

Persona

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Welcome to Persona: Tabletop Adventures!

The Persona series is a spin-off series in the Megami Tensei family of games by Atlus. Persona: Tabletop Adventures will provide rules for players to create characters to play in the Persona world, while a GM, or Game Master, creates scenarios and controls all non-player characters and enemies. Players will need tabletop gaming dice (d4, d6, d8, d10, d12, d20), a character sheet and a pencil.

In Persona: Tabletop Adventures, players can summon their inner selves, their inner ego. This is their Persona and with it, they can fight off monsters, demons, shadows or whatever problems they might face. An important aspect of Persona is your character's inner growth and the connections they make with NPCs and other players. Role play will be an important aspect for improving your Persona's skills in P:TA. In addition, defeating enemies will grant experience points that will improve your character's stats.

A player focused entirely on killing enemies and gaining experience will progress in strength but will not be very versatile unless they put effort into his or her role play. At the same time, a player who avoids combat might not gain much strength but could become very versatile if he or she puts a lot of effort into role playing. It is important to balance your play between both social links and fighting off enemies during your game- it will be the responsibility of the GM to provide both interesting problems to solve in combat and with NPCs or interpersonal conflict within the group.



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Creating Your Character...

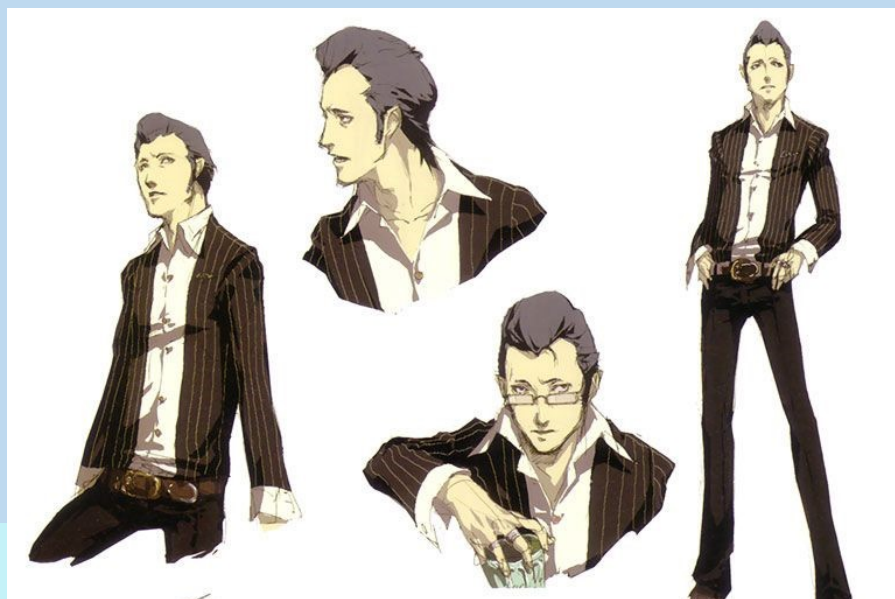
When building your character, you'll start with finding out which **Arcana** they are aligned with. Players may assign their Arcana to their characters if they cooperate with his or her GM and the other players in the group, but it could potentially be better for role play to randomly assign your character's Arcana. After finding out your character's Arcana, you will roll and assign points to the five Player Stats. You will also roll and assign points to your Social Quality. Once you've done that, you'll roll skills for your Persona.

...And Your Persona

Your persona is the representation of your will, your ego, and it is a sentient reflection of your true self. Take time to think about what you'd like to name it and what it looks like. Keep in mind that your Persona may change its name or appearance while playing once you've shown enough character development during role play. It might be fun to agree on a common theme with your group for your Personas (Like the Persona 4 cast who had Personas named after Japanese lore, or the Persona 3 cast who had a cast of Western-inspired Persona).

The following pages will take you through the character creation process. If you are later assigned a Persona Skill tree that doesn't go well with the stats you assigned, feel free to rearrange your stat distributions, but try not to reroll your stats or Arcana.

Use the Persona Character Sheet while going through your character creation process and fill it in as you complete different sections. Use pencil! You might end up wanting to change some things.



Usually, in many other tabletop role playing games, this is where you'd pick a race, and/or class. However, in Persona: Tabletop Adventures, all players will be human by default. Sure, there are canonical examples in the Persona series of a shadow that developed its own Persona, a synthetic being programmed with a Persona, and even a dog who developed a Persona. So, if you really wish to play a non-human character talk to your GM and party before hand.

This will not change your stats at all (unless your GM thinks it's relevant to your character), but a non-talking dog might have trouble communicating with the group or growing Social Links with other players and NPCs. The whole pace of game could change– that doesn't mean it's impossible, just consider your play group before committing to it.

Weakness...

This is will be the easiest thing to do: Find out what element you're weak against. Roll 1d6 to find out. If you later find out you have an affinity for your weakness, please come back and reroll this! You can't use Zio spells if you are weak to Electric Spells...

Be aware of enemies who can use attacks that deal damage that matches your weakness! It can be a bad situation to be harmed by a threat who happens to know elemental attacks of your weakness, and very dangerous if the foe is smart enough to figure out your weakness and intentionally use it to harm you!

- 1 - Fire**
- 2 - Ice**
- 3 - Wind**
- 4 - Electric**
- 5 - Light**
- 6 - Dark**

Discovering Your Arcana

Here you will be assigned your Arcana. If you have already talked it over with your GM and your fellow players, feel free to select your own Arcana. There are 22 Major Arcana, but two of them (0, The Fool: and 21, The World) are not to be used by players. This leaves the Major Arcana 1 through 20. You could simply roll 1d20 to discover what Arcana your character possesses, or you could use a more complicated selection process worked out with your group.

Here's an example of a more complicated selection process: Players shuffle a pile of tarot cards containing only the Major Arcana while taking out The Fool and The World. They then draw one card, and this card will not be their Arcana. They may repeat this step up to two more times. Finally, they can draw three more cards and select one of those three as their Character's Arcana.

Since this is only done once, it might be a fun thing to discover with your whole party.

Once you have your Arcana, you can find out what it means for your character. Your character must have something about them they wish to change, move past or mature and grow through- this will be related to his or her Arcana.

Each Arcana below will list ideas related to your **Progress** in the following pages. Words are used loosely so interpret them as you see fit during role play- Love could mean romantic, familial, or platonic. At the same time, each Arcana contains a **Tragedy** that you will relate to your character, past or present. Again, the Tragedies are not explicitly defined so that you may interpret them for your character however you see fit- Loss, for example, could be emotional, physical or metaphorical.

Major Arcana

I - Magician

II - Priestess

III - Empress

IV - Emperor

V - Hierophant

VI - Lovers

VII - Chariot

VIII - Justice

IX - Hermit

X - Fortune

XI - Strength

XII - Hanged Man

XIII - Death

XIV - Temperance

XV - Devil

XVI - Tower

XVII - Star

XVIII - Moon

XIX - Sun

XX - Judgement

In addition, each Arcana will name a Player Stat and a Social Quality which will matter later for character creation that the Arcana has an affinity for. Those with the aligned Arcana will start with extra points in the related stats.



The Fool and World Arcana should not be used unless there is an agreement made with all players and the GM. This is because traditionally, Persona characters with access to these Arcana could change their Persona at will and gave them a much more central roll when compared to other players. It would also mean a lot more work for a GM.

About Your Arcana

1 - Magician

Bonus Stats: Spell Points, Expression

Progress: Initiative, Self-Confidence, Talent **Tragedy:** Loss

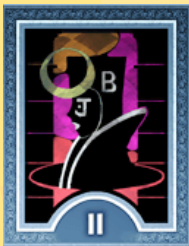
The Magician Arcana is commonly associated with action, initiative, self-confidence, immaturity, manipulation and power but more specifically, the power to harness one's talents. Personas of the Magician Arcana are commonly Personas excelling towards Magic. Another common theme is the loss of companionship and fear of being alone.



2 - Priestess

Bonus Stats: Magic, Expression

Progress: Knowledge, Wisdom, Patience **Tragedy:** Suppression



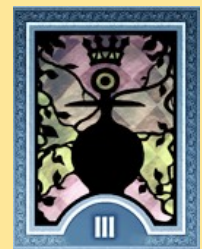
The Priestess Arcana is a symbol of hidden knowledge or other untapped power, wisdom, mystery and patience. Individuals associated with the Priestess Arcana are usually quiet, reserved, hardworking, and very intelligent. Often, Priestess characters will find themselves having to overcome some shadow of doubt that keeps them from growing.

3 - Empress

Bonus Stats: Agility, Understanding

Progress: Prosperity, Creativity, Sexuality **Tragedy:** Responsibility

The Empress represents caregivers, prosperity, creativity, sexuality, abundance, fertility, protection, and comfort. Characters under this Arcana may also be cold-hearted in personality, but still present a high degree of care and concern towards others. Often, they suffer some form of pressure due to their concern for those they've decided to protect and care for.



4 - Emperor

Bonus Stats: Strength, Courage

Progress: Delegation, Surrender, Sharing **Tragedy:** Burden



The Emperor symbolizes the desire to control one's surroundings and having the Emperor Arcana could suggest that one is trying too hard to achieve this, possibly causing trouble for others; some elements in life are just not controllable. By recognizing this, a character can grow by delegating and sharing the responsibility they've put on themselves. Often, the Emperor character is troubled by something very personal, and doesn't know how to deal with it.

5 - Hierophant

Bonus Stats: Endurance, Understanding

Progress: Education, Authority, Conservatism **Tragedy:** Progress

The Hierophant is a symbol of education, authority, conservatism, obedience to rules and relationship with the divine. Hierophant players often have no blatant weaknesses in life, but no particular strengths as well. The most common connection between Hierophant characters is their association and obsession with the past and the failure to move forward in life and grow.



6 - Lovers

Bonus Stats: Health Points, Expression

Progress: Love, Friendship, Trust **Tragedy:** Identity



The Lovers Arcana is a symbol of love and romantic relationships, although it can also be a symbol of finding agreement with an ordinary friend or even two conflicting elements within. A commonality among individuals of the Lovers Arcana is their popularity, cheerfulness, and their emphasis on social interaction. At the same time, due to their popularity and eagerness to please others, they can lose sight of their own needs and who they are.

7 - Chariot

Bonus Stats: Strength, Courage

Progress: Victory, Self-Assertion, Control **Tragedy:** Shame



The Chariot Arcana is a symbol of victory, conquest, self-assertion, self-confidence, control, war and command. Characters who are of the Chariot Arcana are typically very driven individuals, who have a personal goal that they aim to achieve at any cost. It is not uncommon for Chariot characters

to be short-tempered or aggressive. This can lead to embarrassing moments, which they often need to work past.

8 - Justice

Bonus Stats: Health Points, Diligence

Progress: Justice, Objectivity, Rationality **Tragedy:** Injustice

The Justice Arcana symbolizes a strict allegory of justice, objectivity, rationality and analysis. Commonly, characters of the Justice Arcana are concerned with matters of fairness, and otherwise are very stoic individuals. When misjudged, or witnessing an unfair punishment delivered is can be a heavy weight on the person's heart.



9 - Hermit

Bonus Stats: Magic, Knowledge

Progress: Introspection, Solitude, Philosophy **Tragedy:** Isolation



The Hermit is associated with wisdom, introspection, solitude, retreat and philosophical searches. Similarly, Hermit Arcana characters share the commonality of placing themselves in situations that hide them from the public eye. People are still social beings and that over-isolation can become a burden.

10 - Fortune **Bonus Stats: Luck, Diligence**

Progress: Fate, Luck, Opportunity **Tragedy:** Indecision

The Fortune Arcana symbolizes fate, luck, fortune and opportunity. Characters of the Fortune Arcana are usually individuals who attempt to seize their own destiny and are typically involved with making important choices and decisions in response to what life throws at them. With such life changing opportunities hurled at them, they can often find themselves frozen and unable to move forward.



11 - Strength **Bonus Stats: Strength, Courage**

Progress: Self-control, Gentleness, Courage **Tragedy:** Recognition



The Strength Arcana is associated with the morality about the stronger power of self-control, gentleness, courage and virtue over brute force. However, sometimes the character may have a hard time expressing themselves in control out of desire to be recognized. A commonality between characters

of the Strength Arcana is their strength of heart.

12 - Hanged Man **Bonus Stats: Agility, Knowledge**

Progress: Sacrifice, Assimilation, Responsibility **Tragedy:** Division

The Hanged Man Arcana is associated with self-sacrifice to shatter the bindings that makes one free, paradoxes and hanging between heaven and earth. Hanged Man characters are sometimes self-sacrificial, but are more often notable for being caught between two different extremes, parties or stages in life. That split can be a problem if the character can't stretch across those extremes.



13 - Death

Bonus Stats: Spell Points, Knowledge

Progress: Metamorphosis, Regeneration, Cycles **Tragedy:** Death

The Death Arcana is debated as one of the most misunderstood cards. While it is associated with foreboding and doom, Death Arcana also symbolizes metamorphosis and deep change, regeneration and cycles. Often, the death of a personal friend or family member can stunt a character's growth. By growing because of the change that come afterwards, they can come out stronger than before.



14 - Temperance

Bonus Stats: Endurance, Diligence

Progress: Synthesis, Prudence, Harmony **Tragedy:** Discord



The Temperance Arcana is a symbol of synthesis, prudence, harmony, and the merging of opposites. Characters of the Temperance Arcana are often struggling to find a balance in their lives and in their hobbies. When flowing one way, a character might have trouble holding on to something else important to them.

15 - Devil

Bonus Stats: Agility, Diligence

Progress: Heath, Commitment, Moderation **Tragedy:** Deception

The Devil Arcana usually represents the urge to do selfish, impulsive, violent things, and being a slave to ones' own impulse and feelings. The positive aspect, however, shows the effort put forth to overcome indulgence to create a healthy bond or commitment. Devil Characters struggle with this inner spiral and often find themselves acting deceptively to someone or something they should be caring about.



16 - Tower**Bonus Stats: Endurance, Understanding****Progress:** Repair, Encouragement, Beginnings **Tragedy:** Disgrace

The Tower Arcana is commonly associated to overly arrogant, prejudiced and authoritarian behavior, leading to an individual's own ironic demise. It is in the rebuilding of that destruction that the strength of a Tower Character can be seen as growth and renewal. Characters of the Tower Arcana typically find themselves in bad situations where they themselves have fallen from grace.

**17 - Star****Bonus Stats: Luck, Expression****Progress:** Hope, Faith, Generosity **Tragedy:** Doubt

The Star Arcana is also commonly associated with hope, self-confidence, faith, altruism, luck, generosity, peace and joy. Characters of the Star Arcana embody their arcana's traits of hopefulness and joy but are upset sometimes too easily by misfortune and thrown into fits of doubt. When high,

characters are uplifting, but while in a slump, they can drag others with them.

18 - Moon**Bonus Stats: Spell Points, Knowledge****Progress:** Inspiration, Dreams, Subconscious **Tragedy:** Fear

The Moon Arcana is associated with creativity, inspiration, dreams, madness, illusions, fear, fantasy, the subconscious, and trickery. A common trend is their projection of their own fears and faults onto others. They often tend to have trouble accepting themselves for who they are and, because of that fear, try to correspond to an ideal person.



19 - Sun **Bonus Stats: Health Points, Understanding**

Progress: Joy, Optimism, Accomplishment **Tragedy:** Failure

The Sun symbolizes happiness, joy, energy, optimism, and accomplishment. Occasionally, it is also associated with one's initial happiness. Characters of the Sun Arcana often find themselves in terrible situations, the situation belying the underlying optimism present in nearly all of them. Previous failures can haunt them, and so some of these characters have deep thoughts about the meaning of life and purpose.



20 - Judgement **Bonus Stats: Magic, Courage**

Progress: Calling, Absolution, Understanding **Tragedy:** Insignificance



The Judgement Arcana is associated with realizing one's calling, gaining a deep understanding of life and a feeling of acceptance and absolution. Most powerful when combining their intuition with their smarts, their thought process is among the most vast and realistic. However, seeing the big picture can be dangerous- they are just a single person, in all of the universe and that insignificance can haunt them.



Getting Your Player Stats

Your character's stats are Health Points (HP), Spell Points (SP), Strength (STR), Magic (MAG), Endurance (END), Agility (AGL), and Luck (LUCK).

HP and SP are treated a little different from STR, MAG, END, AGL and LUCK. You can't choose to improve HP and SP when leveling up like you do the other five Player Stats. Those two improve automatically according to their own rules.

Health Points -

Everyone starts with 10 HP. Every time you level up, you add 1d4 to your max Health Points. When you take damage, you subtract the damage taken from your Health. If you are ever at 0 or less, you are unconscious. If your Arcana is Lovers, Justice or Sun, you start with a bonus 10 HP for a total of 20. Investing stats into Endurance helps your HP improve more reliably.

Spell Points -

Spell Points are used to cast Persona spells. Everyone starts with 3 Spell Points. It takes about one hour for a player to recover a spell Point. Some Spells require 2 or even 3 spell points to be cast. If your Arcana is Magician, Death or Moon, you start with 1 additional Spell Point. Also, for every 15 points you have in Magic, your character gains an additional Spell Point to use.

Strength -

Strength is used to track your physical prowess. For every 5 points in Strength, your character will always deal an additional 1 point of damage to enemies when using a Physical (PHY) attack. Strength is also the only stat that you can learn new Persona Spells through- when you get to 15 and then 25 Strength you unlock new Persona Spells that can't be gained through Social Links. If you are aligned with the Emperor, Chariot or Strength Arcana, you start with an additional 5 points in Strength.

Magic -

Magic is used to track your talent for spells. For every 5 points in Magic, your character will always deal an additional 1 point of damage, or heal an additional point if it's that kind of spell. Investing points into Magic also increases a character's Spell Points. This is the only way to increase spell points after creating your character. Players with the Priestess, Hermit and Judgement Arcana start with 5 points in Magic.

Endurance -

Endurance represents your character's toughness and how well they stick around in a fight. The more Endurance you have the easier it is to shake off an affliction. Also, for every 5 points you have in Endurance, whenever you take damage as the result of an attack, you subtract 1 point of damage before taking away the damage from your HP. If you are of the Hierophant, Temperance, or Tower Arcana, you start with 5 Endurance. If you have 15 Endurance, upon leveling up, when rolling 1d4 to improve your HP total, treat any 1 rolled as a 2. Once you have 30 Endurance, treat any 1 or 2 rolled as a 3 when rolling 1d4 to level up your HP.

Agility -

Agility is used for your character's speed. At the beginning of any encounter where initiative is consulted, Agility will be checked as your initiative. In addition, especially speedy characters gain evasion. For every 15 points in Agility, any enemy's attack has its critical miss range extended by 1. For example, if an attack's accuracy check is made on 1d8, a player with 30 Agility will dodge the attack three out of eight times. If you have the Empress, Hanged Man, or Devil Arcana, you will start with 5 points in Agility. Higher Agility also leads to more movement during combat. More on that later.

Luck -

Luck only has one application during battle- For every 15 points a character has in Luck, their Critical Hit range is increased by 1 for all of his or her attacks. With 30 Luck, a player making an accuracy check on 1d8 will make a Critical Hit on 6, 7, and 8! If you start with the Fortune or Star Arcana, you will start with 5 points already in the Luck stat. Luck does increase your other skills slightly, but that will be explained with Leveling Up.

Rolling Your Initial Stats

When creating your character, everyone starts with 10 HP and 3 SP, but you must roll your other 5 Player Stats. Roll 5d6 and assign them however you would like to Strength, Magic, Endurance, Agility, and Luck. Treat any 1 rolled this way as a 2. If your GM and group has determined another way to select starting stats, feel free to change it up. Just be sure that no stat is starting with more than 6 before adding any bonus starting stats an Arcana may grant.

Leveling Up

Whenever you gain enough Experience points to level up from battling enemies, you will assign 4 Stat Points to STR, MAG, END, AGL, or LUCK. You can't add more than 2 stats per level to any one stat when doing so. While balance may be important while leveling up, there is nothing stopping you from becoming a monster of a wall for your team, or a glass canon quickly disposing of enemies in one swift strike.

The last roll you will make whenever you level up is your Luck-stat --related **Destiny Roll**. Whenever you Level Up, roll 1d20. On 20, instead of gaining 4 stat points to distribute, you will get 7! You still can't add more than 2 stats per level to any one stat per level up, but those points might matter over time if you end up getting multiple successes on your Destiny Rolls! Here's where your Luck stat will really come into play over time-- for every 20 points you have in Luck, the odds of rolling a success on your Destiny Roll is increased by one. Meaning, if you have 40 in Luck, the odds of success are increased by 2, so that 18-20 will get you 7 stats instead of only 4 on level up!

Experience Chart

When you've gained enough experience points, you level up! Consult the chart on the next page to keep track of how much total experience you need to reach each new level.

Level	Experience Total	Level	Experience Total	Level	Experience Total
1	0	34	35.000	67	270.000
2	25	35	37.500	68	280.000
3	50	36	40.000	69	290.000
4	100	37	42.500	70	300.000
5	150	38	45.000	71	310.000
6	200	39	47.500	72	320.000
7	400	40	50.000	73	330.000
8	600	41	55.000	74	340.000
9	800	42	60.000	75	350.000
10	1.000	43	65.000	76	360.000
11	1.500	44	70.000	77	370.000
12	2.000	45	75.000	78	380.000
13	3.000	46	80.000	79	390.000
14	4.000	47	85.000	80	400.000
15	5.000	48	90.000	81	415.000
16	6.000	49	95.000	82	430.000
17	7.000	50	100.000	83	445.000
18	8.000	51	110.000	84	460.000
19	9.000	52	120.000	85	475.000
20	10.000	53	130.000	86	490.000
21	11.500	54	140.000	87	505.000
22	13.000	55	150.000	88	520.000
23	14.500	56	160.000	89	535.000
24	16.000	57	170.000	90	550.000
25	17.500	58	180.000	91	570.000
26	19.000	59	190.000	92	590.000
27	20.500	60	200.000	93	610.000
28	22.000	61	210.000	94	630.000
29	23.500	62	220.000	95	650.000
30	25.000	63	230.000	96	670.000
31	27.500	64	240.000	97	690.000
32	30.000	65	250.000	98	710.000
33	32.500	66	260.000	99	730.000
				100	750.000

Social Qualities

In addition to Player Stats your character will have Social Qualities that will be used for role playing to improve your skills. Social Qualities do not level up unless your GM awards you with a Social Quality point after enough roleplay, with other players or NPCs, from you.

The five Social Qualities are Courage, Diligence, Expression, Knowledge, and Understanding. When creating your character, you will assign 4 points where you would like to excel in addition to getting a fifth point that will automatically be assigned according to your Arcana. Social Qualities can only be leveled up to 5 times. A player will have to role play very well and display a mastery of the Social Quality for a GM to award them level 4 in any Social Quality. One step above that is level 5, but a player cannot have a 5 in a Social Quality unless his or her Arcana has an affinity for that Social Quality.

Some NPCs will require a level of a certain Social Quality or a mix of more than one for a player to Role Play through a NPC's personal struggles. Pressing too hard when you aren't ready could upset the NPC and revert your progress with them. Helping your NPCs will improve your relationships with them and your GM will ultimately reward you with a new Persona Spell to grab from your Spell Trees.

Your social qualities have titles and so in leveling up your Courage it could change from Reliable to Daring. These are cosmetic, but represent the value you will add to some skill checks.

Courage - Average/Reliable/Daring/BRAVE/HEROIC

Courage has to do with bravery, be it standing up to others mentally, or standing up to a literal monster.

Emperor, Chariot, Strength, and Judgement start with a bonus point.

Diligence - Callow/Persistent/Strong/DETERMINED/UNBREAKABLE

Diligence is your unwillingness to be deterred and ability to see things through.

Justice, Fortune, Temperance, and Devil start with a bonus point.

Expression - Rough/Eloquent/Persuasive/TOUCHING/ENTHRALLING

Expression is your charisma and ability to convince others to listen to you.

Magician, Priestess, Lovers, and Star start with a bonus point.

Knowledge - Aware/Informed/Expert/PROFESSOR/SAGE

Knowledge is your literal book smarts and the application of that intelligence.

Hermit, Hanged Man, Death, and Moon start with a bonus point.

Understanding - Basic/Kindly/Generous/MOTHERLY/SAINTLY

Understanding is your empathy and ability to read how others feel.

Empress, Hierophant, Tower, and Sun start with a bonus point.



Skills

Skills are used in P:TA to solve problems that can't be solved with fighting or Role Play. Your Player Stats and Social Qualities both help improve your rolls when making a Skill Check. A GM may ask you to perform a Skill Check at times, or you may initiate one when attempting to do something which your GM will then use to see how successful or unsuccessful you are when performing the feat.

When you roll, you will use 1d20. Then, you will add your modifier from the appropriate Stat or Social Quality, which is equal to 1 per 5 in the associated Player Stat, or 2 to 1 for Social Qualities (15 Strength would be a +3 STR Modifier, 3 Expression would be a +6 EXR Modifier). On a natural roll of 20, roll again, adding your next roll to 20 and adding the appropriate modifier bonus from either your Stat or Social quality. *For every 20 points you have in Luck, you may reroll a single Skill check once per day.*

When building your character, you will choose four skills to **Specialize** in. Whenever you roll a skill check for a Specialized Skill, add 4 more to your roll. At level 25, 50, and 75, you can specialize in two more Skills, or choosing to improve a skill you already have again so that you get to add 8 to any associated rolls (or 12, or 16 at 50 and 75 respectively).

For every Skill check, the GM decides which Skill is relevant to the task at hand and the difficulty of the task. The more difficult a task, the higher the roll needed to succeed. Some Skills can use different Stats and/or Social Qualities. Pick one modifier and add it to your roll, never both. The following is the usual expectation for tasks that are usually, but not limited to, non-combat checks.

Task Difficulty DC

Very easy	5	Hard	20
Easy	10	Very Hard	25
Medium	15	Nearly Impossible	30

Acrobatics - Agility

You can perform an acrobatic stunt, keep your balance while walking on narrow or unstable surfaces, or slip free of a grab or restraints.

Athletics - Strength

Make an Athletics check to attempt physical activities that rely on muscular strength, including climbing, pushing/dragging/carrying something, escaping from some holds, jumping, and even swimming.

Deception - Expression or Courage

You can make what's false appear to be true, what's outrageous seem plausible, and what's suspicious seem ordinary. Used to lie, forge documents, or even disguise yourself.

Encyclopedia - Magic or Knowledge

Either you know some fact or you don't. Sometimes it doesn't hurt to check. This could cover anything from history, to science, to trivial pop culture facts.

Investigation - Knowledge

How to go about obtaining information you don't know, or to find something you know is present but have failed to perceive.

Insight - Understanding

This the ability to understand how someone else is feeling or the ability to guess what might happen if you act a certain way. This can also be used to determine if someone is lying or harboring some ill will towards you.

Perception- Diligence or Understanding

You notice something out of the corner of your eye, or hear a distinct sound, or smell something that grabs your attention. You might always be paying attention to everything at some level. Your GM will ask for this check, if you wish to try and find something you'll be using the Skill Investigation.

Performance - Magic or Courage

You practice some form of entertainment, from singing to acting to playing an instrument. Performance could also be used to inspire someone else.

Persuasion - Expression or Understanding

You can influence others with your tact, subtlety, and social grace. Even the most stubborn individual could be convinced of something if you're trained in the art of persuasion.

Programming/Engineering - Knowledge

You can manipulate hardware and software. Be careful, the more you do, the more you may be asked to roll for success. You will make this skill check for anything tech related like identifying and using hardware, accessing electronic devices, accessing networks, damaging software, performing tasks on devices, and even hiding evidence of your tampering on devices.

Stealth - Agility

Make a Stealth check to conceal yourself from enemies, slink past guards, slip away without being noticed, sneak up on people without being seen or heard, or take things from others without them noticing—maybe even placing something on their person.

Survival - Endurance

You are skilled at surviving in strange places and at navigating in mysterious worlds. You also excel at following trails and tracks left by others. Others might not even notice you've been fasting, or going sleepless for days.

Special Skills

While all other Skills may be attempted at any time, the following skills may only be used if you Specialize in these Skills.

Concentration - Magic or Knowledge

The ability to stay focused while injured. Used to clear yourself of the Silence, Panic and Curse afflictions. In addition to the natural ways of clearing these afflictions, once per round, you may roll this as a free action, clearing the associated afflictions on 15 or better.

Realization - Luck

When things aren't really making sense and the whole team is at a loss, you might just get lucky. Once per day, if you have this skill, you may roll a die for Realization. On an appropriate result, the GM should provide some hint or idea that your character spontaneously realizes in order to pursue a new lead or find a person to further your goals.

Willpower - Endurance or Diligence

Push through whatever could stop you. This special skill is used to clear Poison, Enervate and Sleep afflictions. In addition to the natural ways of clearing these afflictions, once per round, you may roll this as a free action, clearing the associated afflictions on 15 or better.



Assigning Your Spell Trees

Your Persona will randomly be assigned access to one of eight Core Spell Trees. At level 5, you will randomly be assigned one of the sixteen Support Spell Trees and at level 10 you will be able to select one of the remaining fifteen Support Spell Trees on your own. Again, by talking with your GM and group it is entirely possible for you to select from these Spell trees yourself, but that could take away from the whole aspect of discovering your Persona's abilities and learning to grow with them.

When you are assigned a Core Spell Tree, then rewarded Support Spell Trees at level 5 and 10, you learn the first main Spell immediately, for which the Spell Tree is named. When your GM awards you a Spell through Role Playing and improving your social link with your Social Qualities, you will refer to one of your three Spell Trees and select a Spell for which you have the prerequisites or a Spell you've known previously if you've chosen to remove it previously. You are only allowed Eight Spells total. If you are about to learn a ninth, you must remove an old Spell from your Persona.

Core Spell Trees:

1 Agi	- Fire	5 Hama	- Light
2 Bufu	- Ice	6 Mudo	- Dark
3 Garu	- Wind	7 Megi	- Almighty
4 Zio	- Electric	8 Analysis	- Analysis

—*If your weakness is the same as your Core Spell Tree, go back and re-roll your weakness!!!

Support Spell Trees:

1 Dia	- Support	9 Safeguard	- Support
2 Suku	- Support	10 Patra	- Support
3 Taru	- Support	11 Posumudi	- Support
4 Raku	- Support	12 Pulinmudi	- Support
5 Wall	- Support	13 Dormudi	- Support
6 Break	- Support	14 Ebimudi	- Support
7 Rebel	- Support	15 Mutudi	- Support
8 Recarm	- Support	16 Enamudi	- Support

How to Read Spells...

Spell Name - Affinity - Cost

This is the name of the spell and the Elemental Affinity if any. The Affinities are Fire, Elec, Wind, Ice, Light, Dark, Almighty, Analysis, Neutral and Support. The cost is how much SP the spell/attack costs if you aren't Amped. Spells with a Static cost are always functioning.

Agi - Fire - 1

SPL 1d6

Acc: 1d8

1 Target, Medium

Damage

Damage is either SPL (adding MAG modifier) or PHY (adding STR modifier). It also might not deal damage, instead having a special effect.

Accuracy:

The Accuracy die changes per spell. On the highest possible number, the attack is a Critical Hit, or if you have enough luck, the Critical Hit range could be increased. A one is always a miss, unless your Critical Hit range covers the entire die's accuracy. Critical Hits deal double the total damage you roll and knock down a target. Most of the time, players are going to hit their targets as long as you don't roll 1, unless the foe is particularly tricky.

Effect

The effect of the spell and how many targets it hits. In addition the range of the Spell is described here. The ranges are adjacent, meaning immediately next to your character; close, meaning at most 2 meters away from your character; medium, at most 6 meters away from your character; long, at most 10 meters from your character.

(Prerequisites)

Finally, there are level Prerequisites on some Spells. Other Spells might have more complicated Prerequisites. Any Spell that is linked to another by lines and arrows show that in order to learn that spell, you must have the previous one— even if you plan to immediately replace the spell you needed for the new one! If at one time you knew the prerequisite spell, that's okay, too.

The following are Basic Attacks that all players can use, in the same format that Spells will appear.

Basic attacks are not spells. They can be used as much as you'd like without wearing down your SP. There are three types of Basic Attacks and they're all PHY. The types of Basic Attacks are known as Bashing (Bash), Piercing (Pierce), and Slashing (slash). Bash weapons are clubs, hammers, shields, or any blunt striking object. Slash weapons are blades, axes, knives, or anything where you are cutting your target. Pierce weapons are for bows, poles, firearms or any thrusting weapon aimed at your target.

Bashing Attack - Neutral - 0

PHY 1d4

Acc: 1d6

1 Target, Adjacent.

(none)

Piercing Attack - Neutral - 0

PHY 1d4

Acc: 1d6

1 Target, Adjacent.

(none)

Slashing Attack - Neutral - 0

PHY 1d4

Acc: 1d6

1 Target, Adjacent.

(none)

It's pretty simple now, but perhaps if you come across a special weapon it could use a different range, Accuracy die or Damage die. Your GM would provide you with any special information regarding your Basic Attacks if they were improved.



Agi Spell Tree

Agi - Fire - 1
SPL 1d6
Acc: 1d8
1 Target, Medium

Agilao - Fire - 2
SPL 1d8
Acc: 1d8
1 Target, Medium
(Level 5)

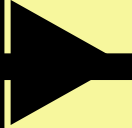
Agiraon - Fire - 2
SPL 1d10
Acc: 1d8
1 Target, Medium
(Level 10)

Agidyne - Fire - 3
SPL 1d12
Acc: 1d8
1 Target, Long
(Level 20)

Maragi - Fire - 2
SPL 1d6
Acc: 1d8
1 Target, Medium and
all targets Adjacent to
them.
(Level 10)

Maragion - Fire - 2
SPL 1d8
Acc: 1d8
1 Target, Medium and
all targets Adjacent to
them.
(Level 15)

Maragidyne - Fire - 3
SPL 1d10
Acc: 1d8
1 Target, Medium and
all targets Close to
them.
(Level 25)



Evade Fire - Fire - Static

When targeted by a Fire Spell, increase the attacker's miss range by 2.
(Level 2)

Fire Boost - Fire - Static

Whenever you use a Fire Spell and use SP, treat all rolled 1, 2, and 3 as 4.
(Level 5)

Resist Fire - Fire - Static

When damaged by a Fire Spell, reduce the damage by half after applying your END.
(Level 10)

Fire Amp - Fire - Static

Whenever you use a Fire Spell, treat all rolled 1, 2, and 3 as 4.
(Level 15)

Null Fire - Fire - Static

You do not take Fire Damage.
(Level 15)

Fire Purity - Fire - Static

Whenever you use a Fire Spell, treat all rolled 1, 2, and 3 as 4. Roll an extra die for damage.
(Level 20)

Absorb Fire - Fire - Static

When damaged by a Fire Spell, reduce the damage by half after applying your END. Then, heal that much.
(Level 25)

Bufu Spell Tree

Bufu - Ice - 1
SPL 1d6
Acc: 1d8
1 Target, Medium

Bufula - Ice - 2
SPL 1d8
Acc: 1d8
1 Target, Medium
(Level 5)

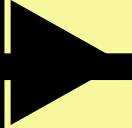
Bufuraon - Ice - 2
SPL 1d10
Acc: 1d8
1 Target, Medium
(Level 10)

Bufudyne - Ice - 3
SPL 1d12
Acc: 1d8
1 Target, Long
(Level 20)

Mabufu - Ice - 2
SPL 1d6
Acc: 1d8
1 Target, Medium and
all targets Adjacent to
them.
(Level 10)

Mabufula - Ice - 2
SPL 1d8
Acc: 1d8
1 Target, Medium and
all targets Adjacent to
them.
(Level 15)

Mabufudyne - Ice - 3
SPL 1d10
Acc: 1d8
1 Target, Medium and
all targets Close to
them.
(Level 25)



Evade Ice - Ice - Static

When targeted by a Ice Spell, increase the attacker's miss range by 2.
(Level 2)

Ice Boost - Ice - Static

Whenever you use a Ice Spell and use SP, treat all rolled 1, 2, and 3 as 4.
(Level 5)

Resist Ice - Ice - Static

When damaged by a Ice Spell, reduce the damage by half after applying your END.
(Level 10)

Ice Amp - Ice - Static

Whenever you use a Ice Spell, treat all rolled 1, 2, and 3 as 4.
(Level 15)

Null Ice - Ice - Static

You do not take Ice Damage.
(Level 15)

Ice Purity - Ice - Static

Whenever you use a Ice Spell, treat all rolled 1, 2, and 3 as 4. Roll an extra die for damage.
(Level 20)

Absorb Ice - Ice - Static

When damaged by a Ice Spell, reduce the damage by half after applying your END. Then, heal that much.
(Level 25)

Garu Spell Tree

Garu - Wind - 1
SPL 1d6
Acc: 1d8
1 Target, Medium

Garula - Wind - 2
SPL 1d8
Acc: 1d8
1 Target, Medium
(Level 5)

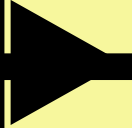
Garuraon - Wind - 2
SPL 1d10
Acc: 1d8
1 Target, Medium
(Level 10)

Garudyne - Wind - 3
SPL 1d12
Acc: 1d8
1 Target, Long
(Level 20)

Magaru - Ice - 2
SPL 1d6
Acc: 1d8
1 Target, Medium and
all targets Adjacent to
them.
(Level 10)

Magarula - Ice - 2
SPL 1d8
Acc: 1d8
1 Target, Medium and
all targets Adjacent to
them.
(Level 15)

Magarudyne - Ice - 3
SPL 1d10
Acc: 1d8
1 Target, Medium and
all targets Close to
them.
(Level 25)



Evade Wind - Wind - Static

When targeted by a Wind Spell, increase the attacker's miss range by 2.
(Level 2)

Wind Boost - Wind - Static

Whenever you use a Wind Spell and use SP, treat all rolled 1, 2, and 3 as 4.
(Level 5)

Resist Wind - Wind - Static

When damaged by a Wind Spell, reduce the damage by half after applying your END.
(Level 10)

Wind Amp - Wind - Static

Whenever you use a Wind Spell, treat all rolled 1, 2, and 3 as 4.
(Level 15)

Null Wind - Wind - Static

You do not take Wind Damage.
(Level 15)

Wind Purity - Wind - Static

Whenever you use a Wind Spell, treat all rolled 1, 2, and 3 as 4. Roll an extra die for damage.
(Level 20)

Absorb Wind - Wind - Static

When damaged by a Wind Spell, reduce the damage by half after applying your END. Then, heal that much.
(Level 25)

Zio Spell Tree

Zio - Elec - 1
SPL 1d6
Acc: 1d8
 1 Target, Medium

Zionga - Elec - 2
SPL 1d8
Acc: 1d8
 1 Target, Medium
 (Level 5)

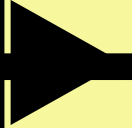
Zioraon - Elec - 2
SPL 1d10
Acc: 1d8
 1 Target, Medium
 (Level 10)

Ziodyne - Elec - 3
SPL 1d12
Acc: 1d8
 1 Target, Long
 (Level 20)

Mazio - Elec - 2
SPL 1d6
Acc: 1d8
 1 Target, Medium and
 all targets Adjacent to
 them.
 (Level 10)

Mazionga - Elec - 2
SPL 1d8
Acc: 1d8
 1 Target, Medium and
 all targets Adjacent to
 them.
 (Level 15)

Maziodyne - Elec - 3
SPL 1d10
Acc: 1d8
 1 Target, Medium and
 all targets Close to
 them.
 (Level 25)



Evade Elec - Elec - Static

When targeted by a Elec Spell, increase the attacker's miss range by 2.
(Level 2)

Elec Boost - Elec - Static

Whenever you use a Elec Spell and use SP, treat all rolled 1, 2, and 3 as 4.
(Level 5)

Resist Elec - Elec - Static

When damaged by a Elec Spell, reduce the damage by half after applying your END.
(Level 10)

Elec Amp - Elec - Static

Whenever you use a Elec Spell, treat all rolled 1, 2, and 3 as 4.
(Level 15)

Null Ice - Elec - Static

You do not take Elec Damage.
(Level 15)

Elec Purity - Elec - Static

Whenever you use a Elec Spell, treat all rolled 1, 2, and 3 as 4. Roll an extra die for damage.
(Level 20)

Absorb Elec - Elec - Static

When damaged by a Elec Spell, reduce the damage by half after applying your END. Then, heal that much.
(Level 25)

Mudo Spell Tree

Mudo - Dark - 2 Special

Acc: 18 on d20

1 Target, Adjacent

If the target is hit,
they are set to 0 HP.

Mudoon - Dark - 2 Special

Acc: 16 on d20

1 Target, Medium

If the target is hit,
they are set to 0 HP.
(Level 5)

Mamudo - Dark - 3 Special

Acc: 18 on d20

1 Target, Medium and
all targets Adjacent to
them.

If a target is hit, they
are set to 0 HP.
(Level 10)

Mudodah - Dark - 2 Special

Acc: 14 on d20

1 Target, Medium

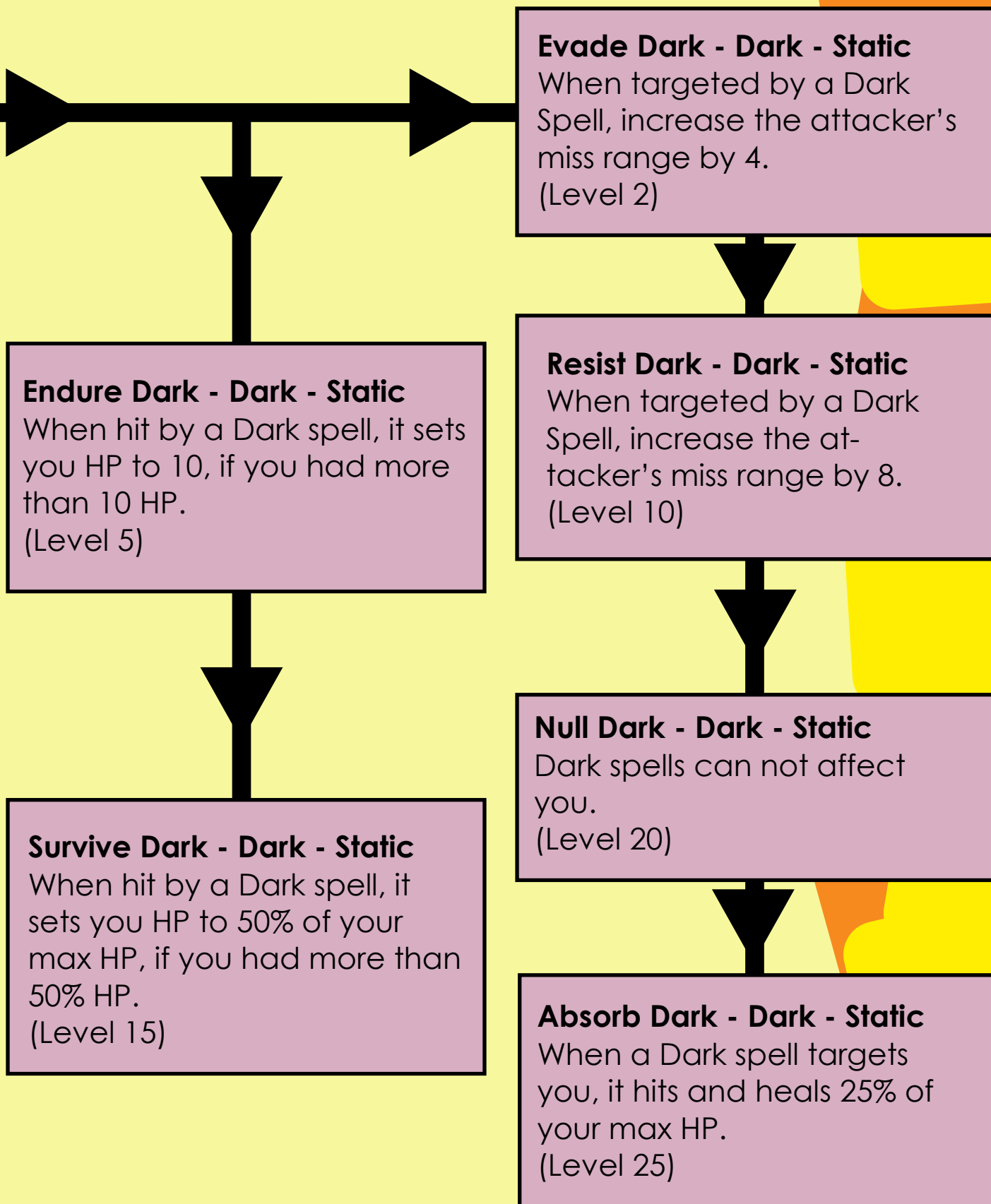
If the target is hit,
they are set to 0 HP.
(Level 10)

Mamudoon - Dark - 4 Special

Acc: 16 on d20

1 Target, Long and all
targets Close to them.

If a target is hit, they
are set to 0 HP.
(Level 20)



Hama Spell Tree

**Hama - Light - 2
Special**
Acc: 18 on d20
 1 Target, Adjacent
 If the target is hit,
 they are set to 0 HP.

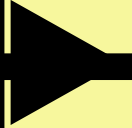


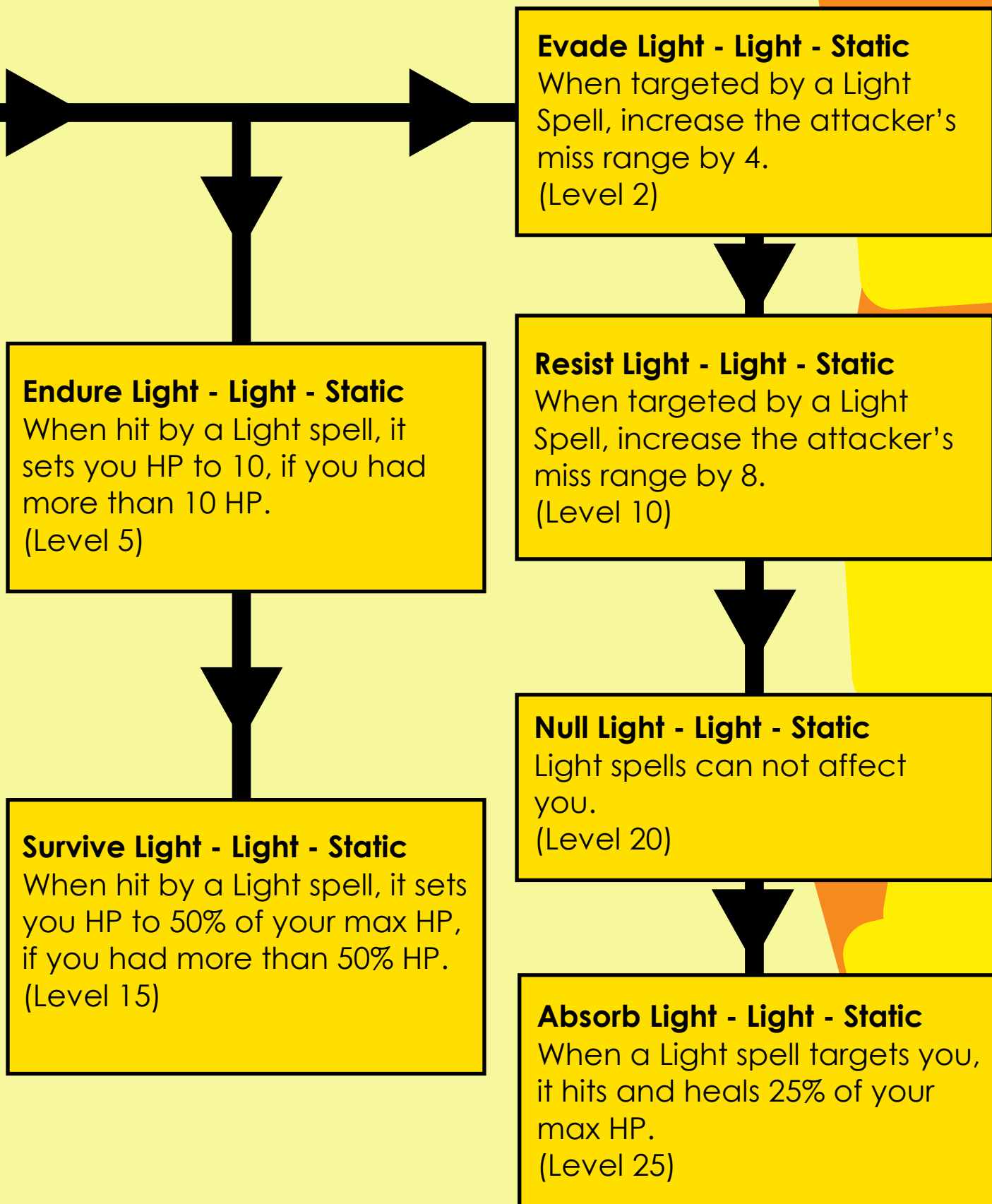
**Hamaon - Light - 2
Special**
Acc: 16 on d20
 1 Target, Medium
 If the target is hit,
 they are set to 0 HP.
 (Level 5)

**Mahama - Light - 3
Special**
Acc: 18 on d20
 1 Target, Medium and
 all targets Adjacent to
 them.
 If a target is hit, they
 are set to 0 HP.
 (Level 10)

**Hamadah - Light - 2
Special**
Acc: 14 on d20
 1 Target, Medium
 If the target is hit,
 they are set to 0 HP.
 (Level 10)

**Mahamaon - Light - 4
Special**
Acc: 16 on d20
 1 Target, Long and all
 targets Close to them.
 If a target is hit, they
 are set to 0 HP.
 (Level 20)





Megi Spell Tree

Megi - Almighty - 1
SPL 1d6
Acc: 1d8
1 Target, Medium



Megila - Almighty - 2
SPL 1d8
Acc: 1d8
1 Target, Medium
(Level 5)

Megido - Almighty - 2
SPL 1d6
Acc: 1d8
1 Target, Medium and all targets Adjacent to them.
(Level 10)

Megiraon - Almighty - 2
SPL 1d10
Acc: 1d8
1 Target, Medium
(Level 10)

Megidola - Almighty - 2
SPL 1d8
Acc: 1d8
1 Target, Medium and all targets Adjacent to them.
(Level 15)

Megidyne - Almighty - 3
SPL 1d12
Acc: 1d8
1 Target, Long
(Level 20)

Megidolaon - Almighty - 3
SPL 1d10
Acc: 1d8
1 Target, Medium and all targets Close to them.
(Level 25)

Almighty Damage is a little different, it is never strong against anything, but it's not resisted by anything either. Since Almighty will never make you Amped, it's really important to train into the Steal Magic branch of the Almighty Core Spell tree.

**Steal Magic - Almighty - 0
Special**

Acc: **1d6**

Target loses 1 SP, you recover 1 SP.

(Level 5)

**Absorb Magic - Almighty - 1
Special**

Acc: **1d6**

Target loses 2 SP, you recover 2 SP.

(Level 5)

**Drain Magic - Almighty - 3
Special**

Acc: **1d6**

Target loses 5 SP, you recover all of your SP.

(Level 20)

Analysis Spell Tree

Analysis - Ana - 0
 Acc: 1d8
 1 Target, Long
 Reveal the target's resistances.

Support Scan - Ana - 1
 Acc: 1d8
 1 Target, Long
 Reveal the target's HP in %.
 (Level 5)

Spotlight - Ana - 1
 Acc: 1d8
 1 Target, Long
 Priority Spell. The target's initiative is put in front of the queue.
 (Level 8)

The **Analysis Spell Tree** is very different. All of its Spells are non-damaging and many focus on finding out information about enemies.

Special Feature:
 Whenever you roll a Critical Hit while using an Ana Spell, refund the SP used.

Tidal Wave - Ana - 4
 Acc: 1d8
 All Targets, Long
 Priority Spell. All allies have their initiatives put in front of the queue.
 (Level 18)

Healing Tide - Ana - 5
 Acc: 1d12
 For 1d8 turns, your allies recover 5 HP after acting. Treat 1 and 2 as 3 when rolling for turn length of Healing Tide. Multiple instances of Healing Tide are redundant. If a new cast of Healing Tide has more turns remaining than the current Healing Tide, you may dismiss the old Healing tide's effect.
 (Level 25)

Zero Set - Ana - 6
 Acc: 1d8
 All Targets, Long
 Priority Spell. All allies may cast Spells for free this round.
 (Level 25)

Third Eye - Ana - 1

Acc: 1d8
 1 Target, Long
 Reveal the target's spells.
 (Level 8)

Weakness Scan - Ana - 2

Acc: 1d8
 1 Target, Long
 Reveal the target's weaknesses.
 (Level 10)

Full Analysis - Ana - 1

Acc: 1d8
 1 Target, Long
 Reveal the target's resistances, spells and HP in %.
 (Level 12)

Relaxing Wave - Ana - Static

Whenever a group of at least three foes are defeated, your party recovers 10 HP or 10% of their max HP after battle.
 (Level 20)

Healing Wave - Ana - Static

Whenever a group of at least three foes are defeated, your party recovers 10 HP after battle.
 (Level 15)

True Analysis - Ana - 3

Acc: 1d8
 1 Target, Long
 Reveal the target's weaknesses, resistances, spells and HP in %.
 (Level 15)

Life Breeze - Ana - Static

Whenever a group of at least three foes are defeated, your party recovers 1 SP after battle.
 (Level 20)

Complete Analysis - Ana - 5

Acc: 1d8
 All Targets, Long
 Reveal all targets' weaknesses, resistances, spells and HP in %.
 (Level 25)

Dia Spell Tree

Dia - Support - 2

SPL 1d6

Acc: 1d8

1 Target, Medium

The **Dia** Support Spell tree heals targets. When using it, the 'damage' it deals recovers HP for the target. Add Spell Modifier as usual.

Diala - Support - 2

SPL 1d8

Acc: 1d8

1 Target, Medium
(Level 10)

Media - Support - 3

SPL 2d6

Acc: 1d8

1 Target, Medium and all allies close to them.
(Level 15)

Diarama - Support - 3

SPL 2d10

Acc: 1d8

1 Target, Medium
(Level 15)

Mediarama - Support - 4

SPL 2d10

Acc: 1d8

1 Target, Medium and all allies close to them.
(Level 20)

Diarahan - Support - 4

Special

Acc: 1d8

1 Target, Medium
Set the target's HP to its full HP.
(Level 20)

Mediarahan - Support - 6

Special

Acc: 1d8

1 Target, Medium and all allies close to them.
(Level 25)

Suku Spell Tree

Suku - Support - 1 Special

Acc: *Can't Miss*
Your Agility stat is doubled for 1d4 turns.

The **Suku** Support Spell tree manipulates Agility stats. You can't double stats that are already doubled. You can't half stats that are already halved.

Sukukaja - Support - 2 Special

Acc: *Can't Miss*
Target ally's Agility stat is doubled for 1d4 turns.
(Level 10)

Sukunda - Support - 2 Special

Acc: *Can't Miss*
Target foe's Agility stat is halved for 1d4 turns.
(Level 12)

Masukukaja - Support - 4 Special

Acc: *Can't Miss*
All allies medium ranged near you have their Agility stats doubled for 1d4 turns.
(Level 20)

Masukunda - Support - 4 Special

Acc: *Can't Miss*
All foes medium ranged near you have their Agility stats halved for 1d4 turns.
(Level 22)

Auto-Masukukaja - Support - 3 Special

Acc: *Can't Miss*
You may use this ability before checking for initiative. All allies medium ranged near you have their Agility stats doubled for 1d4 turns.
(Level 30)

Auto-Masukunda - Support - 3 Special

Acc: *Can't Miss*
You may use this ability before checking for initiative. All foes medium ranged near you have their Agility stats halved for 1d4 turns.
(Level 32)

Taru Spell Tree

Taru - Support - 1 Special

Acc: *Can't Miss*

Your Strength and Magic stat is doubled for 1d4 turns.

The **Taru** Support Spell tree manipulates Strength and Magic stats. You can't double stats that are already doubled. You can't half stats that are already halved.

Tarukaja - Support - 2 Special

Acc: *Can't Miss*

Target ally's Strength and Magic stat is doubled for 1d4 turns.

(Level 10)

Tarunda - Support - 2 Special

Acc: *Can't Miss*

Target foe's Strength and Magic stat is halved for 1d4 turns.

(Level 12)

Matarukaja - Support - 4 Special

Acc: *Can't Miss*

All allies medium ranged near you have their Strength and Magic stats doubled for 1d4 turns.

(Level 20)

Matarunda - Support - 4 Special

Acc: *Can't Miss*

All foes medium ranged near you have their Strength and Magic stats halved for 1d4 turns.

(Level 22)

Auto-Matarukaja - Support - 3 Special

Acc: *Can't Miss*

You may use this ability before checking for initiative. All allies medium ranged near you have their Strength and Magic stats doubled for 1d4 turns.

(Level 30)

Auto-Matarunda - Support - 3 Special

Acc: *Can't Miss*

You may use this ability before checking for initiative. All foes medium ranged near you have their Strength and Magic stats halved for 1d4 turns.

(Level 32)

Raku Spell Tree

Raku - Support - 1 Special

Acc: *Can't Miss*
Your Endurance stat is doubled for 1d4 turns.

The **Raku** Support Spell tree manipulates Endurance stats. You can't double stats that are already doubled. You can't half stats that are already halved.

Rakukaja - Support - 2 Special

Acc: *Can't Miss*
Target ally's Endurance stat is doubled for 1d4 turns.
(Level 10)

Rakunda - Support - 2 Special

Acc: *Can't Miss*
Target foe's Endurance stat is halved for 1d4 turns.
(Level 12)

Marakukaja - Support - 4 Special

Acc: *Can't Miss*
All allies medium ranged near you have their Endurance stats doubled for 1d4 turns.
(Level 20)

Marakunda - Support - 4 Special

Acc: *Can't Miss*
All foes medium ranged near you have their Endurance stats halved for 1d4 turns.
(Level 22)

Auto-Marakukaja - Support - 3 Special

Acc: *Can't Miss*
You may use this ability before checking for initiative. All allies medium ranged near you have their Endurance stats doubled for 1d4 turns.
(Level 30)

Auto-Marakunda - Support - 3 Special

Acc: *Can't Miss*
You may use this ability before checking for initiative. All foes medium ranged near you have their Endurance stats halved for 1d4 turns.
(Level 32)

Wall Spell Tree

Wall - Support - 2

Special

Acc: *Can't Miss*

Target allied character reduces PHY damage by half after applying END for 1d4 turns.

The **Wall** Spell Tree creates layers of protection for yourself or allies. Players can only ever benefit from one Wall or Barrier Spell at a time. New Wall Spells put on targets will replace existing ones.

Fire Wall - Support - 1

Special

Acc: *Can't Miss*

Treat target ally as if they do not have a weakness to Fire for 1d4 turns.

(Level 10)

Fire Barrier - Support - 2

Special

Acc: *Can't Miss*

Treat target ally as if they have Null Fire for 1d4 turns.

(Level 20)

Ice Wall - Support - 1

Special

Acc: *Can't Miss*

Treat target ally as if they do not have a weakness to Ice for 1d4 turns.

(Level 10)

Ice Barrier - Support - 2

Special

Acc: *Can't Miss*

Treat target ally as if they have Null Ice for 1d4 turns.

(Level 20)

Wind Wall - Support - 1

Special

Acc: *Can't Miss*

Treat target ally as if they do not have a weakness to Wind for 1d4 turns.

(Level 10)

Wind Barrier - Support - 2

Special

Acc: *Can't Miss*

Treat target ally as if they have Null Wind for 1d4 turns.

(Level 20)

Elec Wall - Support - 1

Special

Acc: *Can't Miss*

Treat target ally as if they do not have a weakness to Elec for 1d4 turns.

(Level 10)

Elec Barrier - Support - 2

Special

Acc: *Can't Miss*

Treat target ally as if they have Null Elec for 1d4 turns.

(Level 20)

Break Spell Tree

Break - Support - 2

Special

Acc: *Can't Miss*

Target foe loses Null PHY and any PHY resistances for 1d4 turns.

The **Break** Spell Tree works to temporarily eliminate any annoying resistances or immunities a foe may have.

Fire Break - Support - 1

Special

Acc: *Can't Miss*

Target foe loses Null Fire for 1d4 turns.
(Level 10)

Fire Shatter - Support - 3

Special

Acc: *Can't Miss*

Treat target ally as if they have a Fire Weakness for 1d4 turns.
(Level 20)

Ice Break - Support - 1

Special

Acc: *Can't Miss*

Target foe loses Null Ice for 1d4 turns.
(Level 10)

Ice Shatter - Support - 3

Special

Acc: *Can't Miss*

Treat target ally as if they have a Ice Weakness for 1d4 turns.
(Level 20)

Wind Break - Support - 1

Special

Acc: *Can't Miss*

Target foe loses Null Wind for 1d4 turns.
(Level 10)

Wind Shatter - Support - 3

Special

Acc: *Can't Miss*

Treat target ally as if they have a Wind Weakness for 1d4 turns.
(Level 20)

Elec Break - Support - 1

Special

Acc: *Can't Miss*

Target foe loses Null Elec for 1d4 turns.
(Level 10)

Elec Shatter - Support - 3

Special

Acc: *Can't Miss*

Treat target ally as if they have a Elec Weakness for 1d4 turns.
(Level 20)

Rebel Spell Tree

Rebel - Support - 1 Special

Acc: *Can't Miss*

Your Luck stat is doubled for 1d4 turns.

The **Rebel** Support Spell tree manipulates Luck stats. You can't double stats that are already doubled. You can't half stats that are already halved.

Rebellion - Support - 2 Special

Acc: *Can't Miss*

Target ally's Luck stat is doubled for 1d4 turns.

(Level 10)

Supress - Support - 2 Special

Acc: *Can't Miss*

Target foe's Luck stat is halved for 1d4 turns.

(Level 12)

Revolution - Support - 4 Special

Acc: *Can't Miss*

All allies medium ranged near you have their Luck stats doubled for 1d4 turns.

(Level 20)

Undermine - Support - 4 Special

Acc: *Can't Miss*

All foes medium ranged near you have their Luck stats halved for 1d4 turns.

(Level 22)

Recarm Spell Tree

Recarm - Support - 5 Special

Acc: *Can't Miss*
Adjacent Target with 0 or less HP is set to half of their max HP.

Tetraja - Support - 1 Special

Acc: *Can't Miss*
Target is immune to the effects of the Hama and Mudo skill trees for 1d4 turns.
(Level 8)

Samarecarm - Support - 8 Special

Acc: *Can't Miss*
Adjacent Target with 0 or less HP is set to their full HP. Samarecarm cannot be cast for free and cannot have its SP reduced or refunded.
(Level 20)

The **Recarm** Spell Tree revives fallen people. It helps those who are unconscious, or can even save them from Death. However, Recarm and Samarecarm can only be cast on a target put to 0 HP or under if they were put there less than 5 minutes before casting.

Safeguard Spell Tree

Safeguard - Support - 1 Special

Acc: Can't Miss

For 1d4 turns, as long as you are adjacent to target ally, if they would take damage from an attack you may intercept the attack and take the damage instead.

Break Guard - Support - 1 Special

Acc: Can't Miss

The target may not use the Safeguard Spell Tree to intercept attacks or have attacks intercepted for them.
(Level 12)

Body Shield - Support - 2 Special

Acc: Can't Miss

For 1d4 turns, as long as you are close to target ally, if they would take damage from an attack you intercept the attack and take the damage instead.
(Level 15)

Null Shield - Support - Static Special

Foes at medium distance may not use the Safeguard Spell Tree to intercept attacks or have attacks intercepted for them.
(Level 20)

Life Wall - Support - 4 Special

Acc: Can't Miss

For 1d4 turns, as long as you are close to any ally, if they would take damage from an attack you intercept the attack and take the damage instead.
(Level 25)

Patra Spell Tree

**Patra - Support - 1
Special**
Acc: *Can't Miss*
1 Target, Close. Remove the target's Affliction.

**Expose Break - Support - 2
Special**
Acc: *Can't Miss*
1 Target, close loses any Null Affliction spells for 1d4 turns.
(Level 12)

**Re Patra - Support - 2
Special**
Acc: *Can't Miss*
Up to two targets, Close. Remove both target's Afflictions.
(Level 12)

**Expose Shatter - Support - 4
Special**
Acc: *Can't Miss*
All foes Medium ranged away from you lose any Null Affliction spells for 1d4 turns.
(Level 22)

**Me Patra - Support - 4
Special**
Acc: *Can't Miss*
Remove all close allies' Afflictions.
(Level 20)

Dormudi Spell Tree

Dormudi - Support - 1 Special

Acc: 1d8
1 Target, Close.
The target is cured of Asleep.

Dormina - Support - 2 Special

Acc: 7 on 1d8
1 Target, Close.
The target is Asleep.
(Level 10)

Lullaby Voice - Support - 4 Special

Acc: 7 on 1d8
All foes close to you are now Asleep.
(Level 20)

Null Sleep - Support - Static

You are immune to the Asleep Affliction.
(Level 15)

Resist Sleep - Support - Static

Foes must roll 7 or better to successfully hit you with Dormina or Lullaby Voice.
(Level 10)

Sleep Boost - Support - Static

Change your Dormina and Lullaby Voice Spells to "Acc: 6 on 1d8."
(Level 15)

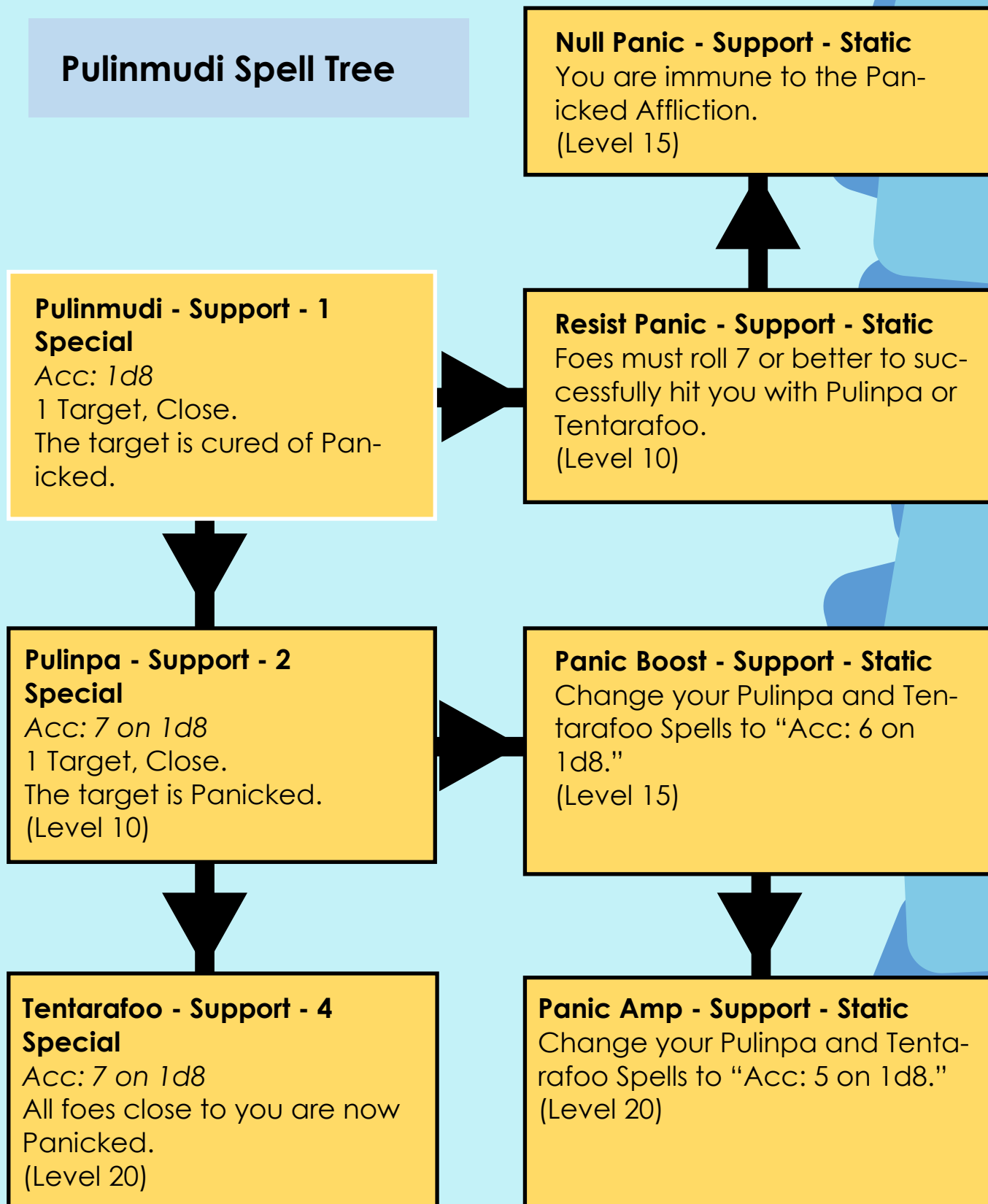
Sleep Amp - Support - Static

Change your Dormina and Lullaby Voice Spells to "Acc: 5 on 1d8."
(Level 20)

Asleep is an Affliction that causes you to be unable to act during your turn. You may make a check on your turn to cure yourself of Asleep on 1d8, but must roll an 8 to wake up. On all following turns, you must roll 1 lower to cure yourself of Asleep (7 on the second turn, then 6, then 5, etc.). If you are attacked while you are Asleep, you are cured of Asleep but the attack is a critical hit and you are Downed.

*Also listed in the Combat Rules section.

Pulinmudi Spell Tree



Panicked is an Affliction that causes you to be unable to target correctly. Before acting, roll 1d8. On 1-5, you must make a PHY attack on the nearest legal target. On 6-7, you may act as normal. On 8, you are cured of Panicked.

*Also listed in the Combat Rules section.

Posumudi Spell Tree

Posumudi - Support - 1 Special

Acc: 1d8
1 Target, Close.
The target is cured of Poisoned.

Poisma - Support - 2 Special

Acc: 7 on 1d8
1 Target, Close.
The target is Poisoned.
(Level 10)

Poison Mist - Support - 4 Special

Acc: 7 on 1d8
All foes close to you are now Poisoned.
(Level 20)

Null Poison - Support - Static

You are immune to the Poisoned Affliction.
(Level 15)

Resist Poison - Support - Static

Foes must roll 7 or better to successfully hit you with Poisma or Poison Mist.
(Level 10)

Poison Boost - Support - Static

Change your Poisma and Poison Mist Spells to "Acc: 6 on 1d8."
(Level 15)

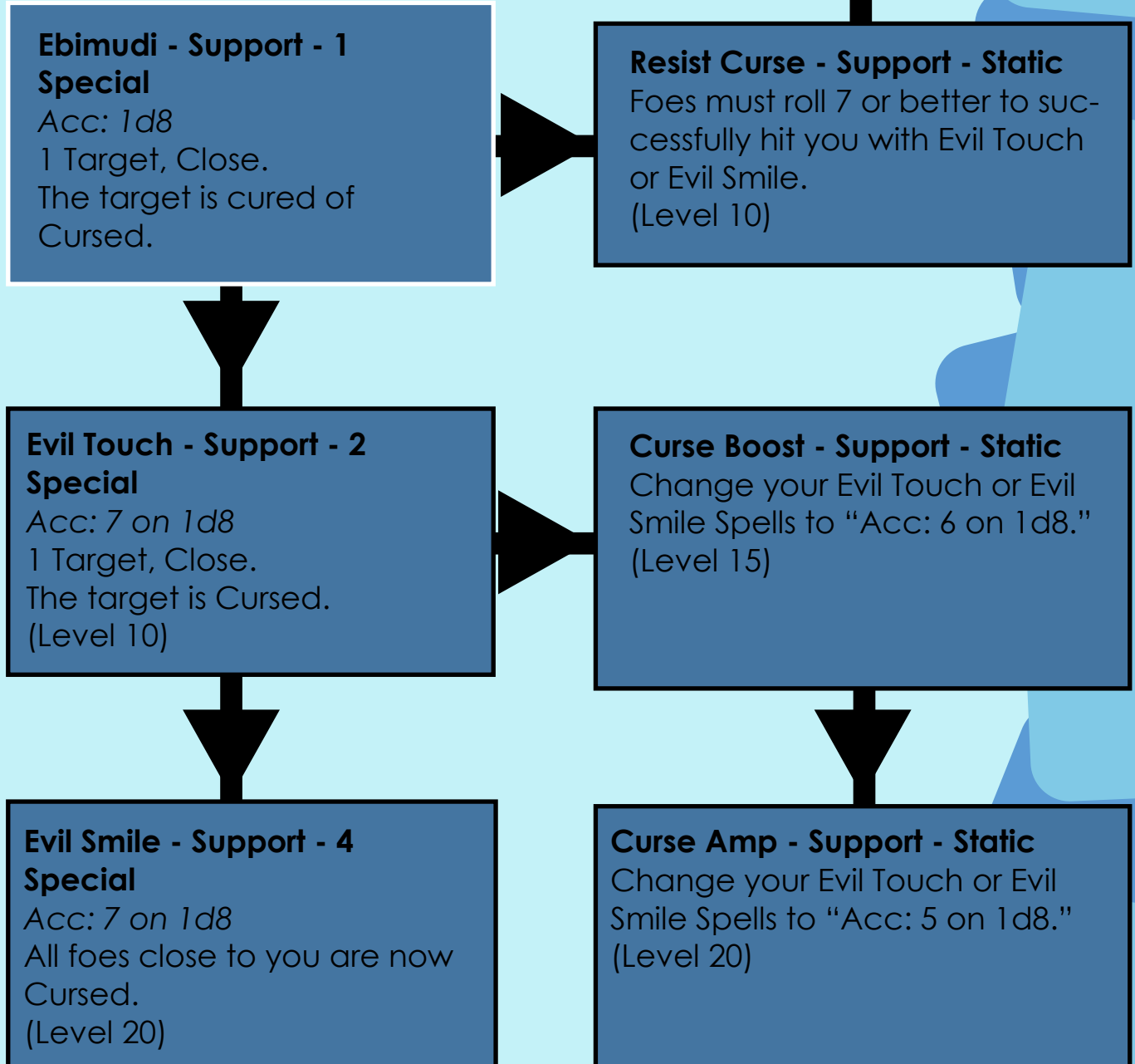
Poison Amp - Support - Static

Change your Poisma and Poison mist Spells to "Acc: 5 on 1d8."
(Level 20)

Poisoned is an Affliction that causes you to take damage over time. After acting, lose 10% of your max HP, then roll 1d8. On 7 or 8, you are cured of Poisoned.

*Also listed in the Combat Rules section.

Ebimudi Spell Tree



Cursed is an Affliction that causes you to take damage over time. After attacking, you take damage equal to half the damage you dealt before you GM applies any END. Roll 1d8 after acting. On 7 or 8, you are no longer Cursed.

*Also listed in the Combat Rules section.

Mutudi Spell Tree

Mutudi - Support - 1 Special

Acc: 1d8
1 Target, Close.
The target is cured of Silenced.

Makajam - Support - 2 Special

Acc: 7 on 1d8
1 Target, Close.
The target is Silenced.
(Level 10)

Makukaja - Support - 4 Special

Acc: 7 on 1d8
All foes close to you are now Silenced.
(Level 20)

Null Silenced - Support - Static

You are immune to the Silenced Affliction.
(Level 15)

Resist Silence - Support - Static

Foes must roll 7 or better to successfully hit you with Makajam or Makukaja.
(Level 10)

Silence Boost - Support - Static

Change your Makajam or Makukaja Spells to "Acc: 6 on 1d8."
(Level 15)

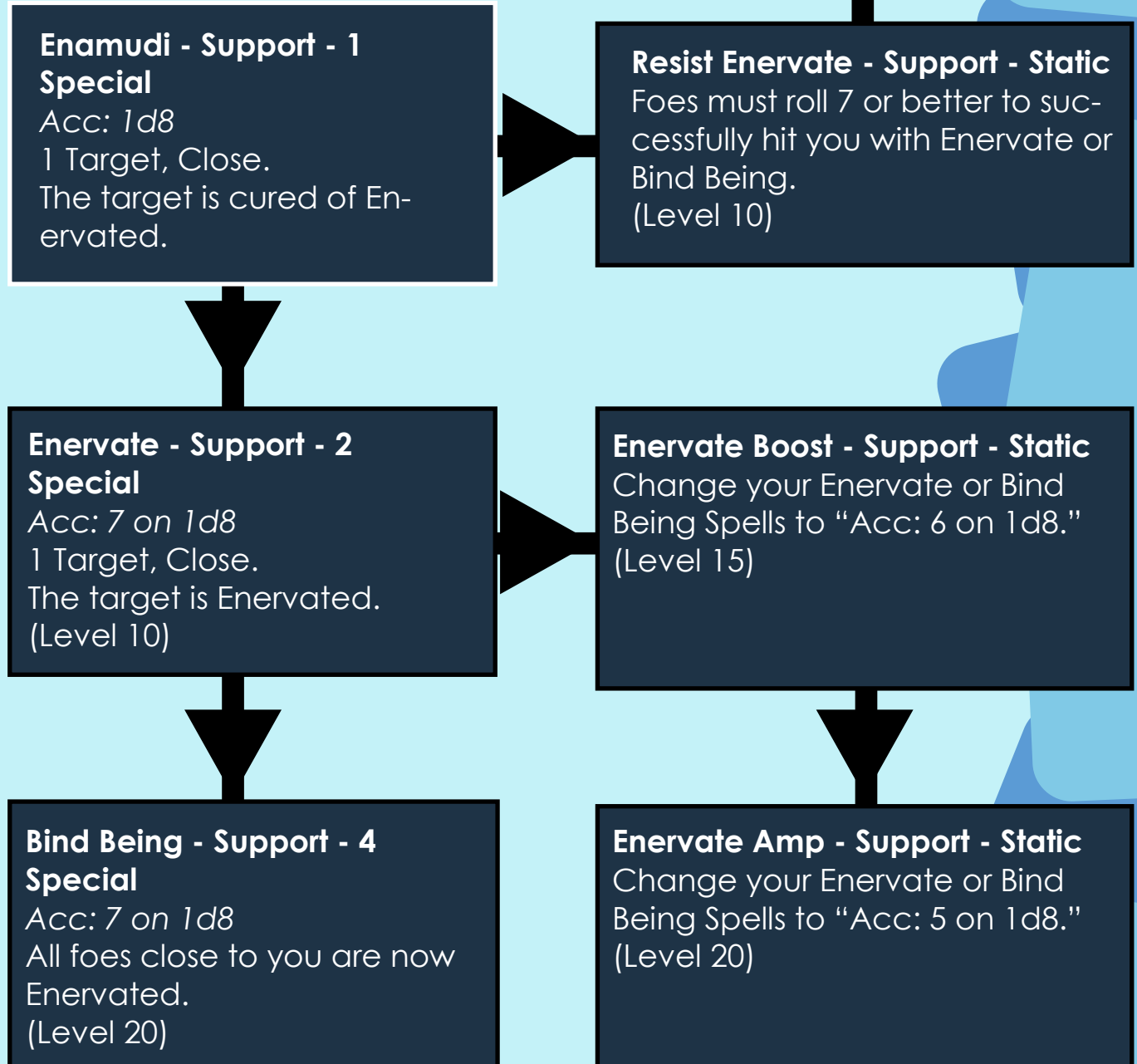
Silence Amp - Support - Static

Change your Makajam or Makukaja Spells to "Acc: 5 on 1d8."
(Level 20)

Silenced is an Affliction that makes it so you cannot use Spells. Spells with Static effects are still active. After acting, you may roll 1d8. On 8, you are cured of Silenced.

*Also listed in the Combat Rules section.

Enamudi Spell Tree



Enervated is an Affliction that makes it so you cannot use move or use PHY attacks. You may still use Spells. After acting, you may roll 1d8. On 8, you are cured of Enervated.

*Also listed in the Combat Rules section.

The Strength Spells

As mentioned when learning about player Stats, Strength is the only Stat that gives you new spells. At 15 and 25, you'll gain a new Spell from these tables that deal more damage than a basic PHY attack and could potentially even deal elemental damage. Each of these spells also deal a type of physical damage (Smashing, Piercing, Slashing). The danger is that these spell don't cost spell points, but instead cost HP! Be careful not to over-use them! The spell cost is a cost so nothing can reduce the cost once you roll it, but if you're Amped you don't have to pay!

PHY Spells

15 Strength

25 Strength

Smash - Neutral - 1d4 HP
PHY 1d8
 Acc: 1d6
 1 Target, Adjacent.
 (Uses Bashing Weapon)

Brutalize - Neutral - 1d8 HP
PHY 1d20
 Acc: 1d6
 1 Target, Adjacent.
 (Uses Bashing Weapon)

Pierce - Neutral - 1d4 HP
PHY 1d8
 Acc: 1d6
 1 Target, Adjacent.
 (Uses Piercing Weapon)

Swift Through - Neutral - 1d8 HP
PHY 1d20
 Acc: 1d6
 1 Target, Adjacent.
 (Uses Piercing Weapon)

Cleave - Neutral - 1d4 HP
PHY 1d8
 Acc: 1d6
 1 Target, Adjacent.
 (Uses Slashing Weapon)

Brutal Slash - Neutral - 1d8 HP
PHY 1d20
 Acc: 1d6
 1 Target, Adjacent.
 (Uses Slashing Weapon)

Fire PHY Spells

15 Strength

25 Strength

**Fusion Blast - Fire - 1d6 HP
PHY 1d12**

Acc: 1d6

1 Target, Adjacent.

(Uses Bashing Weapon,
Agi Spell Tree)

**Scorching Blast - Fire - 1d10 HP
PHY 1d20**

Acc: 1d6

1 Target, Adjacent.

(Uses Bashing Weapon,
Agi Spell Tree)

**Heat Thrust - Fire - 1d6 HP
PHY 1d12**

Acc: 1d6

1 Target, Adjacent.

(Uses Piercing Weapon,
Agi Spell Tree)

**Ignition Pierce - Fire - 1d10 HP
PHY 1d20**

Acc: 1d6

1 Target, Adjacent.

(Uses Piercing Weapon,
Agi Spell Tree)

**Gokuento - Fire - 1d6 HP
PHY 1d12**

Acc: 1d6

1 Target, Adjacent.

(Uses Slashing Weapon
Agi Spell Tree)

**Hientou - Fire - 1d10 HP
PHY 1d20**

Acc: 1d6

1 Target, Adjacent.

(Uses Slashing Weapon
Agi Spell Tree)

Ice PHY Spells

15 Strength

25 Strength

Freeze Burst - Ice - 1d6 HP PHY 1d12

Acc: 1d6

1 Target, Adjacent.
(Uses Bashing Weapon,
Bufu Spell Tree)

Zero Blast - Ice - 1d10 HP PHY 1d20

Acc: 1d6

1 Target, Adjacent.
(Uses Bashing Weapon,
Bufu Spell Tree)

Ice Thrust - Ice - 1d6 HP PHY 1d12

Acc: 1d6

1 Target, Adjacent.
(Uses Piercing Weapon,
Bufu Spell Tree)

Snap Pierce - Ice - 1d10 HP PHY 1d20

Acc: 1d6

1 Target, Adjacent.
(Uses Piercing Weapon,
Bufu Spell Tree)

Glacial Edge - Ice - 1d6 HP PHY 1d12

Acc: 1d6

1 Target, Adjacent.
(Uses Slashing Weapon
Bufu Spell Tree)

Tousatsukin - Ice - 1d10 HP PHY 1d20

Acc: 1d6

1 Target, Adjacent.
(Uses Slashing Weapon
Bufu Spell Tree)

Wind PHY Spells

15 Strength

25 Strength

**Blank Gust - Wind - 1d6 HP
PHY 1d12**

Acc: 1d6

1 Target, Adjacent.
(Uses Bashing Weapon,
Garu Spell Tree)

**Burst Gale - Wind - 1d10 HP
PHY 1d20**

Acc: 1d6

1 Target, Adjacent.
(Uses Bashing Weapon,
Garu Spell Tree)

**Air Thrust - Wind - 1d6 HP
PHY 1d12**

Acc: 1d6

1 Target, Adjacent.
(Uses Piercing Weapon,
Garu Spell Tree)

**Gale Pierce - Wind - 1d10 HP
PHY 1d20**

Acc: 1d6

1 Target, Adjacent.
(Uses Piercing Weapon,
Garu Spell Tree)

**Reppu Strike - Wind - 1d6 HP
PHY 1d12**

Acc: 1d6

1 Target, Adjacent.
(Uses Slashing Weapon
Garu Spell Tree)

**Kamikaze Strike - Wind - 1d10 HP
PHY 1d20**

Acc: 1d6

1 Target, Adjacent.
(Uses Slashing Weapon
Garu Spell Tree)

Elec PHY Spells

15 Strength

25 Strength

Lightning Smash - Elec - 1d6 HP PHY 1d12

Acc: 1d6

1 Target, Adjacent.

(Uses Bashing Weapon,
Zio Spell Tree)

Thunder Smash - Elec - 1d10 HP PHY 1d20

Acc: 1d6

1 Target, Adjacent.

(Uses Bashing Weapon,
Zio Spell Tree)

Shock Thrust - Elec - 1d6 HP PHY 1d12

Acc: 1d6

1 Target, Adjacent.

(Uses Piercing Weapon,
Zio Spell Tree)

Electrocute - Elec - 1d10 HP PHY 1d20

Acc: 1d6

1 Target, Adjacent.

(Uses Piercing Weapon,
Zio Spell Tree)

Raimeizan - Elec - 1d6 HP PHY 1d12

Acc: 1d6

1 Target, Adjacent.

(Uses Slashing Weapon
Zio Spell Tree)

Raijinzan - Elec - 1d10 HP PHY 1d20

Acc: 1d6

1 Target, Adjacent.

(Uses Slashing Weapon
Zio Spell Tree)

Unique Spells

There's really no way to know exactly how to get these spells. Sometimes, the right thing happens and you just know it. If you are here to pick out spells, sorry these are spells that can only be gifted to players by GM fiat.

Power Charge - Support - 30 HP Special

Acc: *Can't Miss*

Your Strength stat is tripled, even if it is already being doubled by another effect for 1d4 turns.

Mind Charge - Support - 30 HP Special

Acc: *Can't Miss*

Your Magic stat is tripled, even if it is already being doubled by another effect for 1d4 turns.

Shura Tensei - Support - 3 Special

Acc: *Can't Miss*

Your Strength and Magic stat is tripled, even if it is already being doubled by another effect. Before you act each turn, you lose 2d20 HP; this cannot be reduced. This lasts until you are no longer in combat and then immediately ends.

Shura Revert! - Support - 0 Special

Acc: *Can't Miss*

Your Strength and Magic stat is returned to normal. For each turn you remained affected by Shura Tensei, recover 1d20 HP. You cannot cast Shura Revert! outside of combat.

Samsara - Light - 8 Special

Acc: *12 on d20*

1 Target, Long and all targets Close to them. If a target is hit, they are set to 0 HP.

Unique Spells Continued

Stagnant Air - Support - 2 Special

Acc: *Can't Miss*

All targets currently affected by an effect that last a certain amount of turns and are close to have 1d6 turns added to those effects .

Golden Link - Support - Static

Whenever hitting a foe with a basic attack or a Strength Spell that costs HP, flip your queue coin. On heads, you may make the same attack again. (You may continue to keep flipping your queue coin as long as you keep hitting and getting heads.)

Salvation - Support - 12 Special

Acc: *Can't Miss*

All allies fully recover their HP. All afflictions any allies are suffering are cured. Salvation cannot be cast for free and cannot have its SP reduced or refunded.

Holy Blessing - Support - 6 Special

Acc: *Can't Miss*

For 2d4 turns, clear all allies within line of sight of any afflictions.

Endure - Support - Static

Whenever you are hit to 0 or less HP and you are at more than 1 HP, set your HP to 1.

First Star - Support - Static

On the first turn of combat, triple your Strength and Magic stat if you act before all allies and foes.

Shield of the Savior - Support - 6 Special

Acc: *Can't Miss*

You may use this at any time. Immediately move your queue coin to the front of the queue. The next damaging attack that would affect any of your allies do not hit them. Instead, you will take all the damage that would have been dealt to you and all of your allies. This Spell cannot be cast for free and cannot have its SP reduced or refunded.

Counter - Support - Static

If you are hit by a PHY attack from an adjacent foe, you may flip your queue coin. On heads, you may make a basic attack against the foe who just hit you. Put your queue coin back into the queue where it was.

Alertness - Support - Static

You and your allies always begin at the start of the combat queue, even if ambushed.

**God's Hand - Almighty - 3d20 HP
PHY 8d20**

Acc: 1d8

1 Target, Adjacent.

**Recarmdra - Support - 0
Special**

Acc: *Can't Miss*

Target Ally recovers to full HP, even if unconscious. User is set to -5 HP.

Reflect Affinity - Support - Static

Whenever attacked by a specific Element, (determined when the GM awards this Spell to your Persona), roll 2d4. If either roll is a 4, choose another target to redirect the attack to.

**Treasto - Support - 2
Special**

Acc: *Can't Miss*

Teleport yourself and all allies within line of sight out of any shadow realm you are in. Usually to the place you entered the shadow realm.

**Kamui Miracle - Support - 2
Special**

Acc: *Can't Miss*

Including yourself, target each ally and each foe. For each target, roll 1d8. On 1, the target is Asleep; on 2, the target is Panicked; on 3, the target is poisoned; on 4, the target is cursed; on 5, the target is silenced; on 6, the target is enervated; on 7, nothing happens; on 8, the target is cured of all afflictions.

**Heat Riser - Support - 6
Special**

Acc: *Can't Miss*

Your Agility, Strength, Magic, and Endurance is doubled for 1d4 turns. You can't double stats that are already doubled. This Spell cannot be cast for free and cannot have its SP reduced or refunded.

Combat

When shadows attack, there's no use just waiting for them to kill you. You need to fight back! *Persona: Tabletop Adventures* organizes play during combat with "**Queue Coins**" and any token to mark your location on the field of battle. A **round** of combat is loosely a period of 5 seconds made of individual player and enemy **turns**. Combat usually lasts until one side has defeated the other.

Initiative

Turn order is determined by Agility. Take your Queue Coin and line them up in the order of Agility values from highest going first to lowest going last in order to form your **Combat Queue**. Enemy Queue Coins will insert themselves amongst player Queue Coins according to each foe's Agility. It's possible that the same shadow may have slight variables in its Agility, so don't be surprised if identical foes act at different speeds. Place a Round Coin at the end of the Combat Queue. This just keeps track of rounds passing in combat for Spells or effects that last multiple rounds in combat.

The player in the first position of the Combat Queue will act first. After acting, the player or foe will move itself to the back of the combat queue, and the player or foe next in line will act. Sometimes, an effect of a Spell or item will not send a Queue Coin to the back of the Queue. That's fine! Just put the Queue Coin where it belongs, moving everything else forward in the combat queue.

Sometimes, your party will ambush foes, or some monsters might get the jump on your party! The ambushing party will get one round of combat to themselves with the opposing force's Queue Coins added to the Combat Queue after the ambushing party has all acted for their turn.

Position and Movement

When determining Initiative, you should also be establishing placement on the field of battle. Use tokens, or character standees, or whatever items you'd like to show your character and the enemies on the battlefield. The token should have some kind of orientation, as it's easier to get a Critical Hit when attacking from behind. The token should also have some way to designate that you are **Downed**.

Each player should be able to move about 10 meters per turn during a round of combat. Even if the player figures out a way to act twice in one round, they shouldn't be moving more than that per round. If you have at least 30 Agility, you can move up to 15 meters per round. At 45, you can move 20 meters per round. At 60 Agility, you can run 30 meters in one round of combat.

Sometimes terrain might be strange, so if it affects your characters the GM should let you know. Athletics or Acrobatics Skill checks might ignore those penalties, but it's up to your GM to determine what is sufficient to ignore any penalties sandy terrain or knee-high water might produce.

Players occupy a square half meter, but Personas that temporarily appear could take up more space. Shadows also have variable sizes and these things should be defined on a board. It could affect who is affected by different Spells, or if there's a line of sight to make specific actions.

If you make no other action but moving on the battlefield during your turn, you may move twice the amount you usually could during a round of combat.

If you move past an adjacent foe, they may move themselves up next on the Combat Queue. Each enemy you pass while moving like this may place themselves up next on the combat Queue.

Attacking

When making attacks, keep in mind the distance between yourself and your target(s). The ranges found on Spells are adjacent, meaning immediately next to your character; close, meaning at most 2 meters away from your character; medium, at most 6 meters away from your character; long, at most 10 meters from your character. This can also apply to ranged basic attacks as well. When using a Spell you summon your Persona, who usually floats just behind you and releases its magic at the target.

Refer to your Spell or basic attack and roll the accuracy die to hit. On a result of 1, you will always miss unless your Critical Hit range covers the entirety of the die you are rolling. Rolling the highest value possible on your accuracy die means that you've scored a Critical Hit and are Amped. If there are any advantages for your attack, like attacking a foe from behind or attacking a Downed target, your GM should inform you. Usually attacking a target from behind increases your Critical Hit range by 1 and attacking a Downed target guarantees a Critical Hit.

Critical Hits are easy enough to figure out damage for—roll whatever die you would for damage twice and also apply your STR modifier twice. The total will be the damage you deal.

When using a ranged weapon for a basic attack or a ranged Spell, keep in mind a line of sight. When attacking through cover it's likely that your miss range will increase from 1.

“Guard”

If you choose to do nothing else but Guard, you stay still and prepare for an oncoming attack. Until your next turn, you have an additional 25 Endurance (reducing most damage types by 5 damage on your next turn), may make two attempts to cure any afflictions you may have, and can intercept an attack meant for an adjacent ally.

Using an Item

Sometimes, you need to fix a weapon, drink a potion, or throw a grenade. Doing so will replace your Attack action that turn. Refer to any rules for the item and execute its use as directed.

Amped! Downed!

Combat is exhilarating! Players can find themselves Amped up during combat when things are going well. The adrenaline offers special bonuses when making attacks! On the other hand, players can also be downed. When downed, players are susceptible to more harm than usual.

Amped

A player is Amped whenever they get a Critical Hit, or whenever they hit a foe with a Spell or type of Basic Attack that the foe is weak to! When Amped, turn your character's Queue Coin to it's Amped side to indicate that you are Amped. If you are hit with an attack that would down you while you are Amped, instead return your Queue Coin to it's normal side. When Amped, Spells do not cost anything!

It's a great idea to get Amped up before casting Spells with your limited bank of SP. After acting while Amped, turn your Queue Coin back to it's regular side— unless you've scored another Critical Hit or hit a foe with a Spell against its weakness! If that happens, you stay Amped! You still move your Queue Coin to the back of the combat queue as normal.

Downed

A player that is Downed was probably just hit with a Critical Hit or a Spell that is aligned with that player's Weakness. Show your token to be prone while downed. If you are hit while Downed, you'll get up again, but the attacker will score a Critical Hit. If it is your turn and you are Downed, the only action you may perform is Getting Up, which moves you to the back of the combat queue, but sets your token upright again.

A Critical Hit on a downed target will not keep them downed, but a hit against the target's weakness *will* keep the target downed! Be careful! A shadow might use Agi over and over on a Player's character who is weak to the Fire affinity, keeping them downed for many rounds of combat! At the same time, you can use your spells over and over while Amped if it keeps an enemy down over and over.

All Out Attack!!!

If your entire party is not Downed AND each foe is Downed, the party can agree to make an All Out-Attack!!! To do this, each player makes 3 basic attacks that are automatically critical hits. Each player will take their total damages (including each of their doubled STR modifiers 3 times) and add them all together. With this total, each downed enemy will take that damage. The enemies get to apply their END modifier, but the massive amount of damage will be devastating.

On top of all of that, each player will be Amped. However, all downed enemies will no longer be downed and the Combat Queue continues as normal.

Sometimes keeping foes Downed is safer than making an All-Out Attack, but it's really up to your party as a whole. Players can decide to make an All-Out Attack at the beginning of any player's turn, as long as all foes are Downed and all players are not Downed.



Afflictions

During Combat, a player may become affected by an affliction. Below are the afflictions effects and how to cure them.

Asleep is an Affliction that causes you to be unable to act during your turn. You may make a check on your turn to cure yourself of Asleep on 1d8, but must roll an 8 to wake up. On all following turns, you must roll 1 lower to cure yourself of Asleep (7 on the second turn, then 6, then 5, etc.). If you are attacked while you are Asleep, you are cured of Asleep but the attack is a critical hit and you are Downed.

Cursed is an Affliction that causes you to take damage over time. After attacking, you take damage equal to half the damage you dealt before you GM applies any END. Roll 1d8 after acting. On 7 or 8, you are no longer Cursed.

Energated is an Affliction that makes it so you cannot use move or use PHY attacks. You may still use Spells. After acting, you may roll 1d8. On 8, you are cured of Energated.

Panicked is an Affliction that causes you to be unable to target correctly. Before acting, roll 1d8. On 1-5, you must make a PHY attack on the nearest legal target. On 6-7, you may act as normal. On 8, you are cured of Panicked.

Poisoned is an Affliction that causes you to take damage over time. After acting, lose 10% of your max HP, then roll 1d8. On 7 or 8, you are cured of Poisoned.

Silenced is an Affliction that makes it so you cannot use Spells. Spells with Static effects are still active. After acting, you may roll 1d8. On 8, you are cured of Silenced.

Unconsciousness and... Death

Fighting against monsters from the shadow realm is dangerous and ultimately can result in your character's death. If you are at 0 HP, you are unconscious and unable to act. If you are attacked further, you risk dying.

When unconscious, remove your Queue Coin from the Combat Queue. If revived to more than 0 HP, add yourself to the end of the Combat Queue. When you are knocked unconscious during battle, you are cured of all afflictions—however you begin to roll damage for Bleeding Out.

Each time the round marker passes on the combat queue, roll 1d4. Subtract the result from your current HP. Once you are at -20 HP, you will roll your first death savings throw the next time the round marker comes around.

To roll a death savings throw roll 1d20. On a result greater than 10, nothing happens. Continue play as normal until the round marker comes around again and make another Death Savings throw. On a result under 11, your character gets a Death Mark. Once you have three Death Marks, your character dies. A result of 1 on a death savings throw counts as 2 Death Marks. A result of 20 on a death savings throw removes 1 Death Mark for your character.

Other players may stabilize you at -10 HP if your team is out of combat. You will not continue to lose HP while stabilized. After a long rest while above 0 HP, your character loses any accumulated Death Marks.

Items

Interesting weapons will increase the damage possibilities of basic attacks, or have different rules that modify your basic attack's rules entirely. Wearing different types of armor might give you more END, while decreasing your AGL. There's also items that are used for first aid and recovery that you could buy at a hospital, or even find in a shadow world. The following is a list of items you might come across while playing Persona: Tabletop Adventures, though your GM might have many unlisted things created planned for you to come across.

Example prices/values are listed in USD, GMs may change the values per game.

Restoration:

Name	Price	Effect
Experimental Medicine	\$450.00	Restores 20 HP.
Experimental Ointment	\$850.00	Restores 50 HP.
Miracle Drink	\$1,700.00	Recovers HP to maximum.
Soul Drop	-	Restores 1 SP.
Soul Mote	-	Restores 3 SP.
Soul Food	-	Recovers SP to maximum.
Corrective Stimulant	\$450.00	Cures Asleep and Enervated
Corrective Sedative	\$450.00	Cures Panicked and Poisoned
Blessed Relic	\$450.00	Cures Cursed and Silenced
Blessed Medicine	\$1,050.00	Cures any affliction.

Items Cont.

Weaponry:

These are some examples of weaponry you might take into a shadow world to defend yourself. It can vary for different settings or GMs. Some Weapons have ammunition, so keep this in mind before using an expensive and dangerous weapon.

Name	Price	Effect
Aluminum Bat	\$80.00	Basic Bashing Weapon
Assault Rifle	\$2,600.00	Piercing Weapon, medium range, damage is 4d20 no added damage modifiers
Brass Knuckles	\$25.00	Basic Bashing Weapon
Cleaver	\$45.00	Basic Slashing Weapon
Firearm	\$700.00	Piercing Weapon, medium range, damage is 1d20 no added damage modifiers
Folding Chair (Metal)	\$90.00	Basic Bashing Weapon
Grenade	\$120.00	Use "Maragi" with no SP cost.
Hatchet	\$55.00	Slashing Weapon, if thrown, close range
Knife	\$30.00	Slashing or Piercing Weapon, damage is 1d2 + modifier, +2 AGL
Longbow	\$180.00	Piercing Weapon, medium range, damage is 1d8 + modifier
Pipe (Titanium)	\$180.00	Bashing Weapon, damage is 1d8 + modifier
Sledgehammer	\$85.00	Bashing weapon, damage is 1d10 + modifier, -5 AGL

Name	Price	Effect
Slingshot (Professional)	\$85.00	Piercing Weapon, medium range, no added damage modifiers
Spear (Display)	\$95.00	Basic Piercing Weapon
Sword (Display)	\$110.00	Basic Slashing Weapon
Sword (Functional)	\$220.00	Slashing Weapon, damage is 1d8 + modifier
Wooden Staff	\$60.00	Basic Piercing Weapon

Armor:

Wearing protective wear can help to reduce damage, but this can often throw off other things for your character. It can vary for different settings or GMs. Armor sometimes needs repair, so keep track of how well off your armor is before taking damaged armor into battle.

Name	Price	Effect
Bomb Disposal Suit	\$29,000.00	+50 END, -50 AGL, -50 STR
Bullet-Proof Vest	\$300.00	+25 END against Piercing attacks, +3 END otherwise
Riot Gear	\$550.00	+8 END, +2 STR, -4 AGL
Shield (Metal)	\$180.00	+10 END, -10 AGL
Shield (Wood)	\$55.00	+5 END, -5 AGL
Suit of Armor (Display)	\$590.00	+15 END, -20 AGL
Suit of Armor (Functional)	\$2,450.00	+25 END, -5 AGL

Items Cont.

Treasure:

When slaying shadows, sometimes precious stones or other rare items might drop from their bodies. These are approximate values you might be able to try and sell these items at whatever kinds of shady stores you could find that are willing to buy... random precious stones. Keep in mind, when selling these, you are a supplier and will probably never be able to sell things at their value. Also, you should try to appraise the quality of any treasures on your own, because these values assume high quality.

Name	Approx. Value
Alexandrite (per Carat)	\$500.00
Amethyst (per Carat)	\$75.00
Aquamarine (per Carat)	\$125.00
Ceramics (Fine Craft)	\$50.00
Copper Coin (Antique)	\$50.00
Crystal Ball (Antique)	\$75.00
Diamond (per Carat)	\$350.00
Emerald (per Carat)	\$225.00
Garnet (per carat)	\$200.00
Gold Coin (Antique)	\$275.00
Ivory Trinket (Antique)	\$150.00
Kaleidoscope (Antique)	\$75.00
Key (Antique)	\$10.00
Mirror (Antique)	\$20.00
Onyx (per Carat)	\$50.00
Opal (per carat)	\$125.00

Name	Approx. Value
Painting (Antique)	\$100.00
Pearl (per Carat)	\$75.00
Pink Diamond (per Carat)	\$100,000.00
Ruby (per Carat)	\$175.00
Sapphire (per Carat)	\$275.00
Sculpture (Fine Craft)	\$200.00
Silver Coin (Antique)	\$100.00
Topaz (per Carat)	\$175.00
Turquoise (per Carat)	\$100.00
Watch (Fine craft)	\$150.00





Game Master's Section

The rest of this book is for Game Masters. Looking through here might take away some of the fun as a player. If you're looking to run a game of *Persona: Tabletop Adventures*, you'll use these pages to put together enemies, rewards, and the sessions you'll create to place them in.

Players will often do things you don't expect so this guide outlines things you might do with some ideas of how to create things quickly, and some tables that will let you just roll up some shadows.

It might be useful to have some kind of play space for tokens to represent players and foes on a map. Coins to represent the combat queue will also be useful.



Roleplaying for Your Players

The most time consuming, and possibly the most difficult thing you're getting into as a GM for Persona: Tabletop Adventures is roleplaying NPCs who are going to become close friends with your players. Players need to role play well in order to learn new Spells and so will eagerly want to solve whatever problems the NPCs you create seem to have.

The problem here is that players will want to just solve the problems of the NPCs– for example,

GM: Jerald pauses, and closes the door on you while saying “I don't really want to do anything today, Kiva.”

Kiva's Player: “You're good, dude! You're just depressed! Just get over it to be happy and come outside and you'll be better!”

This is hyperbole, but players will often think they have the easy solution to make NPCs instantly best friends with their characters but as a GM you will need to scaffold the social links your players will be making with NPCs to be approachable and evidently progressive, without giving them everything right away.

In the above example, Jerald should not simply go outside with Kiva and be happier. Instead, assuming Kiva's player was not so arrogant about how an NPC's feelings are simply something to just get over, Jerald could respond like this:

Kiva's Player: "Hey... I'm sorry you're feeling down, but please let me know if there's anything you want to do, even if it's just doing nothing in the same room."

GM: There is no response for several seconds but Jerald finally says, "Thank you, Kiva. Maybe we can plan something for next weekend?"

From there, Jerald could move on to staying inside while still hanging out with a player's character, to going for a walk, to something else entirely. Incremental improvement of an NPC's social link with a player or the players can be rewarded with a new Spell, even if it's a small step in the relationship.

At the same time, you will also be rewarding new spells for roleplay between players. If there are internal conflicts that players are actively working through during roleplay for their characters, you as a GM can reward them. However, just as in the original example, players should never just 'get over it.' Internal struggles are real, relatable and heavy. Roleplaying the progressive improvement should be rewarded with new spells.

If a player's character suddenly finds themselves 'all better' with their internal struggles/tragedies solved, or just unwilling to roleplay their own character's struggles that's okay too. Instead, let them focus on an NPC's relationship with their character to serve as a way to earn new spells. Some players might find roleplaying internal traumas/insecurities a little too close to home.

Rewarding Roleplay

Whenever your players are roleplaying with each other or NPCs, pull out a sheet to keep track of your player's Social Links. Social Links in the Persona series go up to 10, but for Persona: Tabletop Adventures, Social Links should go up however many stages it takes for an NPC to become a close friend with a specific player.

To keep track of NPC Social Links or players and ultimately reward your players with the ability to acquire a new Spell from one of their Spell trees keep in mind the following five stages of friendship...

Strangers

- Generally no knowledge of each other
- May attend public events at the same time, but not together
- May attend goal-oriented event together, work or school related shopping

Acquaintances

- General knowledge of each other
- Conversations include non-intrusive interests or current events
- May attend hobby or leisure activity together

Casual Friends

- Common knowledge of shared interests
- Meets more frequently than acquaintances
- May praise and support each other in endeavors and accomplishments
- Not emotionally invested in each other

Close Friends

- Mutual interests and shared goals
- Often shared values, ideals, and worldviews
- May meet as often as Casual Friends, though bonds may be mutually stronger

* This is a difficult stage and the reality is this: It will be difficult to roleplay the difference between Casual and Close Friendship. Most people never get this far in relationships, and others jump straight from acquaintances to intimate friendship because they do not know how to go through the friendship-building process.

Intimate Friends

- Committed to the development of each other's character growth and goals
- Freedom to correct each other and be vulnerable with each other
- Mutual responsibility of honesty with discretion
- Frequent meeting or contact

* *Intimate Friendship is not also romantic friendship! These are different things.*

Whenever players become Casual Friends or Close Friends with an NPC, you should give them the option to learn a new Spell. If they become an Intimate Friend with an NPC, you can give them the ability to get a new Spell or you can assign a Unique spell to them if they want to accept it.

When players roleplay to become Close Friends, and maybe even Intimate Friends, you should also reward players with new spells. At this time you could also give a unique spell to them. This may happen faster since players will likely be risking their lives together and protecting each other, towards a common goal.

It is important to note that romantic relationships are not automatically Intimate Friendships, or even Close ones. If players roleplay into having a romantic partner, keep these stages of friendship in mind.

Persona Evolution

Once players have at least 6 meaningful relationships with other player's characters or NPCs, consider letting their Persona evolve— especially if the player has shown significant roleplay to move past their character's assigned tragedy. When a Persona evolves, your players should redesign and rename their Persona showing the growth and change they've gone through.

Upon summoning the Persona, you should inform them of any changes to their stats. Usually, you could just add the same bonus they originally got from their Arcana to their stats. However, if you think the character closely resembles a different Arcana, you could let your player know that you've reassigned their Arcana and give them the appropriate stat bonus.



Some Things for Familiar Players

Players familiar with the Persona series might expect certain elements that were present in the video game series. While it's not even remotely necessary, these are a few things they might know about and actively seek.

A School:

No, really. By forcing players to be in a school or college, as students or staff, they will have to interact with each other and many NPCs. They don't have to roleplay going to school, but that common space creates many forced social interactions.

The Velvet Room:

A space outside of time where players might want to go to try and make their Personas stronger. Igor and the velvet room siblings inhabit the space and are cryptic guides who do not interfere with the human realm very often.

Shadow Worlds:

A space outside of the real world, accessible from the real world. Often shadows run rampant in these spaces and emerge from them if the area is left unchecked. They can serve as places of exploration, often having some significant connection to whatever the main problem is that is causing all of the shadows and Personas to manifest in the first place. Another common theme is the shadow world's interaction with midnight. Sometimes it opens while stopping time in the real world at midnight, sometimes it leaks information from the shadow world at midnight. Whatever happens, midnight seems to matter to the shadow realms. Designing dungeons to delve in the shadow worlds is a good idea for GM's not sure where to put their players for battle.

Battling Your Players

Without some kind of threat, it's unlikely the player's characters would ever awaken their Personas. Shadows, devils, or even other Persona users could prove to be your player's ongoing enemies until they can get to the bottom of whatever mayhem you've cooked up for them.

Here will be some examples of Shadows and even evil Persona users that you can put up against your players. Changing them slightly can provide additional foes and by making them stronger you can continue to scale threats for your players. Most weak shadows have multiple weaknesses, so your players will be able to remain Amped often. On the other end be careful not to have too many monsters that are completely immune to your players' characters. That's not fun for anyone.

When scaling foes, try not to make them too powerful, unless you're trying to keep players away from a specific part of the world. For players under level 10, try to make sure they level up every encounter. For players under 30, try to make sure your players are leveling up at least every three or four encounters. For players under 60, aim for a level every four or five encounters. If you players are getting over level 60, scale experience drops however you'd like. Your players are well versed in combat by then.

Level up or level down these template monsters by giving/taking more stats as if they were leveling up like a player character. Every level should scale their experience drop upwards to move players forward, dropping experience in the 50-75 range and eventually 100-200 each to move players through levels.

Here are also some tables to create foes very quickly. Feel free to roll multiple times in order to give your monster multiple weaknesses, or diverse Spell tree access.

1d6	Weakness
1	Fire
2	Ice
3	Wind
4	Elec
5	Dark
6	Light

1d4	Weakness
1	Bashing
2	Piercing
3	Slashing
4	All or No PHY

1d6	Affinity
1	Fire
2	Ice
3	Wind
4	Elec
5	Dark
6	Light

2d4	1	2	3
1	Base	Ma-Base	Evade Base
2	Base-la	Ma-Base-la	Resist Base
3	Base-raon	Ma-Base-dyne	Null Base
4	Base-dyne		Absorb Base

Shadows (Non-exhaustive Examples)

Maya (Level 1 example)

Mayas can serve as basic foes, stuck to the ground, with many different masks identifying different types of Maya. Appearing often in groups of three or four, they have various weaknesses, but the most basic Maya are weak to pretty much everything except the Affinity of the basic core Spell they know.

Here is a Blue-Masked Cowardly Maya.

Strength	4
Magic	4
Endurance	3
Agility	2
Luck	2

HP	SP
12	2



Attacks/Spells	Acc	Damage
Slashing Attack	1d6	1d4 Slash
Bufu	1d8	1d6 Ice

Weaknesses: Fire, Wind, Elec,
Bashing, Piercing, Slashing

Experience Points: 10

Hablerie (Level 4 example)

Hablerie are basic foes who float slowly around and attack with their long tongue or cast spells from their mouth. They have a shadow mask on their backs and so do not have a clear 'blind spot.'

Strength	12	HP	SP
Magic	6	24	3
Endurance	5		
Agility	3		
Luck	1		

Attacks/Spells	Acc	Damage
Bashing Attack	1d6	1d6 Bash
Agilao	1d8	1d8 Fire



Weaknesses: Ice, Wind, Slashing, Piercing

Experience Points: 35

Book (Level 10 example)

Book Shadows appear as floating human heads, wearing a crown that houses a large tome. They mainly cast spells and serves as annoying enemies with diverse spells to cast.

Strength	14	HP	SP
Magic	14	40	4
Endurance	3		
Agility	18		
Luck	7		

Attacks/Spells	Acc	Damage
Bufula	1d8	1d10 Ice
Garula	1d8	1d10 Wind



Weaknesses: Fire, Slashing

Experience Points: 70

Table (Level 16 example)

Tables appear as a table for two, complete with dishes and silverware. A Face is draped of the side of the table on its tablecloth. Tables are not very mobile, but can animate the dishware on its top and slash at enemies.

Strength	12	HP	SP
Magic	16	46	5
Endurance	9		
Agility	9		
Luck	14		

Attacks/Spells	Acc	Damage
Slashing Attack	1d6	1d10 Slash
Zionga	1d8	1d8 Elec
Pulinpa	7 on 1d8	Panicked



Weaknesses: Fire, Wind

Experience Points: 125

Magus (Level 21 example)

The Magi Shadows appear as humanoids, cloaked in two large hands, interlocking fingers to protect the body. A Magus has access to spells and will try to debilitate foes while also hitting multiple targets.

Strength	11	HP	SP
Magic	23	53	8
Endurance	9		
Agility	11		
Luck	13		

Attacks/Spells	Acc	Damage
Auto-Tarunda	-	STR Down
Maragion	1d8	1d8 Fire
Magarula	1d8	1d8 Wind



Weaknesses: Ice

Experience Points: 175

Shadow Personas

There are more Shadows that exist, but the most troublesome Shadows are those of people with awakened personas who are manifesting as shadows because of some denial of their inner self. Here is a Shadow who has broken free of the person who formed it. If it's defeated and ultimately accepted by its host, it may become a Persona.

Shadow Kanji

Special: Has 2 Queue Coins, one at 15 AGL, another at 26 AGL.

Strength	22	HP	SP
Magic	14	112	20
Endurance	11		
Agility	15		
Luck	19		



Attacks/Spells	Acc	Damage
Fatal End	1d8	1d12 Bash
Life Drain	7 on 1d8	Steal 2d12 HP
Forbidden Murmur	6 on 1d8	Poisons target
Roar of Wrath	6 on 1d8	Panics target
Mazionga	1d8	1d8 Elec
Taru	-	Double STR/MAG

Null: Dark, Light

Experience Points:

1,250

Demons

If not the shadows of people who have been, your players may be combating Demons from dark worlds. Scale as needed.

Orobas (Level 19 example)

A humanoid demon with a horse's head and hooves on its feet. It even has a horse's tail.

Strength	11	HP	SP
Magic	28	40	5
Endurance	17		
Agility	19		
Luck	13		

Attacks/Spells	Acc	Damage
Bashing Attack	1d6	1d10 Bash
Agi	1d8	1d10 Fire
Sukukaja	-	Double AGL



Weaknesses: Light
Experience Points: 160

Lamia (Level 26 example)

A humanoid with the lower body of a snake.

Strength	21	HP	SP
Magic	23	52	8
Endurance	19		
Agility	19		
Luck	18		

Attacks/Spells	Acc	Damage
Slashing Attack	1d6	1d12 Slash
Agidyne	1d8	1d12 Fire
Evil Touch	7 on 1d8	Curses target



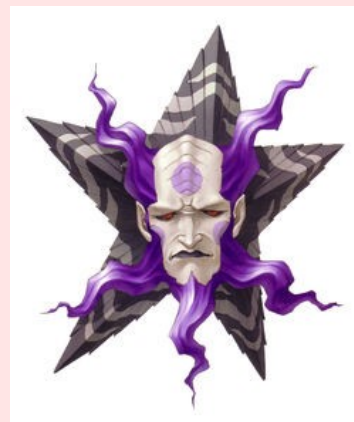
Weaknesses: Ice
Experience Points: 225

Kaiwan (Level 36 example)

A strange floating head backed by a five-pointed star.

Strength	30	HP	SP
Magic	43	56	8
Endurance	23		
Agility	23		
Luck	29		

Attacks/Spells	Acc	Damage
Makukaja	7 on 1d8	Silences targets
Makajama	8 on 1d8	Steals 400 EXP
Garudyne	1d8	1d12 Wind



Weaknesses: Dark

Experience Points: 375

Titania (Level 43 example)

The Queen of the fae, a powerful magic casting Demon.

Strength	31	HP	SP
Magic	59	69	9
Endurance	31		
Agility	39		
Luck	31		

Attacks/Spells	Acc	Damage
Ice Wall	-	Effect
Maragidyne	1d8	1d12 Fire
Lullaby Voice	7 on 1d8	Sleeps targets



Weaknesses: Ice

Experience Points: 495

Persona Users

There are also individuals who have awakened their Personas but use them for less honorable goals. Consider this example, a Strega member from Persona 3.

Shirato Jin (Moros)



Strength	35	HP	SP
Magic	35	135	12
Endurance	35		
Agility	31		
Luck	30		

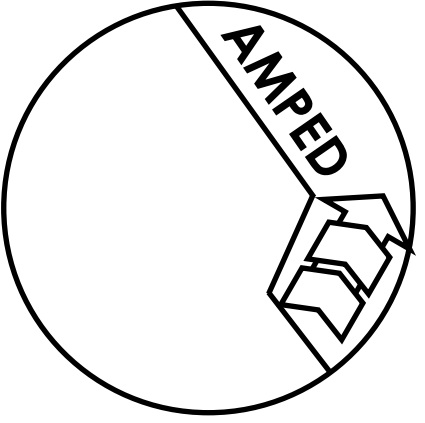
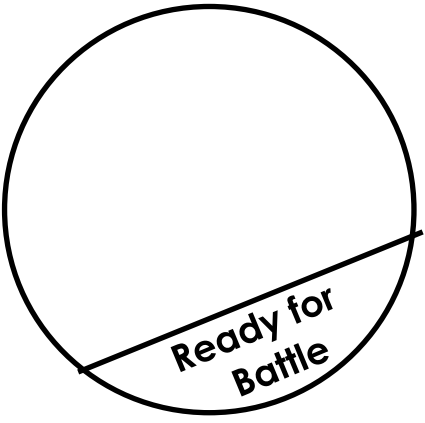
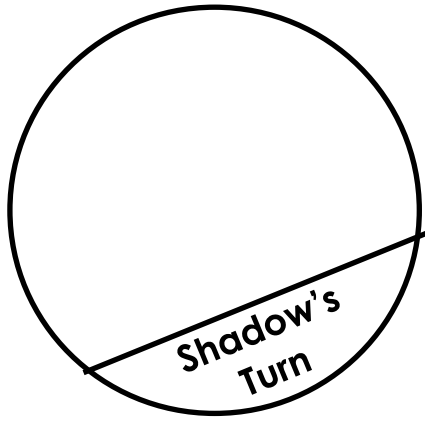
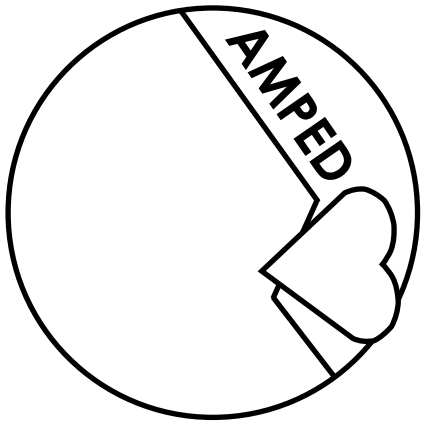
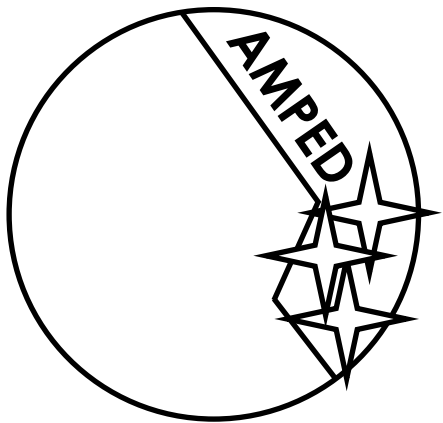
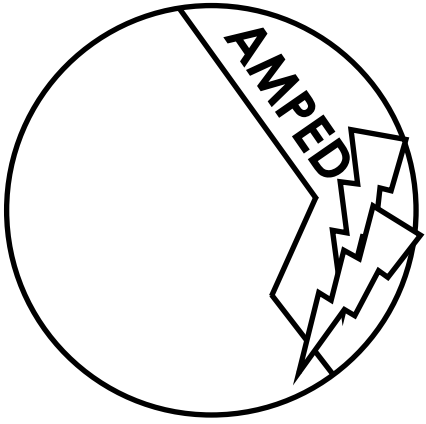
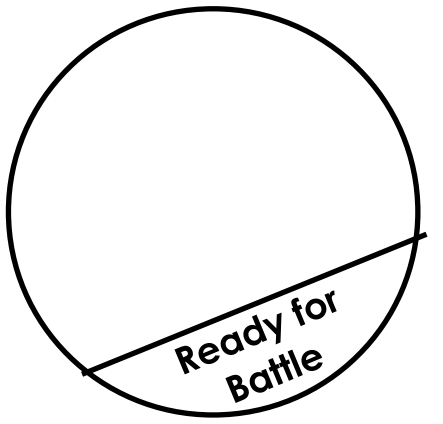
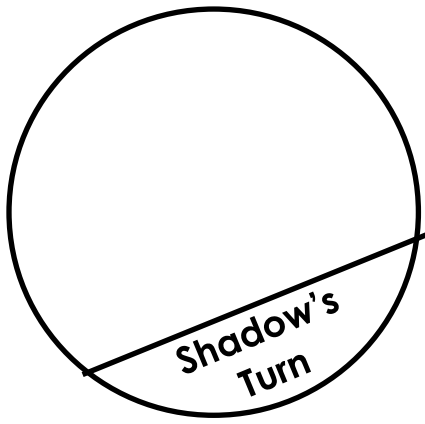
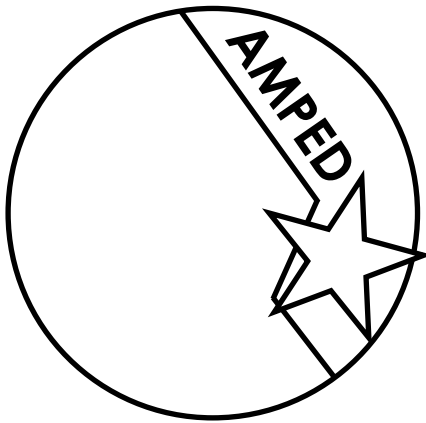
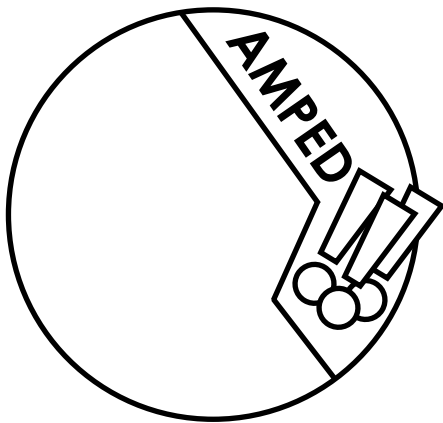
Attacks/Spells	Acc	Damage
Grenade	1d8	1d12 Fire No Stat
Ziodyne	1d8	1d12 Elec
Garudyne	1d8	1d12 Wind
Hama	18 on 1d20	Sets to 0
Mudo	18 on 1d20	Sets to 0
Poison Mist	7 on 1d8	Poisons targets

Null: Dark, Light

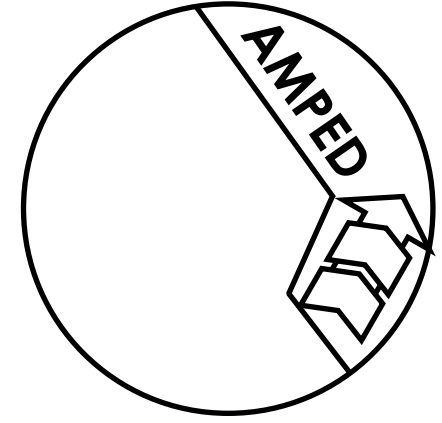
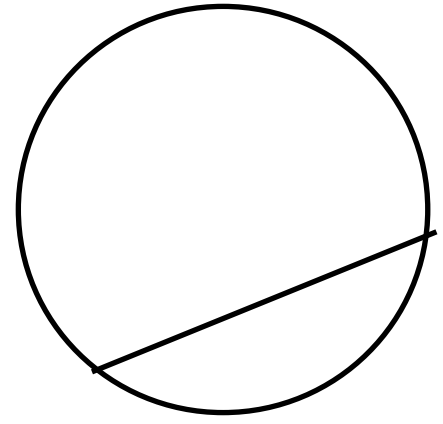
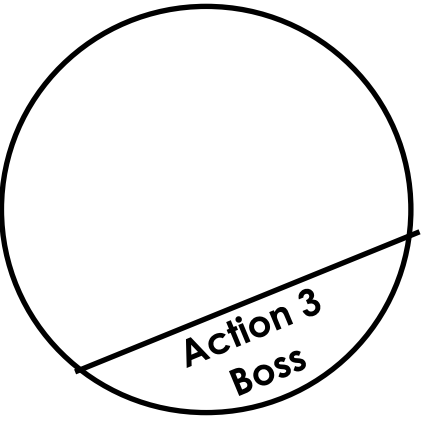
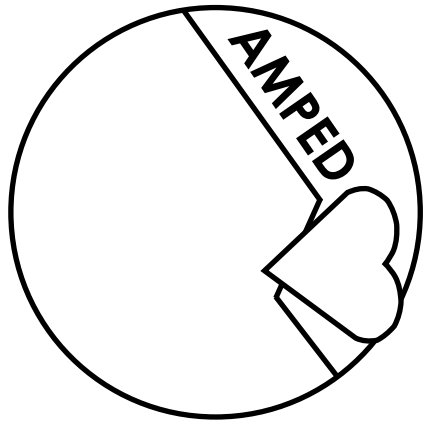
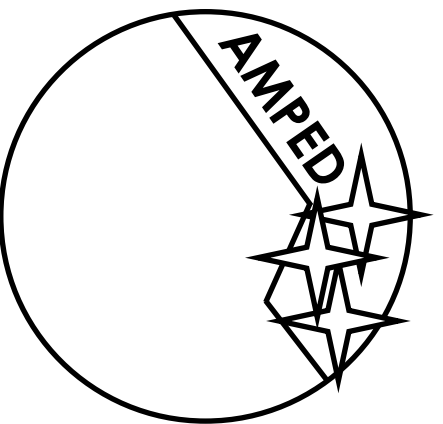
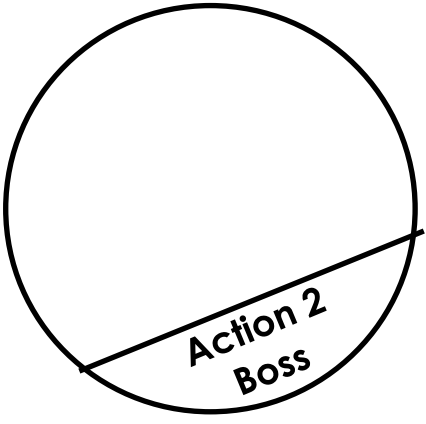
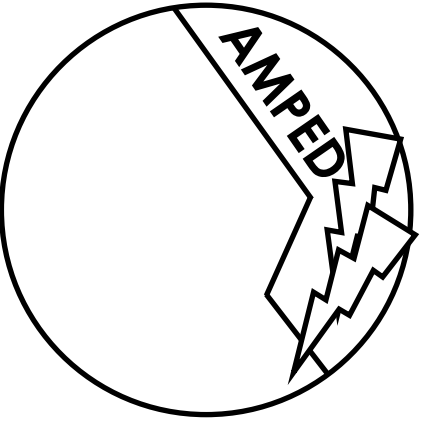
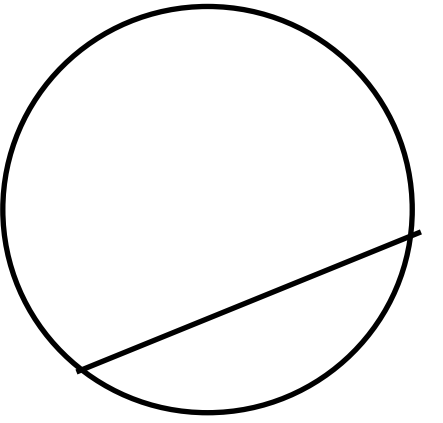
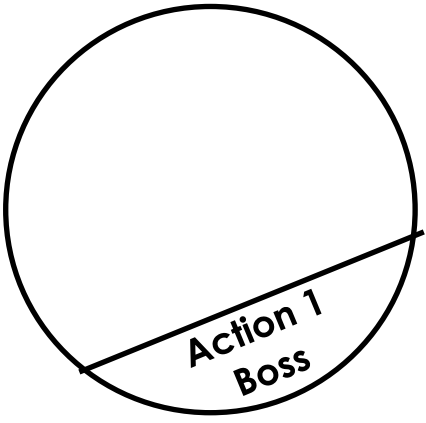
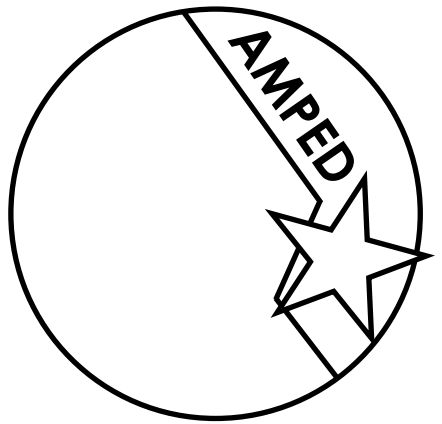
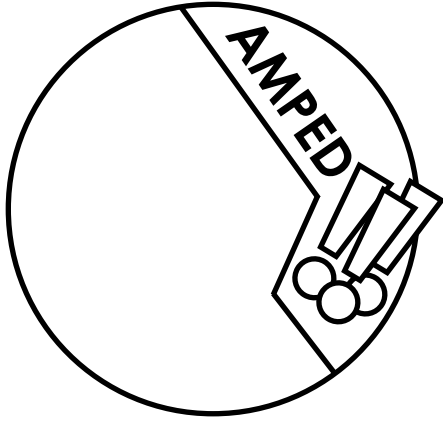
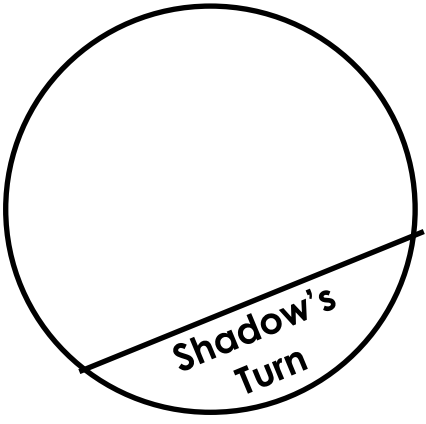
Experience

Points: 1,975

Queue Coin Templates



DO NOT PRINT DOUBLE SIDED! It does not line up. Instead, pick and choose which sides you like to make Regular and Amped sides for the same Queue Coin.



DO NOT PRINT DOUBLE SIDED! It does not line up. Instead, pick and choose which sides you like to make Regular and Amped sides for the same Queue Coin.

Persona: Tabletop Adventures

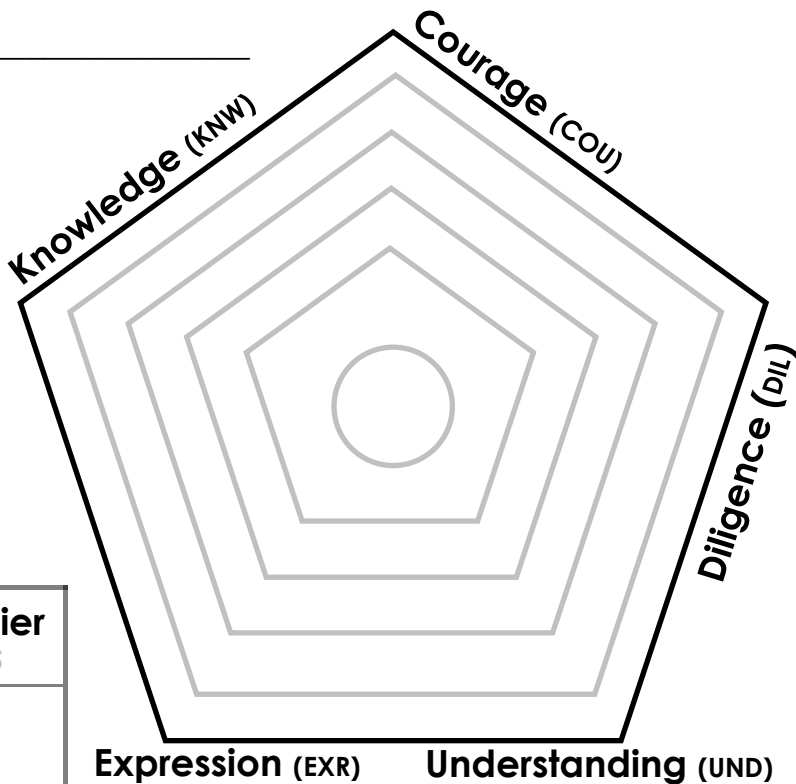
Player Name: _____ Character Name: _____

Arcana: _____ Persona Name: _____

Core Spell Tree: _____ Support Spell Trees: _____

Level: _____ Total Exp: _____

	Health Points	Spell Points
Max		
Current		



Stats	Stat Value	Modifier Per 5
Strength (STR)	15 and 25 gets a new Spell	
Magic (MAG)	Every 15 gets another SP	
Endurance (END)	15 and 30 increases HP gain on level up	
Agility (AGL)	30, 45, and 60 increases movement	
Luck	Every 20 increases Destiny Roll	

Skills

- Acrobatics (AGL) _____
- Athletics (STR) _____
- Deception (EXR/COU) _____
- Encyclopedia (MAG/KNW) _____
- Investigation (KNW) _____
- Insight (UND) _____
- Perception (DIL/UND) _____
- Performance (MAG/COU) _____
- Persuasion (EXR/UND) _____
- Programming/Engineering (KNW) _____
- Stealth (AGL) _____
- Survival (END) _____

Special Skills (Specialized only)

- Concentration (MAG/KNW) _____
- Realization (LUCK) _____
- Willpower (END/DIL) _____

Weakness: _____

Spells

Spell Name: _____

Affinity: _____ Cost: _____

Damage: _____ Acc: _____

Effect: _____

Spell Name: _____

Affinity: _____ Cost: _____

Damage: _____ Acc: _____

Effect: _____

Spell Name: _____

Affinity: _____ Cost: _____

Damage: _____ Acc: _____

Effect: _____

Spell Name: _____

Affinity: _____ Cost: _____

Damage: _____ Acc: _____

Effect: _____

Spell Name: _____

Affinity: _____ Cost: _____

Damage: _____ Acc: _____

Effect: _____

Spell Name: _____

Affinity: _____ Cost: _____

Damage: _____ Acc: _____

Effect: _____

Spell Name: _____

Affinity: _____ Cost: _____

Damage: _____ Acc: _____

Effect: _____

Spell Name: _____

Affinity: _____ Cost: _____

Damage: _____ Acc: _____

Effect: _____

Awaken Your Persona and Save the World!

Persona: Tabletop Adventures includes rules to build characters and play in a modern setting where your inner self can manifest into a Persona and be used to cast magic spells. From character creation, to combat rules, you'll be playing in no time. This game focuses on roleplay just as much as combat roll play— your relationships that you build will empower your Personas during combat.

The back end of the book includes suggestions for Game Masters, but is suggested for experienced GMs who have experience generating their own content.

FREE GAME, NOT FOR SALE
Game pdf Created by Dr. Mr. Stark
All Persona characters owned by Atlus