames should look like.
adds two counters to that card.
Non-Combat: Party may substitute Expression for Knowledge in any check until the end of the scene

- The **Hierophant** (V) represents formality, knowledge, and religion.
  Combat: Allow each party member to move a spell from a discard pile to their hand (if that Persona is active) or deck (if inactive).
  Non-Combat: +2 to any Knowledge check until the end of the scene

- The **Lovers** (VI) represents choice and consciousness.
  Combat: All allies may return the last spell they cast to their hand
  Non-Combat: Party may substitute Charm for Courage in any check until the end of the scene

- The **Chariot** (VII) represents victory for the individual, though often only a momentary victory.
  Combat: All allies gain the effects of Counterstrike for 3 rounds
  Non-Combat: +2 to any Courage check until the end of the scene

- **Justice** (VIII) represents the knowledge of right and wrong.
  Combat: Casts Matarukaja (+1 STR, +1 MAG/all/3 rounds)
  Non-Combat: Party may substitute Discipline for Empathy in any check until the end of the scene

- The **Hermit** (IX) represents the individual’s search for answers by looking within.
  Combat: Resist Nerve and Resist Mind for all allies until the end of the encounter.
  Non-Combat: Party may substitute Knowledge for Charm in any check until the end of the scene

- **Fortune** (X) represents fate and the opportunities that come with it.
  Combat: +1 Luck Charge until the end of the encounter
  Non-Combat: Reroll any failed skill challenges until the end of the scene; must take second value.

- **Strength** (XI) represents both passion and self-control, that is, power with reason.
  Combat: Maralukaja (Fortify Phys+Elements 4/all/3 rounds).
  Non-Combat: +2 to any Discipline check until the end of the scene

- The **Hanged Man** (XII) represents the individual’s inability to take action.
  Combat: All players may draw one extra card from their spell deck. This applies even if it would take them over their Refresh value.
  Non-Combat: Each party member gains +1 temporary Aspect Token until end of the scene

- **Death** (XIII) represents spiritual death and transition.
  Combat: Dispel all buffs and debuffs from all allies and enemies.
  Non-Combat: Restore one more point of Fatigue in any rest taken until the end of the scene.

- **Temperance** (XIV) represents the balancing of opposites, and the growth one achieves by opening one’s mind to the world.
  Combat: Null Mind for all allies until the end of the encounter.
  Non-Combat: Party may substitute Empathy for Courage in any check until the end of the scene

- The **Devil** (XV) represents temptation.
  Combat: Casts Debilitate (-2 STR, -2 AGL, -2 TEC, -2 MAG, Fortify Phys+Elements -5/1 enemy/2 rounds)
  Non-Combat: +2 to any Charm check until the end of the scene

- The **Tower** (XVI) represents painful realization, a blow to one’s ego, the collapse of one’s worldview.
  Combat: Ha Maharakaum (reflect magic once/all allies within range 6).
  Non-Combat: -2 to all skill checks: check for everyone (not just allies) until the end of the scene
• The **Star** (XVII) represents calm and a glimmer of hope.
  Combat: Null Nerve for all allies until the end of the encounter
  Non-Combat: +2 to any Expression check until the end of the scene.

• The **Moon** (XVIII) represents illusion, tension, anxiety, and apprehension.
  Combat: Casts Evil Smile
  Non-Combat: Party may substitute Expression for Courage in any check until the end of the scene

• The **Sun** (XIX) represents the bright future and true achievement, the triumph of the conscious mind over the subconscious.
  Combat: Remove bad status from the entire party.
  Non-Combat: +1 to any skill check until end of the scene

• **Judgment** (XX) represents the end of one’s journey, reflection on the path one has traveled.
  The Combat and Non-Combat abilities of this card are campaign-specific.

• The **World** (XXI) represents the individual’s full awareness of the world and himself.
  The Combat and Non-Combat abilities of this card are campaign-specific.
<table>
<thead>
<tr>
<th>Card</th>
<th>Combat</th>
<th>Non-Combat</th>
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<tbody>
<tr>
<td>Fool</td>
<td>All allies draw two cards</td>
<td>+1d4-1 to each player's next skill check</td>
</tr>
<tr>
<td>Magician</td>
<td>Shuffle all allies in initiative order</td>
<td>Substitute CO for DI in checks until end of scene</td>
</tr>
<tr>
<td>Priestess</td>
<td>Allow each party member to swap Personae as an interrupt immediately</td>
<td>+2 to any EM check until the end of scene</td>
</tr>
<tr>
<td>Empress</td>
<td>Mediarahan (restore full HP to all allies)</td>
<td>Substitute EM for DI in checks until end of scene</td>
</tr>
<tr>
<td>Emperor</td>
<td>Sense Plus, all enemies</td>
<td>Substitute EX for KN in checks until end of scene</td>
</tr>
<tr>
<td>Hierophant</td>
<td>Allow each party member to recover any one expended spell</td>
<td>+2 to any KN check until the end of scene</td>
</tr>
<tr>
<td>Lovers</td>
<td>All allies may return last spell cast to hand</td>
<td>Substitute CH for CO in checks until end of scene</td>
</tr>
<tr>
<td>Chariot</td>
<td>Counterstrike all/3 rounds</td>
<td>+2 to any CO check until the end of scene</td>
</tr>
<tr>
<td>Justice</td>
<td>Matarukaja (+1 STR, +1 MAG/all/3 rounds)</td>
<td>Substitute DI for EM in checks until end of scene</td>
</tr>
<tr>
<td>Hermit</td>
<td>Resist Nerve and Resist Mind, all allies until the end of the encounter.</td>
<td>Substitute KN for CH in checks until end of scene</td>
</tr>
<tr>
<td>Fortune</td>
<td>+1 Luck Charge until end of the encounter</td>
<td>Reroll any failed skill challenge until end of scene; take 2nd value</td>
</tr>
<tr>
<td>Strength</td>
<td>Marakukaja (Fortify Phys + Elements 4/all/3 rounds)</td>
<td>+2 to any DI check until the end of scene</td>
</tr>
<tr>
<td>Hanged Man</td>
<td>All players may draw 1 extra card from spell deck</td>
<td>+1 temp Aspect Token until end of scene</td>
</tr>
<tr>
<td>Death</td>
<td>Dispell all buffs and debuffs everywhere</td>
<td>Restore +1 Fatigue for any rest taken until end of scene</td>
</tr>
<tr>
<td>Temperance</td>
<td>Null Mind, all allies until the end of the encounter</td>
<td>Substitute EM for CO in checks until end of scene</td>
</tr>
<tr>
<td>Devil</td>
<td>Debilitate (All -ndemon /one enemy/3 rounds)</td>
<td>+2 to any CH check until the end of scene</td>
</tr>
<tr>
<td>Tower</td>
<td>Ha Makararun (reflect magic once/allies within 6)</td>
<td>-2 to any check for anyone until the end of scene</td>
</tr>
<tr>
<td>Star</td>
<td>Null Nerve, all allies until the end of the encounter</td>
<td>+2 to any EX check until the end of scene</td>
</tr>
<tr>
<td>Moon</td>
<td>Evil Smile</td>
<td>Substitute EX for CO in checks until end of scene</td>
</tr>
<tr>
<td>Sun</td>
<td>Cure bad status for the party</td>
<td>+1 to any skill check until end of the scene</td>
</tr>
<tr>
<td>Judgement</td>
<td>???</td>
<td>???</td>
</tr>
<tr>
<td>World</td>
<td>???</td>
<td>???</td>
</tr>
</tbody>
</table>
10 Spell Compendium

A spell card interface exists at https://turzaak.scripts.mit.edu/cards/
Spells are separated by Type and Tier. Critical effects are described immediately following the Type.

Notation:

- **(A)** - Active ability. Requires card in spell deck to cast. Costs a standard action.
- **(P)** - Passive ability. Always on. Don’t put this spell card in your deck.
- **(H)** - Held ability. Only on if card is in hand.
- **Critical X** - Same as the weapon keyword. Does damage based on STR or MAG based on what ordinarily powers the spell.
- **Fast** - A fast spell can be cast as a minor action.
- **Interrupt** - An interrupt spell can be cast when it’s not the caster’s turn, typically when another spell is being cast. Cast on one’s own turn, an interrupt spell costs no actions, can be performed during any phase of the turn, and doesn’t use your interrupt action for the round.
- **Knockdown** - A knockdown spell knocks the target prone if the spell successfully deals damage. A separate condition may be provided to trigger or avoid the knockdown effect. A particular subtype is Knockdown Weakness, which triggers only if the target is weak against the damage dealt by the spell. Knockdown Standard triggers only if the target is weak or neutral to the damage dealt by the spell.
- **Realized** - A realized spell is capable of inflicting damage to more than just beings with minds. While most spells deal damage only to sentient targets capable of comprehending the effect, a realized fire spell is entirely capable of setting a room ablaze. These spells are typically more expensive, and quite dangerous.
- **Repressed** - A repressed spell is set aside after use, effectively removed from the game. No effect can recover it afterwards unless it specifically says it works on repressed spells. Repressed spells are recovered at the end of the Dark Hour.
- **HDC** - Hit Die Category. Increase the die size of your accuracy die by specified amount.
- **Unique** - A unique spell is only available to a certain Persona. (Examples of these are found in the Miscellaneous section of the Spell Compendium, Section 10.5. Your campaign documents may include more.)
10.1 Physical

Critical hits: +1 Tier: STR damage.

10.1.1 Tier I

- Skull Cracker
  Tier I
  Stun Nerve Status Physical Spell (A)
  Effect: STRd6 Physical, 20% chance to Stun + 5% per point the attack succeeds.
  Target: One enemy, LOE range 3.

- Assault Dive
  Tier I
  Physical Spell (A)
  Effect: STRd6+5 Physical
  Target: One enemy, LOE range 3.

- Holy Arrow
  Tier I
  Charm Mind Status Physical Spell (A)
  Effect: STRd6+3 Physical, 10% chance to Charm + 5% per 2 TEC (cap at 40%)
  Target: One enemy, range 5.

- Double Fangs
  Tier I
  Physical Spell (A)
  Effect: STRd4+2 Physical
  Target: Two targets within LoE range 4. May pick same target twice.

- Cleave
  Tier I
  Line Physical Spell (A)
  Effect: STRd6+3 Physical
  Target: A line three spaces long, center LOE range 1-5.

- Force Wave
  Tier I
  Burst Knockdown Physical Spell (A)
  Effect: STRd6 Physical, Knockdown Weak
  Target: Radius-3 burst, center LOE range 4.

- Gale Slash
  Tier I
  Total Physical Spell (A)
  Effect: STRd4+2 Physical
  Target: All enemies, LOE OR range 4.

- Arrow Rain
  Tier I
  Total Physical Spell (A)
  Effect: STRd6+3 Physical. Costs 1 Fatigue.
  Target: All LOS enemies.

10.1.2 Tier II

- Fatal End
  Tier II
  Physical Spell (A)
  Effect: STRd8+12 Physical damage.
  Target: One enemy, LOE range 3.

- Mind Slice
  Tier II
  Panic Mind Physical Spell (A)
  Effect: STRd8+5 Physical, 10% + 5% per 2 TEC chance of Panic
  Target: One enemy, LOE range 3.

- Cruel Thrust
  Tier II
  Physical Spell (A)
  Effect: STRd8+8 Physical
  Target: One enemy, LOE range 6.

- Venom Stab
  Tier II
  Poison Status Physical Spell (A)
  Effect: STRd6+10 Physical, 15% chance of Poison + 5% per point by which the attack hits
  Target: One enemy, LOE range 6.

- Aeon Rain
  Tier II
  Area Physical Spell (A)
  Effect: STRd6+5 Physical
  Target: Radius 3 burst, LOS range 4.

- Path of Blades
  Tier II
  Line Physical Spell (A)
  Effect: STRd6+10 Physical
  Target: A walkable path, beginning adjacent to the caster, of length 2+TEC.

- Crazy Chain
  Tier II
  Burst Physical Spell (A)
  Effect: STRd6+2 Physical, 10% chance to inflect Rage
  Target: All enemies within LOE range 6.

- Seal Bomb
  Tier II
  Burst Panic Mind Physical Spell
  Effect: STRd8 Physical, 15% chance to Panic.
plus 5% per 2 TEC.
Target: All enemies in LOE radius 3

- **Herculean Strike**
  Tier II
  Total Physical Spell (A)
  Effect: STRd8+5 Physical. Costs 1 Fatigue.
  Target: All LOS enemies

10.1.3 **Tier III**

- **Tempest Slash**
  Tier III
  Combo Physical Spell (A)
  Effect: STRd8+10 Physical. Second attack: STRd4+5
  Target: One enemy, LOE range 3

- **Gigantic Fist**
  Tier III
  Knockdown Physical Spell (A)
  Effect: STRd10+8 Physical, Knockdown
  Target: One enemy, LOE range 2

- **Vile Assault**
  Tier III
  Physical Spell (A)
  Effect: STRd10+15 Physical.
  Target: One enemy, LOE range 4.
  Special: Critical STR+8 if the enemy is Prone.

- **Navas Nebula**
  Tier III
  Area Taru Debuff Physical Spell (A)
  Target: Radius 2 burst, center LOS range 5.
  Special: If it deals damage, also inflicts Tarundaymon.

- **Deathbound**
  Tier III
  Area Physical Spell (A)
  Effect: STRd8+10 Physical
  Target: Radius-2 burst, center LOS range 3

- **Desperate Swing**
  Tier III
  Repress Physical Spell (A)
  Effect: Spend an aspect token. STRd8+10 Physical. Does +2STR damage for each repressed spell card you have. Repress this spell.
  Target: One target, LOE 6

- **Vorpal Blade**
  Tier III
  Total Physical Spell (A)
  Effect: STRd8+2 Physical, -5 damage for each Fatigue you have
  Target: All enemies

- **Akasha Arts**
  Tier III
  Multi Physical Spell (A)
  Effect: STRd10+6 Physical damage. You MAY spend 2 Fatigue. If you do, this hits 1d3 additional targets.
  Target: 1-4 targets in LOE range 3.

- **Agneyastra**
  Tier III
  Burst Knockdown Realized Physical Spell (A)
  Effect: Return rest of your hand to your deck. STRd6+10 Physical. Damage die category +1 per 2 cards returned.
  Target: All enemies, range 8.
  Special: Pretty much garbages everything in a 1m radius of all targeted enemies.

10.1.4 **Tier IV**

- **Heaven’s Blade**
  Tier IV
  Physical Spell (A)
  Effect: STRd12+3STR Physical. Critical
  STRd6+2 Physical
  Target: One enemy, LOE range 3

- **God’s Hand**
  Tier IV
  Physical Spell
  Effect: STRd12+4STR+8 Physical. 1d4 HDC
  Target: One enemy, LOE range 1

- **Primal Force**
  Tier IV
  Line Knockdown Physical Spell (A)
  Effect: STRd12+2STR+10 Physical, Knockdown standard. You MAY spend 3 Fatigue. If you do, the line is 3 spaces wide instead of 1.
  Target: A straight line from the caster 2 spaces long plus 1 space per 3 TEC.

- **Pralaya**
  Tier IV
  Burst Fear Mind Status Physical Spell
  Effect: STRd12+2STR+10 Physical, 15% chance of Fear plus 5% per 2 TEC
  Target: All enemies in LOE range 3.
• **Brave Blade**
  Tier IV
  Burst Fear Mind Status Physical Spell
  Effect: Spend an aspect token. 1d8 HDC, STRd12 +5STR+15.
  Target: Single target LOE 2.
  Special: Scream uncontrollably.

10.2 **Fire**

Critical hits: +MAGd(T:2, 4, 6, 8) bonus damage

10.2.1 **Tier I**

• **Agi**
  Tier I
  Fire Spell (A)
  Effect: MAGd6 +10 fire damage.
  Target: One, LOS range 8.

• **Ha Agi**
  Tier I
  Area Fire Spell (A)
  Effect: MAGd4 fire damage.
  Target: A radius-2 (diamond) blast, center LOS range 7.

• **Maragi**
  Tier I
  Total Fire Spell (A)
  Effect: MAGd6 fire damage.
  Target: All known enemies.

10.2.2 **Tier II**

• **Agilao**
  Tier II
  Fire Spell (A)
  Effect: MAGd8 +14 fire damage.
  Target: One, LOS range 8.

• **Ha Agilao**
  Tier II
  Area Fire Spell (A)
  Effect: MAGd6 +6 fire damage.
  Target: A radius-3 (diamond) blast, center LOS range 7.

• **Maragion**
  Tier II
  Total Fire Spell (A)
  Effect: MAGd6 +3 fire damage.
  Target: All known enemies.

• **Fire Dance**
  Tier II
  Area Fire Spell (A)
  Effect: d6 targets within blast are hit for MAGd10+15 Fire damage
  Target: Radius-9 blast, center LOS range 7. May target self.
  Special: If there are more hits than targets on the d6 roll, all available targets must take a hit before a target can take a second hit.

• **Fire Eyes**
  Tier II
  Passive Fire Repress Ability (P)
  Effect: You may cast Fire spells up to Tier III from the deck or discard pile. Repress any spells cast this way.
  Special: Your eyes look funny.

• **Ignition**
  Tier II
  Realized Fire Spell (A)
  Effect: No direct damage.
  Target: Touch.
  Special: The target catches fire. This does some amount of damage at the end of the round, but more importantly, allows the target to spread the fire around.

• **Fire Boost**
  Tier II
  Passive Fire Augment Always (P)
  Always: Fire Spells you cast do 25% more damage.

10.2.3 **Tier III**

• **Agidyne**
  Tier III
  Fire Spell (A)
  Effect: MAGd8 +18 fire damage.
  Target: One, LOE, range 8.

• **Ha Agidyne**
  Tier III
  Area Fire Spell (A)
  Effect: MAGd8 +8 fire damage.
  Target: A radius-3 (diamond) blast, center LOE range 7.

• **Maragidyne**
  Tier III
  Total Fire Spell (A)
Effect: MAGd8 +4 fire damage.
Target: All known enemies.

- **Inferno**
  Tier III
  Critical Fire Spell (A)
  Effect: MAGd10 +25 Fire damage. Critical: (MAG/2)d10 + 10 Fire damage
  Target: One enemy, LOS range 8.

- **Purifying Fire**
  Tier III
  Total Fire Spell (A)
  Effect: MAGd10 +8 fire damage. Enemies <20% HP die outright unless they null death effects. Return your hand to your deck.
  Target: All enemies.

- **Fire Amp**
  Tier III
  Passive Fire Augment Always (P)
  Always: Fire Spells you cast do 50% more damage.

10.2.4 **Tier IV**

- **Pyrophlegethon**
  Tier IV
  Fire Spell (A)
  Effect: MAGd12 +3MAG +10 fire damage.
  Target: One enemy, LOE range 10.

- **Ragnarok**
  Tier IV
  Fire Repress Spell (A)
  Effect: Spend an aspect token. MAGd10 + 3MAG + 10 fire damage. For each other fire spell you expend, +3MAG. Repress this spell.
  Target: One enemy, LOE range 8.

10.3 **Ice**

Critical hits: +Tier MAG bonus damage

10.3.1 **Tier I**

- **Bulu**
  Tier I
  Ice Spell (A)
  Effect: MAGd4 + MAG + 8 ice damage.
  Target: One, LOS range 8.

- **Ha Bufu**
  Tier I
  Area Ice Spell (A)
  Effect: 2MAG + 6 ice damage.
  Target: A radius-2 (diamond) blast, center LOS range 7.

- **Mabufu**
  Tier I
  Total Ice Spell (A)
  Effect: 2MAG ice damage.
  Target: All known enemies.

10.3.2 **Tier II**

- **Bulfula**
  Tier II
  Ice Spell (A)
  Effect: MAGd4 + 2MAG + 14 ice damage.
  Target: One, LOE range 8.

- **Ha Bufula**
  Tier II
  Area Ice Spell (A)
  Effect: MAGd4 + MAG + 6 ice damage.
  Target: A radius-3 (diamond) blast, center LOE range 7.

- **Mabufula**
  Tier II
  Total Ice Spell (A)
  Effect: MAGd4 + MAG + 3 ice damage.
  Target: All known enemies.

- **Ice Dance**
  Tier II
  Area Ice Spell (A)
  Effect: Spend an aspect token. d6 targets within blast are hit for MAGd6 + 2MAG + 4 Ice damage.
  Target: Radius-6 blast, center LOS range 7.
  Special: If there are more hits than targets on the d6 roll, all available targets must take a hit before a target can take a second hit.

- **Heat Sink**
  Tier II
  Realized Ice Spell (A)
  Effect: No direct damage.
  Target: Touch. 50% chance to freeze, plus 5% per 2 MAG.
  Special: Heat is drained from the target, freezing it internally. This is enough to cause mechanical malfunction, or to cause most materials to become spectacularly brittle.
- **Ice Boost**
  Tier II
  Passive Ice Augment Always (P)
  Always: Ice Spells you cast do 25% more damage.

- **Frozen Eyes**
  Tier II
  Passive Ice Repress Ability (P)
  Effect: You may cast Ice spells up to Tier III from the deck or discard pile. Repress any spells cast this way.
  Special: Your eyes look funny.

### 10.3.3 Tier III

- **Bufudyne**
  Tier III
  Ice Spell (A)
  Effect: $\text{MAGd}6+2\text{MAG}+18$ ice damage.
  Target: One, LOE, range 8.

- **Ha Bufudyne**
  Tier III
  Area Ice Spell (A)
  Effect: $\text{MAGd}4+2\text{MAG}+8$ ice damage.
  Target: A radius-3 (diamond) blast, center LOE range 7.

- **Mabufudyne**
  Tier III
  Total Ice Spell (A)
  Effect: $\text{MAGd}4+2\text{MAG}+4$ ice damage.
  Target: All known enemies.

- **Absolute Zero**
  Tier III
  Knockdown Slowing Ice Spell (A)
  Effect: $3\text{MAG}+8$. 100% slow, 100% stun.
  Target: AOE 3, centered on self. May voluntarily reduce MAG multiplier to 2, 1, 0 to increase range to 4, 5, 6. At range 5 or greater, can't be dodged.

- **Ice Amp**
  Tier III
  Passive Ice Augment Always (P)
  Always: Ice Spells you cast do 50% more damage.

### 10.3.4 Tier IV

- **Nifheim**
  Tier IV
  Ice Spell (A)
  Effect: $\text{MAGd}6+6\text{MAG}+10$ ice damage.
  Target: One enemy, LOE range 10.

- **Ymir's Breath**
  Tier IV
  Ice Spell (A)
  Effect: Spend an aspect token. $\text{MAGd}6+3\text{MAG}+4$ ice damage. 100% slow, and if slowed, Weak Phys until end of target's next turn.
  Target: LOE area 3 centered within 5.

### 10.4 Wind

HDC: d10 if not specified
Critical Hit: shift targets up to Tier

#### 10.4.1 Tier I

- **Garu**
  Tier I
  Wind Spell (A)
  Effect: $\text{MAGd}6+6$ Wind damage.
  Target: One, LOS range 8.

- **Ha Garu**
  Tier I
  Area Wind Spell (A)
  Effect: $\text{MAGd}4+2$ Wind damage.
  Target: A radius-3 blast, center LOS range 7.

- **Magaru**
  Tier I
  Total Wind Spell (A)
  Effect: $\text{MAGd}2+1$ Wind damage, HDC d12.
  Target: All known enemies.

#### 10.4.2 Tier II

- **Garula**
  Tier II
  Wind Spell (A)
  Effect: $\text{MAGd}6+10$ Wind damage.
  Target: One, LOS range 8.

- **Ha Garula**
  Tier II
  Area Wind Spell (A)
  Effect: $\text{MAGd}4+6$ Wind damage.
  Target: A radius-4 blast, center LOS range 7.

- **Magarula**
  Tier II
  Total Wind Spell (A)
  Effect: $\text{MAGd}4+3$ Wind damage, HDC d12.
  Target: All known enemies.
• **Wind Dance**  
  Tier II  
  Area Wind Spell (A)  
  Effect: Spend an aspect token. d6 targets within blast are hit for MAGd8+5 Wind damage.  
  Target: Radius-10 blast, center LOS range 7.  
  Special: If there are more hits than targets on the d6 roll, all available targets must take a hit before a target can take a second hit.

• **Gale**  
  Tier II  
  Realized Wind Spell (A)  
  Effect: No direct damage.  
  Target: Area, radius 6 from caster.  
  Special: A strong wind tears through the area in a direction of the caster’s choosing. It is strong enough to push enemies MAG+1d4 spaces, and will scatter objects.

• **Wind Boost**  
  Tier II  
  Passive Wind Augment Always (P)  
  Always: Wind Spells you cast do 25% more damage.

• **Wind Gift**  
  Tier II  
  Passive Wind Repr ess Ability (P)  
  Effect: You may cast Wind spells up to Tier III from the deck or discard pile. Repress any spells cast this way.  
  Special: Your hair and clothing are constantly disturbed by a small breeze that no one else can feel.

10.4.3 Tier III

• **Garudyne**  
  Tier III  
  Wind Spell (A)  
  Effect: MAGd8 +10 Wind damage.  
  Target: One, LOS, range 8.

• **Ha Garudyne**  
  Tier III  
  Area Wind Spell (A)  
  Effect: MAGd6 +5 Wind damage.  
  Target: A radius-4 blast, center LOS range 7.

• **Magarudyne**  
  Tier III  
  Total Wind Spell (A)  
  Effect: MAGd6+2 Wind damage, HDC d12.  
  Target: All known enemies.

• **Tempest**  
  Tier III  
  Knockdown Interrupt Wind Spell (A)  
  Target: One enemy, LOS range 8.

• **Wind Amp**  
  Tier III  
  Passive Wind Augment Always (P)  
  Always: Wind Spells you cast do 50% more damage.

10.4.4 Tier IV

• **Panta Rheii**  
  Tier IV  
  Wind Spell (A)  
  Effect: MAGd6+4MAG+8 Wind damage.  
  Target: One enemy, LOS range 10.

• **Vortex**  
  Tier IV  
  Wind Spell (A)  
  Effect: Spend an aspect token. First, all enemies within 8 are pulled 3 closer. Second, AOE 2 on same center. MAGd8+2MAG+4, HDC d12.  
  Target: Center within LOS range 5.

10.5 Lightning

Critical Hit: double Shock chance unless otherwise noted.

10.5.1 Tier I

• **Zio**  
  Tier I  
  Lightning Spell (A)  
  Effect: MAGd6+5 lightning damage. 10% chance to shock. Crit: 20% Shock.  
  Target: One, LOS range 8.

• **Ha Zio**  
  Tier I  
  Area Lightning Spell (A)  
  Effect: MAGd4+2 lightning damage. 5% chance to shock. Crit: 15% Shock.  
  Target: A radius-2 (diamond) blast, center LOS range 7.
• Mazio
  Tier I
  Total Lightning Spell (A)
  Effect: MAGd4 lightning damage. 5% chance to shock. Crit: 15% Shock.
  Target: All known enemies.

• Spark Touch
  Tier I
  Realized Lightning Spell (A)
  Effect: MAGd4+5 lightning damage, if relevant.
  Target: Touch. Effect: The caster’s touch delivers an electric shock sufficient to destroy almost any unhardened electrical device or arc-weld most metals.

10.5.2 Tier II

• Zionga
  Tier II
  Lightning Spell (A)
  Effect: MAGd6+8 lightning damage. 25% chance to shock, plus 5% per 3 MAG.
  Target: One, LOE range 8.

• Ha Zionga
  Tier II
  Area Lightning Spell (A)
  Effect: MAGd4+5 lightning damage. 15% chance to shock, plus 5% per 3 MAG.
  Target: A radius-3 (diamond) blast, center LOE range 7.

• Mazionga
  Tier II
  Total Lightning Spell (A)
  Effect: MAGd4+3 lightning damage. 10% chance to shock, plus 5% per 4 MAG.
  Target: All known enemies.

• Lightning Dance
  Tier II
  Area Lightning Spell (A)
  Effect: d6 enemies within blast are hit for MAGd6+5 Lightning damage. 40% chance to shock, plus 5% per 3 MAG. Hit multiple times: Add Shock chance and roll once.
  Target: Radius-9 blast, center LOS range 7. May target self unless you spend an aspect token.
  Special: If there are more hits than targets on the d6 roll, all available targets must take a hit before a target can take a second hit.

• Thunderbolt
  Tier II
  Realized Lightning Spell (A)
  Effect: MAGd8+10 lightning damage if you spend an aspect token, MAG+10 damage otherwise.
  Target: One space, LOS range 5.
  Special: A single bolt of lightning strikes the target. This functions even indoors.

• Lightning Boost
  Tier II
  Passive Lightning Augment Always (P)
  Always: Lightning Spells you cast do 25% more damage.

• Lightning Rod
  Tier II
  Passive Lightning Repress Ability (P)
  Effect: You may cast Lightning spells up to Tier III from the deck or discard pile. Repress any spells cast this way.
  Special: You have a bad time with static electricity.

10.5.3 Tier III

• Ziodyne
  Tier III
  Lightning Spell (A)
  Effect: MAGd8+8 lightning damage. 30% chance to shock, plus 5% per 2 MAG.
  Target: One, LOE, range 8.

• Ha Ziodyne
  Tier III
  Area Lightning Spell (A)
  Effect: MAGd6+4 lightning damage. 25% chance to shock, plus 5% per 2 MAG.
  Target: A radius-3 (diamond) blast, center LOE range 7.

• Maziodyne
  Tier III
  Total Lightning Spell (A)
  Effect: MAGd6 lightning damage. 25% chance to shock, plus 5% per 2 MAG.
  Target: All known enemies.

• Discharge
  Tier III
  Critical Lightning Spell (A)
  Effect: Dodge Die Category -2. MAGd10+8 lightning damage. 75% chance to shock, plus 5%
per 2 MAG. If target leaves the effect radius, you gain a fatigue.
Target: One enemy, LOS range 8.
Special: This spell does not deal damage until the beginning of the caster’s next turn. The buildup of electricity in the area is visually obvious, making it obvious that the spell is being cast, and the spell dissipates without effect if the enemy is not still in range when the spell triggers.

- **Lightning Amp**
  Tier III
  Passive Lightning Augment Always (P)
  Always: Lightning Spells you cast do 50% more damage.

- **Chain Lightning**
  Tier III
  Lightning Spell (A)
  Effect: Return your hand to the deck. Cast Ziodyne. For each card returned this way, cast Ziodyne on the next unhit target closest to the previous target. Your choice: spend an aspect token or repress this spell.
  Target: One enemy, LOS range 8.

10.5.4 **Tier IV**

- **Thunder Reign**
  Tier IV
  Lightning Spell (A)
  Effect: MAGd10 + 2MAG + 12 lightning damage. 200% chance to shock.
  Target: One enemy, LOE range 10.

- **Strike Twice**
  Tier IV
  Lightning Repress Spell (A)
  Effect: Spend an aspect token or repress this spell. Until the end of your turn, you may cast Lightning spells as free actions. You can’t use Strike Twice again this encounter.

10.6 **Light**

Light and Dark spells rely on TEC to set their thresholds of effectiveness. To make a TEC roll, roll TECd6. For each 4, 5, or 6, add 5% to the effect.

Weak Light doubles the percent damage. Strong Light halves it. Absorb Light recovers that fraction of your max HP. Reflect Light deals damage equal to that percentage of the new targets HP, not yours. If you’re hit by multiple Light spells at once from reflection, add all the percentages together; this can kill you. No dodge.

10.6.1 **Tier I**

- **Hama**
  Tier I
  Light Spell (A)
  Effect: Deals 20% + TEC roll of the targets current HP, capped at 50%
  Target: One enemy, LOS.

- **Ha Hama**
  Tier I
  Area Light Spell (A)
  Effect: Deals 10% + TEC roll of each targets current HP, capped at 40%
  Target: Radius-2 burst, LOS.

- **Mahama**
  Tier I
  Total Light Spell (A)
  Effect: Deals TEC roll of each targets current HP, capped at 30%
  Target: All enemies.

10.6.2 **Tier III**

- **Hamaon**
  Tier III
  Light Spell (A)
  Effect: Deals 40% + TEC roll of the targets current HP, capped at 80%
  Target: One enemy, LOS.

- **Ha Hamaon**
  Tier III
  Area Light Spell (A)
  Effect: Deals 20% + TEC roll of each targets current HP, capped at 60%
  Target: Radius-2 burst, LOS.

- **Mahamaon**
  Tier III
  Total Light Spell (A)
  Effect: Deals TEC roll of each targets current HP, capped at 50%
  Target: All enemies.

10.6.3 **Tier IV**

- **Banishment**
  Tier IV
Light Repress Spell (A)
Effect: Reduces targets HP to 1. If this does damage, repress this spell.
Target: One enemy, LOS.

- **God’s Judgement**
  Tier IV
  Light Spell (A)
  Effect: Deals 30% + TEC roll of the targets current HP, uncapped.
  Target: One enemy, LOS.

- **Equalize**
  Tier IV
  Total Light Repress Spell (A)
  Effect: Each unit takes damage such that it would have the same percent health as the weakest unit. Repress this spell.\(^{14}\)
  Target: All enemies, all allies.

- **Samsara**
  Tier IV
  Total Light Death Spell (A)
  Effect: Spend an aspect token. Deals 20% + TEC roll of each targets current HP
  Target: All enemies.

## 10.7 Dark

Light and Dark spells rely on TEC to set their thresholds of effectiveness. To make a TEC roll, roll TECd6. For each 4, 5, or 6, add 5% to the effect.

Weak Dark doubles the threshold as applies to you. Strong Dark halves it. Absorb Dark doubles your current HP. Reflect Dark checks the casters HP against the threshold. No dodge.

### 10.7.1 Tier I

- **Mudo**
  Tier I
  Dark Death Spell (A)
  Effect: Instantly kills a target with HP below 15% + TEC roll, capped at 40%.
  Target: One enemy, LOS.

- **Ha Mudo**
  Tier I
  Area Dark Death Spell (A)
  Effect: Instantly kills targets with HP below 10% + TEC roll, capped at 25%.
  Target: Radius-2 burst, LOS.

- **Manudo**
  Tier I
  Total Dark Death Spell (A)
  Effect: Instantly kills targets with HP below 5% + TEC roll, capped at 25%.
  Target: All enemies.

### 10.7.2 Tier II

- **Mudo Boost**
  Tier II
  Passive Dark Augment (P)
  Effect: Increase the threshold of dark spells by 5%.

### 10.7.3 Tier III

- **Mudoon**
  Tier III
  Dark Death Spell (A)
  Effect: Instantly kills targets with HP below 30% + TEC roll, capped at 80%.
  Target: One enemy, LOS.

- **Ha Mudoon**
  Tier III
  Area Dark Death Spell (A)
  Effect: Instantly kills targets with HP below 25% + TEC roll, capped at 50%.
  Target: Radius-2 burst, LOS.

- **Manudo**
  Tier III
  Total Dark Death Spell (A)
  Effect: Instantly kills targets with HP below 20% + TEC roll, capped at 50%.
  Target: All enemies.

- **Mudo Amp**
  Tier III
  Passive Dark Augment (P)
  Effect: Increase the threshold of dark spells by 5%.

### 10.7.4 Tier IV

- **Damnation**
  Tier IV
  Dark Death Repress Spell (A)
  Effect: Instantly kills targets with HP below 60% + TEC roll, uncapped. If this kills an enemy, repress this spell.
  Target: One enemy, LOS.

\(^{14}\)Strong just halves the damage, etc.
- **Demonic Decree**
  Tier IV
  Total Dark Death Repress Spell (A)
  Effect: Instantly kills anything with a lower HP percentage than you, capped at 90%. Gain 4 fatigue and repress this spell.
  Target: All enemies.

- **Die for Me!**
  Tier IV
  Total Dark Death Spell (A)
  Effect: Spend an aspect token. Instantly kills targets with HP below 25% + TEC roll, uncapped. You may repress this spell before you roll. If you do, add 16% and treat Null as Strong.
  Target: All enemies.

10.8 Almighty

Spells cost +1 AP to learn.

Critical Hit: increase the casters MAG by 2 and the targets despair by 10.

10.8.1 Tier II

- **Megido**
  Tier II
  Area Almighty Spell (A)
  Effect: Expend another spell. MAGd10 + 10 Almighty damage
  Target: Radius-2 burst, center within LOE range 8.

10.8.2 Tier III

- **Megidola**
  Tier III
  Area Almighty Spell (A)
  Effect: Expend another spell. MAGd12 + 10 Almighty damage
  Target: Radius-2 burst, center within LOE range 8.

10.8.3 Tier IV

- **Megidolamon**
  Tier IV
  Area Almighty Spell (A)
  Effect: Expend an aspect token. MAGd12 + 3MAG + 10 Almighty damage
  Target: Radius-3 burst, center within LOE range 8.

- **Black Viper**
  Tier IV
  Almighty Spell (A)
  Effect: Expend an aspect token. MAGd12 + 5MAG + 15 Almighty damage. Repress this spell.
  Target: One enemy, LOE range 10.

- **Last Word**
  Tier IV
  Almighty Spell (A)
  Effect: Expend an aspect token. Target suffers Hamaon, then Mudoon. Resistances better than Strong are treated as Strong, and Strong is treated as none. You may use MAG in place of TEC. If you do, repress this spell.
  Target: One enemy, LOE range 10.

- **Morning Star**
  Tier IV
  Total Almighty Spell (A)
  Target: All enemies

10.9 Healing

10.9.1 Tier I

- **Dia**
  Tier I
  Healing Spell (A)
  Effect: Restore 25% + MAGd6 HP.
  Target: One ally, LOS 8.

- **Ha Dia**
  Tier I
  Area Healing Spell (A)
  Effect: Restore 15% + MAGd6 HP
  Target: All allies, LOS range 4.

- **Media**
  Tier I
  Total Healing Spell (A)
  Effect: Restore 10% + MAGd6 HP
  Target: All allies.

- **Ha Patra**
  Tier I
  Area Mind Status Healing Spell (A)
  Effect: Cure all Mind effects.
  Target: Radius-2 burst, center LOS range 6.
- Ha Soma
  Tier I
  Area Nerve Status Healing Spell (A)
  Effect: Cure all Nerve effects.
  Target: Radius-2 burst, center LOS range 6.

- Ha Posumudi
  Tier I
  Area Poison Status Healing Spell (A)
  Effect: Cure Poison.
  Target: All allies.

- Recarm
  Tier I
  Revive Healing Spell (A)
  Effect: Restore a fallen ally to 50% HP.
  Target: One ally, range 5.

- Death's Door
  Tier I
  Fast Revive Healing Spell (A)
  Effect: Fast. Restore a fallen ally to 1 HP.
  Target: One ally, LOS

10.9.2 Tier II

- Diarama
  Tier II
  Healing Spell (A)
  Effect: Restore 40% + MAGd8 HP.
  Target: One ally, LOS 8.

- Ha Diarama
  Tier II
  Area Healing Spell (A)
  Effect: Restore 30% + MAGd8 HP
  Target: All allies, LOS range 4.

- Mediarama
  Tier II
  Total Healing Spell (A)
  Effect: Restore 20% + MAGd8 HP
  Target: All allies.

- Me Patra
  Tier II
  Total Mind Status Healing Spell (A)
  Effect: Cure all Mind effects.
  Target: All allies.

- Me Soma
  Tier II
  Total Nerve Status Healing Spell (A)
  Effect: Cure all Nerve effects.
  Target: All allies.

- Me Posumudi
  Tier II
  Total Poison Status Healing Spell (A)
  Effect: Cure Poison.
  Target: All allies.

- Hygieia's Bowl
  Tier II
  Passive Healing Augment Always (P)
  Always: Healing Spells you cast heal 25% more HP.

- Regeneration
  Tier II
  Passive Healing Regen Ability (H)
  Always: Regain 3VIT HP per turn.

- Caduceus
  Tier II
  Passive Healing Repress Ability (P)
  Always: You can cast Healing spells up to T3 from the deck or discard pile. Repress any spells cast this way.

10.9.3 Tier III

- Diaraja
  Tier III
  Healing Spell (A)
  Effect: Restore 60% + MAGd10 HP.
  Target: One ally, LOS 8.

- Ha Diaraja
  Tier III
  Area Healing Spell (A)
  Effect: Restore 40% + MAGd10 HP
  Target: All allies, LOS range 4.

- Mediara
  Tier III
  Total Healing Spell (A)
  Effect: Restore 30% + MAGd10 HP
  Target: All allies.

- Recarmdra
  Tier III
  Revive Healing Spell (A)
  Effect: Set an ally’s HP to 100%, unconscious or not. Set the caster’s HP to 0.
  Target: One ally, LOS.

- Amrita
  Tier III
  Total Status Healing Spell (A)

34
Effect: Recover from all ailments.
Target: All allies, LOS range 5.

- **Hand of Asclepius**
  Tier III
  Passive Healing Augment Always (P)
  Always: Healing Spells you cast heal 50% more HP.

10.9.4 **Tier IV**

- **Diarahan**
  Tier IV
  Healing Spell (A)
  Effect: Restore HP equal to the target’s max HP.
  Target: One ally, LOS 8.

- **Ha Diarahan**
  Tier IV
  Area Healing Spell (A)
  Effect: Spend an aspect token. Restore HP equal to the target’s max HP.
  Target: All allies, LOS range 4.

- **Mediarahan**
  Tier IV
  Total Healing Repress Spell (A)
  Effect: Restore HP equal to the target’s max HP.
  Repress this spell.
  Target: All allies.

- **Salvation**
  Tier IV
  Total Status Healing Spell (A)
  Effect: Spend an aspect token. Spend an aspect token for each downed ally you want this to affect. Restore all allies to full HP. Remove almost all status effects. The effect this doesn’t remove is called prone. Repress this spell.
  Target: All allies.

10.10 **Defense**

When assigning defense spells, their Type, in terms of Aspects, is listed in the description.\(^{15}\)

10.10.1 **Tier I**

- **Still Alive**
  Tier I
  Interrupt Tetraja Death Wall Spell (A)
  Effect: Interrupt. An ally who would otherwise be felled by a Death effect gains Death Ward 1. If the ally already had only 1 HP remaining, they gain Death Ward 0 instead.

- **<Element> Wall**
  Tier I
  Fast Wall Spell (A)
  Effect: Fast. All allies gain Null <Element> until the end of your next turn. Return another spell to the deck to cast it as an interrupt.
  Target: All allies.
  Special: Must be learned individually for each element.

10.10.2 **Tier II**

- **<Element> Reflect**
  Tier II
  Wall Spell (A)
  Effect: All allies gain Reflect <Element> until the end of your next turn. Return another spell to the deck to give this Fast.
  Target: All allies.
  Special: Must be learned individually for each element.

- **Makarakarn**
  Tier II
  Wall Spell (A)
  Effect: Expend another magic spell or an aspect token. Grants Reflect Magic one time. Does not stack with itself.
  Target: One ally, range 10.

- **Tetraja**
  Tier II
  Tetraja Death Wall Spell (A)
  Effect: Nullifies the next light or dark attack. Does not stack with itself.
  Target: One ally, range 10.

- **Evade <Element>**
  Tier II
  Passive Dodge Ability (H)
  Always: Your dodge die category is increased by one against <Element> attacks that target you.

\(^{15}\)That is, a Fire Wall would have Type Fire while an Ice Wall would have Type Ice.
10.10.3 Tier III

- **<Element> Drain**
  Tier III
  Wall Spell (A)
  Effect: All allies gain Absorb <Element> until the end of your next turn. Return another spell to the deck to give this Fast
  Target: All allies.
  Special: Must be learned individually for each element.

- **<Element> Reflect+**
  Tier II
  Wall Spell (A)
  Effect: All allies gain Reflect <Element> until the end of your next turn. Return another spell to give this Fast. Expend an aspect token or repress this spell to cast as an interrupt.
  Target: All allies.
  Special: Must be learned individually for each element.

10.10.4 Tier IV

- **<Element> Drain+**
  Tier IV
  Wall Spell (A)
  Effect: All allies gain Absorb <Element> until the end of your next turn. Return another spell to give this Fast. Expend an aspect token or repress this spell to cast as an interrupt.
  Target: All allies.
  Special: Must be learned individually for each element.

10.11 Buff

10.11.1 Tier I

- **Ha Tarukaja**
  Tier I
  Area Taru Buff Spell (A)
  Effect: +1 STR, +1 MAG for 3 rounds.
  Target: All allies within range 2 of the caster, including the caster.

- **Tarukajamon**
  Tier I
  Taru Buff Spell (A)
  Effect: +2 STR, +2 MAG for 3 rounds.
  Target: One ally within range 8.

- **Ha Sukukaja**
  Tier I
  Area Suku Buff Spell (A)
  Effect: +1 AGL, +1 TEC for 2 rounds.
  Target: All allies within range 2 of the caster, including the caster.

- **Sukukajamon**
  Tier I
  Suku Buff Spell (A)
  Effect: +2 AGL, +2 TEC for 2 rounds.
  Target: One ally within range 8.

- **Ha Rakukaja**
  Tier I
  Area Raku Buff Spell (A)
  Effect: Grants Fortify Phys+Elements 4 for 3 rounds.
  Target: All allies within range 2 of the caster, including the caster.

- **Rakukajamon**
  Tier I
  Raku Buff Spell (A)
  Effect: Grants Fortify Phys+Elements 8 for 3 rounds.
  Target: One ally within range 8.

- **Dekaja**
  Tier I
  Stripper Spell (A)
  Effect: Removes all Buff effects.
  Target: All enemies.

- **Rebellion**
  Tier I
  Critical Buff Spell
  Effect: Everyone gets +1 LUK for the purpose of determining crits
  Target: All combatants.

- **Auto-Tarukaja**
  Tier I
  Personal Taru Buff Autocast Ability Always (P)
  Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Tarukaja.

- **Auto-Sukukaja**
  Tier I
  Personal Suku Buff Autocast Ability Always (P)
  Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Sukukaja.

- **Auto-Rakukaja**
  Tier I
Personal Raku Buff Autocast Ability Always (P)
Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Rakukaja.

10.11.2 Tier II

- **Matarukaja**
  Tier II
  Total Taru Buff Spell (A)
  Effect: +1 STR, +1 MAG for 3 rounds.
  Target: All allies.

- **Ha Tarukajamon**
  Tier II
  Area Taru Buff Spell (A)
  Effect: +2 STR, +2 MAG for 3 rounds.
  Target: All allies within range 2 of the caster, including the caster.

- **Taruksaou**
  Tier II
  Taru Buff Spell (A)
  Effect: +4 STR, +4 MAG for 3 rounds.
  Target: One ally within range 8.

- **Masukukaja**
  Tier II
  Total Suku Buff Spell (A)
  Effect: +1 AGL, +1 TEC for 2 rounds.
  Target: All allies.

- **Ha Sukukajamon**
  Tier II
  Area Suku Buff Spell (A)
  Effect: +2 AGL, +2 TEC for 2 rounds.
  Target: All allies within range 2 of the caster, including the caster.

- **Sukukajaou**
  Tier II
  Suku Buff Spell (A)
  Effect: +4 AGL, +4 TEC for 2 rounds.
  Target: One ally within range 8.

- **Marukukaja**
  Tier II
  Total Raku Buff Spell (A)
  Effect: Grants Fortify Phys+Elements 4 for 3 rounds.
  Target: All allies.

- **Ha Rakukajamon**
  Tier II
  Area Raku Buff Spell (A)
  Effect: Grants Fortify Phys+Elements 8 for 3 rounds.
  Target: All allies within range 2 of the caster, including the caster.

- **Rakukajaou**
  Tier II
  Raku Buff Spell (A)
  Effect: Grants Fortify Phys+Elements 15 for 3 rounds.
  Target: One ally within range 8.

- **Revolution**
  Tier II
  Critical Buff Spell (A)
  Effect: Everyone gets +2 LUK for the purpose of determining crits.
  Target: All combatants.

- **Auto-Tarukajamon**
  Tier II
  Personal Taru Buff Autocast Ability Always (P)
  Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Tarukajamon.

- **Auto-Sukukajamon**
  Tier II
  Personal Suku Buff Autocast Ability Always (P)
  Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Sukukajamon.

- **Auto-Rakukajamon**
  Tier II
  Personal Raku Buff Autocast Ability Always (P)
  Effect: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Rakukajamon.

- **Auto-Matarukaja**
  Tier II
  Personal Taru Buff Autocast Ability Always (P)
  Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Matarukaja (this doesn’t expend a spell card).

- **Auto-Masukukaja**
  Tier II
  Personal Suku Buff Autocast Ability Always (P)
  Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Masukukaja (this doesn’t expend a spell card).
- **Auto-Marakukaja**  
  Tier II  
  Personal Raku Buff Autocast Ability Always (P)  
  Effect: At the start of battle, or the first time you switch to this Persona during a battle, cast Marakukaja (this doesn’t expend a spell card).

### 10.11.3 Tier III

- **Matarukajamon**  
  Tier III  
  Total Taru Buff Spell (A)  
  Effect: +2 STR, +2 MAG for 3 rounds.  
  Target: All allies.

- **Ha Tarukajaou**  
  Tier III  
  Area Taru Buff Spell (A)  
  Effect: +4 STR, +4 MAG for 3 rounds.  
  Target: All allies within range 3 of the caster, including the caster.

- **Masukukajamon**  
  Tier III  
  Total Suku Buff Spell (A)  
  Effect: +2 AGL, +2 TEC for 2 rounds.  
  Target: All allies.

- **Ha Sukukajaou**  
  Tier III  
  Area Suku Buff Spell (A)  
  Effect: +4 AGL, +4 TEC for 3 rounds.  
  Target: All allies within range 3 of the caster, including the caster.

- **Marakukajamon**  
  Tier III  
  Total Raku Buff Spell (A)  
  Effect: Grants Fortify Phys+Elements 8 for 3 rounds.  
  Target: All allies.

- **Ha Rakukajaou**  
  Tier III  
  Area Raku Buff Spell (A)  
  Effect: Grants Fortify Phys+Elements 15 for 3 rounds.  
  Target: All allies within range 3 of the caster, including the caster.

- **Cataclysm**  
  Tier III  
  Critical Buff Spell (A)  
  Effect: All attacks made for the next three rounds gain Critical STR or MAGd10, whichever is the stat used to calculate damage for that attack, +TEC/2 hit dice.

- **Auto-Tarukajaou**  
  Tier III  
  Personal Taru Buff Autocast Ability Always (P)  
  Always: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Tarukajaou.

- **Auto-Sukukajaou**  
  Tier III  
  Personal Suku Buff Autocast Ability Always (P)  
  Always: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Sukukajaou.

- **Auto-Rakukajaou**  
  Tier III  
  Personal Raku Buff Autocast Ability Always (P)  
  Always: At the start of battle, or the first time you switch to this Persona during a battle, you gain the effect of Rakukajaou.

- **Auto-Matarukajamon**  
  Tier III  
  Personal Taru Buff Autocast Ability Always (P)  
  Always: At the start of battle, or the first time you switch to this Persona during a battle, cast Matarukajamon (this doesn’t expend a spell card).

- **Auto-Masukukajamon**  
  Tier III  
  Personal Suku Buff Autocast Ability Always (P)  
  Always: At the start of battle, or the first time you switch to this Persona during a battle, cast Masukukajamon (this doesn’t expend a spell card).

- **Auto-Marakukajamon**  
  Tier III  
  Personal Raku Buff Autocast Ability Always (P)  
  Always: At the start of battle, or the first time you switch to this Persona during a battle, cast Marakukajamon (this doesn’t expend a spell card).

### 10.11.4 Tier IV

- **Matarukajaou**  
  Tier IV  
  Total Taru Buff Spell (A)  
  Effect: +4 STR, +4 MAG for 3 rounds.  
  Target: All allies.
• **Masukukajaou**  
  Tier IV  
  Total Suku Buff Spell (A)  
  Effect: +4 AGL, +4 TEC for 2 rounds.  
  Target: All allies.

• **Marakukajaou**  
  Tier IV  
  Total Raku Buff Spell (A)  
  Effect: Grants Fortify Phys+Elements 15 for 3 rounds.  
  Target: All allies.

• **Auto-Matarukajaou**  
  Tier IV  
  Personal Taru Buff Autocast Ability Always (P)  
  Always: At the start of battle, or the first time you switch to this Persona during a battle, cast Matarukajaou (this doesn’t expend a spell card).

• **Auto-Masukukajaou**  
  Tier IV  
  Personal Suku Buff Autocast Ability Always (P)  
  Always: At the start of battle, or the first time you switch to this Persona during a battle, cast Masukukajaou (this doesn’t expend a spell card).

• **Auto-Marukukajaou**  
  Tier IV  
  Personal Raku Buff Autocast Ability Always (P)  
  Always: At the start of battle, or the first time you switch to this Persona during a battle, cast Marakukajaou (this doesn’t expend a spell card).

### 10.12 Debuff

#### 10.12.1 Tier I

• **Ha Tarunda**  
  Tier I  
  Area Taru Debuff Spell (A)  
  Effect: -1 STR, -1 MAG for 3 rounds.  
  Target: Radius 2 burst, center LOE range 6.

• **Tarundamon**  
  Tier I  
  Taru Debuff Spell (A)  
  Effect: -2 STR, -2 MAG for 3 rounds.  
  Target: One enemy within range 8.

• **Ha Sukunda**  
  Tier I  
  Area Suku Debuff Spell (A)  
  Effect: -1 AGL, -1 TEC for 2 rounds.  
  Target: Radius 2 burst, center LOE range 6.

• **Sukundamon**  
  Tier I  
  Suku Debuff Spell (A)  
  Effect: -2 AGL, -2 TEC for 2 rounds.  
  Target: One enemy within range 8.

• **Ha Rakunda**  
  Tier I  
  Area Raku Debuff Spell (A)  
  Effect: Grants Fortify Phys+Elements -4 for 3 rounds.  
  Target: Radius 2 burst, center LOE range 6.

• **Rakundamon**  
  Tier I  
  Raku Debuff Spell (A)  
  Effect: Grants Fortify Phys+Elements -8 for 3 rounds.  
  Target: One enemy within range 8.

• **Dekunda**  
  Tier I  
  Stripper Spell (A)  
  Effect: Removes all Debuff effects.  
  Target: All allies.

### 10.12.2 Tier II

• **<Element> Break**  
  Tier II  
  Element Debuff Spell (A)  
  Effect: Nullifies enemy’s <Element> resistance for 3 turns.  
  Target: One enemy within range 8.  
  Special: Must be learned individually for each element.

• **Matarunda**  
  Tier II  
  Total Taru Debuff Spell (A)  
  Effect: -1 STR, -1 MAG for 3 rounds.  
  Target: All enemies.

• **Ha Tarundamon**  
  Tier II  
  Area Taru Debuff Spell (A)  
  Effect: -2 STR, -2 MAG for 3 rounds.  
  Target: Radius 2 burst, center LOE range 6.

• **Tarundaou**  
  Tier II  
  Taru Debuff Spell (A)  
  Effect: -4 STR, -4 MAG for 3 rounds.  
  Target: One enemy within range 8.
• Masukunda
  Tier II
  Total Suku Debuff Spell (A)
  Effect: -1 AGL, -1 TEC for 2 rounds.
  Target: All enemies.

• Ha Sukundaemon
  Tier II
  Area Suku Debuff Spell (A)
  Effect: -2 AGL, -2 TEC for 2 rounds.
  Target: Radius 2 burst, center LOE range 6.

• Sukundaou
  Tier II
  Suku Debuff Spell (A)
  Effect: -4 AGL, -4 TEC for 2 rounds.
  Target: One enemy within range 8.

• Marakunda
  Tier II
  Total Raku Debuff Spell (A)
  Effect: Grants Fortify Phys+Elements -4 for 3 rounds.
  Target: All enemies.

• Ha Rakundaou
  Tier II
  Area Raku Debuff Spell (A)
  Effect: Grants Fortify Phys+Elements -15 for 3 rounds.
  Target: Radius 3 burst, center LOE range 5.

10.12.3 Tier III

• Matarundamon
  Tier III
  Total Taru Debuff Spell (A)
  Effect: -2 STR, -2 MAG for 3 rounds.
  Target: All enemies.

• Ha Tarundaou
  Tier III
  Area Taru Debuff Spell (A)
  Effect: -4 STR, -4 MAG for 3 rounds.
  Target: Radius 3 burst, center LOE range 5.

• Masukundaou
  Tier III
  Total Suku Debuff Spell (A)
  Effect: -2 AGL, -2 TEC for 2 rounds.
  Target: All enemies.

• Ha Sukundaou
  Tier III
  Area Suku Debuff Spell (A)
  Effect: -4 AGL, -4 TEC for 2 rounds.
  Target: Radius 3 burst, center LOE range 5.

• Marakundaou
  Tier III
  Total Raku Debuff Spell (A)
  Effect: Grants Fortify Phys+Elements -8 for 3 rounds.
  Target: All enemies.

• Ha Rakundaou
  Tier III
  Area Raku Debuff Spell (A)
  Effect: Grants Fortify Phys+Elements -15 for 3 rounds.
  Target: Radius 3 burst, center LOE range 5.

10.12.4 Tier IV

• Matarundaou
  Tier IV
  Total Taru Debuff Spell (A)
  Effect: -4 STR, -4 MAG for 3 rounds.
  Target: All enemies.

• Masukundaou
  Tier IV
  Total Suku Debuff (A)
  Effect: -4 AGL, -4 TEC for 2 rounds.
  Target: All enemies.

• Marakundaou
  Tier IV
  Total Raku Debuff Spell (A)
  Effect: Grants Fortify Phys+Elements -15 for 3 rounds.
  Target: All enemies.

• Debilitate
  Tier IV
  Total Debuff Spell
  Effect: Casts all -ndamon.
  Target: Single target.
10.13 Status

10.13.1 Tier I

- **Pulinpá**
  Tier I
  Panic Mind Status Spell (A)
  Effect: 35+5xTEC% chance of inflicting Panic.
  Target: One enemy within LOS range 8.

- **Evil Touch**
  Tier I
  Fear Mind Status Spell (A)
  Effect: 35+5xTEC% chance of inflicting Fear.
  Target: One enemy within LOS range 8.

- **Enrage**
  Tier I
  Rage Mind Status Spell (A)
  Effect: 35+5xTEC% chance of inflicting Rage.
  Target: One enemy within LOS range 8.

- **Poisma**
  Tier I
  Poison Status Spell (A)
  Effect: 25+5xTEC% chance of inflicting Poison.
  Target: One enemy within LOS range 6.

- **Abatma**
  Tier I
  Slow Status Spell (A)
  Effect: 20+5xTEC% chance of inflicting Slow.
  Target: One enemy within LOS range 6.

- **Confunda**
  Tier I
  Stun Status Spell (A)
  Effect: 25+5xTEC% chance of inflicting Stun.
  Target: One enemy within LOS range 6.

10.13.2 Tier II

- **Marin Karin**
  Tier II
  Charm Mind Status Spell (A)
  Effect: 35+5xTEC% chance of inflicting Charm.
  Target: One enemy within LOS range 8.

- **Sexy Dance**
  Tier II
  Multi Charm Mind Status Spell (A)
  Effect: 15+5xTEC% chance of inflicting Charm.
  Target: All enemies within LOS range 6.

- **Tentarafuu**
  Tier II
  Multi Panic Mind Status Spell (A)
  Effect: 20+5xTEC% chance of inflicting Panic.
  Target: All enemies within LOS range 6.

- **Evil Smile**
  Tier II
  Multi Fear Mind Status Spell (A)
  Effect: 10+5xTEC% chance of inflicting Fear.
  Target: All enemies within LOS range 6.

- **Challenge**
  Tier II
  Rage Mind Status Spell (A)
  Effect: 45+5xTEC% chance of inflicting Rage.
  Target: The user and one target within LOS range 8.

- **Infuriate**
  Tier II
  Multi Rage Mind Status Spell (A)
  Effect: 10+5xTEC% chance of inflicting Rage.
  Target: All enemies within LOS range 6.

- **Pulinpája**
  Tier II
  Panic Mind Status Spell (A)
  Effect: 55+5xTEC% chance of inflicting Panic.
  Target: One enemy within LOS range 8.

- **Poismaja**
  Tier II
  Poison Status Spell (A)
  Effect: 45+5xTEC% chance of inflicting Poison.
  Target: One enemy within LOS range 6.

- **Ha Poisma**
  Tier II
  Area Poison Status Spell (A)
  Effect: 15+5xTEC% chance of inflicting Poison.
  Target: Radius-2 blast, center LOE range 6.

- **Abatmaja**
  Tier II
  Slow Status Spell (A)
  Effect: 40+5xTEC% chance of inflicting Slow.
  Target: One enemy within LOS range 6.

- **Mabatma**
  Tier II
  Slow Status Spell (A)
  Effect: 25+5xTEC% chance of inflicting Slow.
  Target: Radius-2 blast, center LOE range 6.

- **Maconfunda**
  Tier II
10.13.3 Tier III

- **Venom Breath**
  Tier III
  Multi Poison Status Spell (A)
  Effect: 15 + 5% TEC% chance of inflicting Poison.
  Target: All enemies within LOS range 6.

- **Terrible Allure**
  Tier III
  Multi Charm Mind Status Spell (A)
  Effect: 25 + 5% TEC% chance of inflicting Charm.
  Target: All enemies within LOS range 6.

- **Frightening Visage**
  Tier III
  Multi Fear Mind Status Spell (A)
  Effect: 25 + 5% TEC% chance of inflicting Fear.
  Target: All enemies within LOS range 6.

- **Poison Pin**
  Tier III
  Poison Status Spell (A)
  Effect: 80 + 5% TEC% chance of inflicting Poison.
  Target: One enemy within LOS range 6.

- **Damping Force**
  Tier III
  Stun Status Spell (A)
  Effect: 75 + 5% TEC% chance of inflicting Stun.
  Target: One enemy within LOS range 6.

10.14 Intel/Counterintel

10.14.1 Tier I

- **Sense**
  Tier I
  Intel Sense Passive Hold Spell (H)
  Effect: As a move action, you may designate a Sense target and remove all counters from this card. As a minor action, you may put a counter on this or any ally’s Sense card. When the number of counters on this card is at least the target’s Sense difficulty, the target’s elemental interactions are revealed.
  Target: One enemy.

- **Deep Sense**
  Tier I
  Intel Sense Augment Ability Passive Always (P)
  Effect: If your Sense card has at least one more counter than the target’s Sense difficulty, the target’s abilities are revealed.

- **Vital Sense**
  Tier I
  Intel Sense Augment Ability Passive Always (P)
  Effect: If your Sense card has at least two more counters than the target’s Sense difficulty, the target’s current and maximum hit points are revealed.

- **Death Mark**
  Tier I
  Active Mark Sustain Ability (A)
  Effect: Designate a target in LoS. Attacks against that target have +1 LUK for the purpose of determining critical hits until the end of your next turn. As a minor action, you may extend this spell.

- **Fateseal**
  Tier I
  Active Mark Sustain Ability (A)
  Effect: Designate a target in LoS. Status effects have a 20% greater chance of affecting the target until the end of your next turn. As a move action, you may extend this spell.

- **Ensneurement**
  Tier I
  Active Mark Sustain Ability (A)
  Effect: Designate a target. Until the end of your next turn, the target is slowed. As a standard action, you may extend this spell up to three times. The second time you sustain this spell, the target is stunned. The third time you sustain this spell, the target is knocked prone. If you take damage, the effect ends.

- **Fog of War**
  Tier I
  Counterintel Active Illusion Ability (A)
  Effect: Area within 4 of you becomes shrouded in fog, decreasing visibility, for one round. Increase dodge die category for allies in the area by 2.

10.14.2 Tier II

- **Deep Sense**
  Tier II
  Intel Sense Augment Ability Passive Always (P)
Effect: Whenever your Sense ability reveals a target’s elemental interactions, its abilities are also revealed.

**Vital Sense**
Tier II
Intel Sense Augment Ability Passive Always (P)
Effect: If your Sense card has at least one more counter than the target’s Sense difficulty, the target’s current and maximum hit points are revealed.

**Item Sense**
Tier II
Passive Luck Ability Always (P)
Effect: Out of battle, you get a few bonus hints concerning interesting items in a room, or at least places you should look. In battle, item drop odds are boosted 5% if you’re alive at the end of battle.

**Liesmyth’s Blessing**
Tier II
Counterintel Active Illusion Ability (A)
Effect: Interrupt. When an enemy scans an ally (or you), you may give the incorrect weaknesses.

**Will-O-Wisp’s Bog**
Tier II
Counterintel Active Illusion Ability (A)
Effect: Area within burst becomes shrouded in fog for 3 rounds. Increase dodge die category for allies in the area by 2. Enemy movement speed in the area is halved.
Target: Radius 3 burst, center LOE range 6.

### 10.14.3 Tier III

**Vital Sense**
Tier III
Intel Sense Augment Ability Passive Always (P)
Effect: Whenever your Sense ability reveals a target’s elemental interactions, its current and maximum hit points are also revealed.

**Rapid Sense**
Tier III
Intel Sense Augment Ability Passive Always (P)
Effect: When you designate a Sense target, you may put a counter on your Sense card. You can only learn this ability once.

**Strengthening Sense**
Tier II
Intel Sense Augment Ability Passive Always (P)
Effect: At the start of your turn, you may put a counter on your Sense card.

**Linked Minds**
Tier III
Intel Sense Augment Ability Passive Always (P)
Effect: When you spend a minor action to add a counter to your Sense card, add a counter to each ally’s Sense card. You can only learn this ability once.

**Tsuchigumo’s Web**
Tier III
Counterintel Active Illusion Ability (A)
Effect: Spend an aspect token. This spell affects an area until the end of your next turn. Enemies entering the spell area or inside it when the spell is cast causes 50+TECx5% chance to Panic. Enemies experiencing Panic have their movement halved in this area and take MAGd6 Almighty damage if they start within the area or move into it on their turn. As a standard action, you may extend this spell.
Target: Radius 4 burst, center LOE range 6

**Bloodsport**
Tier III
Counterintel Active Illusion Ability (A)
Effect: This spell affects an area until the end of your next turn. Units entering the spell area or inside it when the spell is cast causes 50+TECx5% chance to Rage. Enemies experiencing Rage have their movement halved in the area and take MAGd6 Almighty damage if they leave the area. As a standard action, you may extend this spell.
Target: Radius 5 burst, center LOE range 7

**Cloak of Shadows**
Tier III
Counterintel Active Fast Illusion Ability (A)
Effect: Increase dodge die category for all allies by 2 until the end of your next turn.

### 10.14.4 Tier IV

**Preoccupation**
Tier IV
Counterintel Active Fast Repress Ability (A)
Effect: The next 5 allied dodge die rolls are maximized. Expended any number of other spells. For each spell expended, this applies to one additional dodge die roll. Repress this and gain 1 fatigue.
10.15 Miscellaneous

10.15.1 Tier I

- **Counter**
  Tier I
  Passive Counter Ability (P)
  Effect: 30% chance to retaliate against a basic attack or Physical Spell with a basic melee or ranged attack.

- **Foresight**
  Tier I
  Unique Passive Intel Luck Ability Always (P)
  Effect: Gain 3 additional LUK charges at the start of each battle. You may spend a LUK charge to reroll a Sense roll, keeping both results. You may spend a LUK charge to reroll a dodge roll of yours.

- **Magnificent Wings**
  Tier I
  Unique Passive Movement Ability (P)
  Effect: Effective +2 AGL for purposes of determining movement.

- **Phantom Blade**
  Tier I
  Unique Passive Augment Ability (H)
  Effect: Return a spell from your hand to the deck. You may use MAG in place of STR when casting spells that do physical damage.

- **Menis**
  Tier I
  Unique Passive Rage Mind Ability (P)
  Effect: Rage doesn’t reduce your accuracy die category.

- **Blessing**
  Tier I
  Unique Active Dodge Luck Ability LUK Charge (A)
  Effect: Spend a LUK Charge. Force an enemy to reroll a dodge check against one of your attacks.

- **Mortal Terror**
  Tier I
  Unique Passive Fear Mind Ability Always (H)
  Always: Your physical spells gain Critical (STRd10/2 + 10) against enemies suffering from Fear.

- **Flash Step**
  Tier I
  Unique Passive Movement Ability (H)
  Effect: You can move both before and after taking your standard action, provided that the total distance moved does not exceed your speed. You may not end your movement on the same square you began movement.

- **Electric Slide**
  Tier I
  Unique Active Lightning Movement Ability (A)
  Effect: Move an ally 3. All enemies within range 3 of the target ally take MAG Lightning damage.

- **Ice IX**
  Tier I
  Unique Active Ice Ability (A)
  Effect: All allies within 3 gain +(your MAG) Ice damage to all attacks until the end of your next turn. Enemies within 3 are slowed.

- **Rain of Fire**
  Tier I
  Unique Active Fire Movement Ability (A)
  Effect: All allies within 3 gain +(your MAG) Fire damage to all attacks until the end of your next turn. Enemies within 3 are slowed.

- **Wind Tunnel**
  Tier I
  Unique Active Wind Movement Ability (A)
  Effect: Move an ally 3. All enemies within range 3 of the target ally take MAG Wind damage.

10.15.2 Tier II

- **Power Charge**
  Tier II
  Self Buff Ability (A)
  Effect: Your next normal attack, physical skill, or Almighty physical attack does 250% damage.
  Target: Self.

- **Mind Charge**
  Tier II
  Self Buff Ability (A)
  Effect: Your next Fire, Ice, Electrical, Wind, or Almighty magic attack does 250% damage.
  Target: Self.

- **Counterstrike**
  Tier II
  Passive Counter Ability (P)
  Effect: 50% chance to retaliate against a basic attack or Physical Spell with a basic melee or ranged attack. Does not stack with Counter.
- **Hyper Counter**
  Tier II
  Passive Counter Ability (H)
  Effect: 30% chance to retaliate against a basic attack or Physical Spell with a basic attack or Physical Spell of your choice. This stacks specifically with Counterstrike: 30% chance of hyper counter, 20% chance of Counterstrike, 50% nothing. Do the logical thing.

- **Icy Grip**
  Tier II
  Personal Passive Luck Status Death Ability Always (P)
  Effect: Spend 3 LUK charges to reroll a Death effect against a single enemy. Spend 1 LUK charge to reroll a bad status effect against a single enemy.

- **Blessing of Styx**
  Tier II
  Unique Passive Raku Ability (H)
  Hold: You gain Fortify Physical 10.

- **Glaucus’ Insight**
  Tier II
  Unique Passive Healing Mind Ability (H)
  Hold: Increase the chance of recovering from Mind effects each turn to 50%.

- **Magnificent Wings+**
  Tier II
  Unique Passive Movement Ability (P)
  Effect: Effective +2 AGL for purposes of determining movement.

- **Guiding Hand**
  Tier II
  Unique Dodge Luck LUK Charge Ability (H)
  Effect: Spend a LUK charge. Allow any player to reroll a dodge check. The new result must be taken, even if worse.

- **Dead Aim**
  Tier II
  Unique Dodge Luck LUK Charge Ability (H)
  Effect: Spend a LUK charge. Force an enemy to reroll one die from a dodge check against one of your attacks.

- **Knight Moves**
  Tier II
  Unique Active Movement Ability (A)
  Effect: Interrupt. Swap places with an ally within VIT of you.

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### 10.15.3 Tier III

- **Power Charge+**
  Tier III
  Fast Self Buff Ability (A)
  Effect: Fast. Spend an aspect token. The next normal attack, physical skill, or Almighty physical attack does 250% damage.
  Target: Self.

- **Mind Charge+**
  Tier III
  Fast Self Buff Ability (A)
  Effect: Fast. Spend an aspect token. The next Fire, Ice, Electrical, Wind, or Almighty magic attack does 250% damage.
  Target: Self.

- **Zanshin**
  Tier II
  Unique Repress Buff Ability (H)
  Effect: Fortify Physical, Fire, Ice, Wind, and Lightning equal to the number of repressed spell cards you have.

- **High Counter**
  Tier III
  Passive Counter Ability (P)
  Effect: 70% chance to retaliate against a basic attack or Physical Spell with a basic melee or ranged attack. Does not stack with Counter and Counterstrike.

- **Hyper Counterstrike**
  Tier III
  Passive Counter Ability (H)
  Effect: 50% chance to retaliate against a basic attack or Physical Spell with a basic attack or Physical Spell of your choice. This stacks specifically with High Counter.

- **Leadership**
  Tier III
  Unique Passive Healing Mind Ability (H)
  Hold: All allies, including you, increase the chance of recovering from Mind effects each turn to 50%.

- **Second Self**
  Tier III
  Unique Passive Personal Ability Always (P)
  Effect: Switching to this Persona is a move action. You may spend a charge of One in Spirit to switch to this Persona as an interrupt-speed effect.
• **Serrated Edge**  
  Tier III  
  Unique Active Mark Sustain Ability (A)  
  Effect: Choose a target in LoS. Target takes +3x(caster’s MAG) Almighty damage from allied attacks and spells until the end of your next turn. As a minor action, you may extend this effect.

• **Phaseshift**  
  Tier III  
  Unique Active Movement Ability (A)  
  Effect: Interrupt. Shift an ally 5 squares.

### 10.15.4 Tier IV

• **Perfect Counter**  
  Tier IV  
  Passive Counter Ability (P)  
  Hold: 70% chance to retaliate against a basic attack or Physical Spell with a basic attack or Physical Spell of your choice. Includes effects of Hyper Counter and Hyper Counterstrike.

• **Last Legion**  
  Tier IV  
  Unique Active Movement Ability (A)  
  Effect: Interrupt. Swap places with an ally within TEC of you. Gain Fortify MAGx5 against the next attack.

• **Enlightenment**  
  Tier IV  
  Unique Active Repress Ability (A)  
  Effect: Return repressed spells to their spell decks. The total number of spell tiers returned may not exceed 6, no you may not return tier IV spells.