

SHIN MEGAMI TENSEI

真・女神転生TRPG
魔都東京200X

Devil City Tokyo

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[Awaken!]

With the dawn of the new millennium,
the seal shall be broken!
Now is the time for Demons to awaken.

In the year 200X — Demons are reborn.
Tokyo completely becomes a city of devils.

In 200X... An incident began at a special research facility in the outskirts of Tokyo.

The research conducted there aimed to completely solve the issue of long-distance travel by means of a "Transfer system." After many years, the research finally bore fruit, and they succeeded in transferring matter. A perfect exchange of information occurred between two Transfer systems, using a "mobile phone" as the sample material. Instead of metal screws, live plants, or guinea pigs, a "mobile phone" was chosen to record any malfunctions and to capture the "sounds during a transfer."

At the moment of transfer, that mobile phone was in a call.

The audio recorded from that call was horrifying.

Amidst the static, bestial cries, or perhaps incomprehensible speech, could be heard.

Soon after, the Transfer system activated on its own and a bizarre entity emerged. A humanoid figure with the head and wings of a raven. This entity introduced itself as "Andras, the Fallen," and claimed to be a "Demon."

General Gotou of the Japanese Ground Self-Defense Forces, who oversaw this research, made the decision to conceal the situation and personally meet with "Andras," forming an alliance with the "Demons of Makai" to which Andras belonged. As a result, he influenced the current cabinet to declare a state of emergency and lock down the area around the research facility in Kichijoji.

"We join hands with the Demons for the sake of protecting our homeland, Japan."

Gotou declared as such to his lieutenant.

Since its defeat 60 years ago, Japan had been tamed by the United States' occupation policies and forced into a subservient diplomacy. Gotou, lamenting this situation, resolved to use "the power of the Demons" obtained from this alien dimension to reclaim Japan's position in Asia and achieve complete independence.

This was only the beginning.

Strange life forms called Demons began to appear throughout Tokyo. Gradually, Tokyo was transformed into a city of devils.



— Thus,
the Revelation of
Law and Chaos is nigh.

And so, the battle begins.





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Part 1

GETTING STARTED



Getting Started

A New Megaten Begins

Welcome to the world of "Shin Megami Tensei TRPG: Devil City Tokyo 200X" (hereafter, "Shin Megami Tensei X").

"Shin Megami Tensei X" is a tabletop role-playing game that explores the worlds of ATLUS' "Shin Megami Tensei" and "Shin Megami Tensei II".

The setting is modern-day Tokyo, entering the 21st century.

Once known as the world's most peaceful metropolis, a dark shadow has crept over Tokyo. Since the turn of the century, macabre occultism has resurged, bizarre gruesome happenings occur one after the other, and strange monsters have been sighted. These monsters, resembling creatures from myths and folklore, came to be known as "Demons". Later, among the sighted "Demons," were entities that are known to be called angels, fairies, and gods according to mythological traditions, yet for some reason, they were collectively referred to as "Demons".

Then one day, a boy received an Email.

DDS: Digital Devil Summoning

A program able to summon Demons via a digital system.

With this, the boy gained a Demon partner and was thrust into a harsh battle that would affect the fate of the world.

In this game, you too can become a hero fighting the Demons that lurk in modern society, and take part in the battle that determines the fate of the world.

Table Talk RPGs

RPG stands for Role-Playing Game, a groundbreaking genre where players handle a fictional character and enjoy adventures in imaginary situations. Due to its excellent format, RPGs were incorporated into computer games and became common on home consoles, but they have lost their original story-creating function. This work closely resembles the original form, a conversational RPG (referred to as Table Talk RPG / TRPG in Japan to distinguish them from video games).

True to its name, RPGs are games with strong theatrical elements where players "fulfill a role." This game groups participants into game masters and players.

Players each take on a fictional individual called a character and participate in the creation of the story through that individual. For example, this game allows you to become a resident of a Tokyo where Demons exist and take part in dangerous adventures.

The Gamemaster is unique in that they are both the facilitator and the referee of the game. It is easy to understand if you think of them as taking on several roles, such as a movie director, scriptwriter, set designer, and narrator.

While there are many types of games with different trends, RPGs are not purely about winning or losing like shogi or card games. They instead focus on enjoying the process of the game through simulation. Players should experience adventures swirling with the darkness of the world, and Gamemasters should feel the joys of creating their own adventures.

● Characters

Refers to the actors portrayed by the players and gamemaster. Those lead by players are called "Player Characters (PCs)," and those played by the gamemaster are called "Non-Player Characters (NPCs)."

● Player Characters (PCs)

Characters controlled by players in the game. They can be heroes / heroines with the ability to summon Demons, gifted people with unique abilities, or even Demons themselves.

● PC Goals & the Collapsing World

Players become residents of the world of "Shin Megami Tensei," solving incidents caused by Demons and Humans in a gradually collapsing world. These adventures often include intense battles with enemy Demons and dungeon exploration.

The goals of individual PCs may vary, but as the world begins to crumble after the appearance of Demons, they will eventually be drawn into the impending Battle of Revelation.

The gods have already designated this city of devils, Tokyo, as the battlefield for the apocalypse that will determine the fate of the world.

Overview

This section explains what you need to start "Shin Megami Tensei X" and the overall flow of the game.

Necessary Items

To play "Shin Megami Tensei X", the following items are required:

- Rulebook (this book)
- At least two 10-sided dice (d10). Ideally, each player and the GM should have 2~3 dice.
- Writing utensils
- A Scenario

● Rulebook

Referring to this book. Read it thoroughly before playing and make sure you can easily find important sections. It's helpful to use sticky notes or copy necessary text.

In particular, we recommend preparing a few more character and impression sheets than the number of players. Also, if you anticipate your players will ask to play as Demons, having copies of allowed Demons will be helpful.

● Dice

"Shin Megami Tensei X" commonly uses two 10-sided dice numbered 0~9. Going forward, these 10-sided dice are referred to as d10s.

Two d10s can be rolled (called a %Roll) to obtain results from 01~100 (00). Decide which d10 represents the tens place in advance, then roll both dice simultaneously. For example, if one die shows a 5 in the tens place and the other shows a 1, the result is 51. Different colored dice should be used for %Rolls to easily distinguish the die which represents the tens place.

Additionally, there are cases where you roll a specified number of d10s and sum the results together. In these cases, a result of 0 is read as 10. For "Power rolls," each result of 10 adds and rolls an additional d10 to the total.

● Writing Utensils

Since you'll be writing data into character sheets throughout playing "Shin Megami Tensei X," writing utensils are necessary.

Due to frequent changes during a game, pencils are preferred, and an eraser is indispensable.

● Scenario

In addition, the Gamemaster (GM) needs to prepare a scenario that outlines the adventure. For first timers, we recommend using the included Scenario on p. 280 or the scenario ideas on p. 287.

Once you're more familiar, you'll be able to make your own. Please read the "Gamemaster" chapter starting from p. 275 for tips on creating scenarios.

Number of Players

As a TRPG, "Shin Megami Tensei X" cannot be played alone. First, gather friends to play with. A suitable number of players is around 3~5, and including the Gamemaster (GM) makes for a total of 4~6 people.

It's preferable if the Gamemaster has experience with TRPGs or "Shin Megami Tensei." If no one has experience, the rulebook owner should tackle the challenge of becoming the Gamemaster.

Playing Time

A game session in "Shin Megami Tensei X" takes approximately 3~5 hours.

During this time, you will become characters in the world of "Shin Megami Tensei" and enjoy an adventure story. Since "Shin Megami Tensei X" progresses via conversation, it's preferable to play in a private space where you won't disturb others.

Attitude

Finally, let's explain the most important thing.

The most important thing when playing TRPGs is to "have fun."

This means not only "having fun yourself" but also "having fun together with everyone."

One-sided passivity or reckless self-indulgence is not acceptable.

It's about enjoying the game together with your fellow players.

To that end, a little courtesy, thoughtfulness, and basic manners are necessary.

It shouldn't be difficult at all.

Now, let's begin.

This rough overview is complete.

After reading the introductory replay from p. 012 to get a feel for the game, read the rules thoroughly and start playing.

If you're already experienced with TRPGs, you can proceed to "Full Scratch" on p. 040 and start creating characters. If you want the "Quick Start" method, read the Rules Summary (p. 290), choose sample characters, and jump right into playing.

If you're new to TRPGs, don't rush. Take things step-by-step, and use "Focus."

The World of "Shin Megami Tensei"

The Beginning of a Legend

This section provides a brief overview of the original "Shin Megami Tensei" and "Shin Megami Tensei II."

"Shin Megami Tensei" ~The Beginning of a Legend~

In 1994, ATLUS released the Super Famicom RPG "Shin Megami Tensei," a groundbreaking work created by the staff behind the legendary RPG "Megami Tensei," which introduced modern occult themes into the console gaming world with their unique philosophy.

The setting is Tokyo in 199X.

The protagonist is an ordinary boy who loves computers. However, after receiving an email from a mysterious man named Steven, he is given the Demon Summoning Program (DDS) and gets caught up in the apocalyptic battle unfolding in Tokyo.

● The Resurrection of Demons

The story begins with a boy living in modern Japan having a strange dream. After navigating a mysterious maze, he meets a girl he is destined to see again.

When he wakes up, a bizarre murder occurs in the nearby Inokashira Park, and his childhood friend who lived next door disappears.

As he wanders the city searching for her, he encounters strange beings—Demons. The boy learns that with the DDS installed on his arm terminal, he can converse with them and sometimes even recruit them as allies.

With the help of his childhood friend's boyfriend and a bullied boy, the protagonist infiltrates a mysterious laboratory.

● Martial Law in Tokyo

Due to the appearance of Demons, Kichijoji has been sealed off by the Self-Defense Forces. Martial law is declared in response to this crisis.

Using a Terminal (an instantaneous transfer system) from a secret lab in Kichijoji, the protagonist moves to Shinjuku. There, he learns from the news broadcast on the giant TV at Alta that General Gotou of the SDF has revived Demons to counter the US attack on Japan and has placed Tokyo under martial law.

As they wander through Tokyo, which has been suppressed by the SDF, the protagonist and his companions meet a group called The Resistance in the Shinjuku underground mall and realize that its leader is the girl from his dream. However, she is immediately kidnapped by a mysterious beauty, a woman named Yuriko.

After rescuing the girl from Yuriko and the SDF, the protagonist confronts General Gotou and learns that the conflict between Japan and the US has escalated

into the very battle of Revelation. Although they defeat the Deity Thor, whom the US Ambassador Thorman was the reincarnation of, a nuclear missile is launched.

● After the Great Cataclysm: Tokyo Millennium

Eventually, the protagonist wakes up in the Diamond Realm and learns that he was saved from the Great Cataclysm by the heroine's psychic powers and sent to a future Tokyo. In the post-nuclear wasteland that Tokyo has become, the surviving humans continue to fight against Demons.

The protagonist is then returned to his world, destined to settle the epic apocalyptic battle between the gods of order and entropy.

"Shin Megami Tensei II"

"Shin Megami Tensei," which depicted an apocalyptic world using mythologies from around the world, became a huge hit, leading to the creation of its sequel, "Shin Megami Tensei II."

After the apocalyptic battle ends, in the Tokyo Millennium governed by the Law-aligned Messian Church, the protagonist, a gladiator in the colosseum, is told by a bishop of the church that he was born as the Messiah.

Together with Beth, a beautiful Temple Knight sent by the church, he battles various Demons for the Center which controls the Millennium, but eventually begins to question the methods of the Center itself.

Demonic incidents continue coming to light in the supposedly utopian Tokyo Millennium. The Factory where artificial humans are forced into labor, the appearance of Daleth, the self-proclaimed Messiah, and Hiruko and others hiding in the old city sealed underground.

When another Temple Knight, Hiroko, escapes from the Center, the protagonist embarks on a journey to uncover the mystery of his origins.

What does the world expect from him?

And who is he really?

Play the Original Games!!

The original "Shin Megami Tensei" and "Shin Megami Tensei II" have been released by ATLUS for a variety of game consoles, listed below. We encourage you to play them at least once to grasp the atmosphere of the world in this work.

- | | |
|-----------------------------|--------------------------------|
| ● Shin Megami Tensei | ● Shin Megami Tensei II |
| ● Super Famicom | ● Super Famicom |
| (Released October 1992) | (Released March 1994) |
| ● Playstation | ● Playstation |
| (Released May 2001) | (Released March 2002) |
| ● Gameboy Advanced | ● Gameboy Advanced |
| (Released March 2003) | (Released September 2003) |

Basic Concept "Law vs Chaos"

Conflict of Alignments

In the "Shin Megami Tensei" series, there is a clear structure of conflict. There are two axes: Law vs Chaos, and Light vs Dark, each opposing their counter-part.

Here, we explain these four alignments as well as the Neutral path.

To avoid misunderstanding, it is reiterated that these opposing structures operate on two axes.

The first axis is Law vs Chaos. Neutral exists between them.

The story of "Shin Megami Tensei" is primarily about the conflict between the forces of Law and Chaos, with the player character standing between them, eventually forced to choose one path. Although it may seem like a choice between Law and Chaos, it is important to remember that the more difficult path of Neutrality also exists.

The second axis is Light vs. Dark. There is also a neutral part to this axis (called "Normal"), but it differs somewhat from the above.

This axis relates to the disposition of one's deeds, akin to good and evil. While not the main theme, under the extremes of the story one will always waver between standing firm in the light and falling to darkness.

LAW

The alignment of order. It stands on the side of the One True God and other heavenly deities, and aims to control the world through reason and order. It is rational and values social order, but at times may ignore individual emotions and impose self-righteous justice unilaterally. Those who fully embrace Law are expected to become cogs in a totalitarian society adhering to the will of the One True God; who claims to have created the world- but that may also be seen as "peace."

The Law side often speaks of "justice," but order and justice are not necessarily the same thing.

In "Shin Megami Tensei X," the forces of the One True God represent the Law side.

CHAOS

The alignment of disorder. It acknowledges individual emotions and passions within a polytheistic world. It tolerates the multifaceted nature of things and dislikes the uniformity that maintains an artificial society. It is the very energy of life rooted in nature, expanding artistic possibilities and drawing out individual potential. However, this energy can sometimes recklessly destroy the fabric of society and mercilessly trample the weak who were protected by reason and structure.

Fully embracing Chaos might lead to the denial of governance, and even to an anarchy where anything

that impedes an individual's desires is violently removed.

The Chaos side often advocates for "freedom," but never forget that it comes at a "price" and "risk."

In "Shin Megami Tensei X," Asian gods and Fallen opposing the One True God are classified under Chaos, ultimately gathering under Lord Asura.

NEUTRAL

The alignment of neutrality. It aims for a balanced, unchanging middle path. It fears most the loss of humanity by running to extremes. Therefore, achieving Neutrality is itself extremely difficult, as it is seen as opportunistic and is often antagonized by both sides. However, the world reached through this path is the most peaceful.

In "Shin Megami Tensei X," many lesser gods and fairies desiring a middle path belong to Neutrality.

LIGHT

The alignment of light. It represents the power of blessing and protection held by gods, especially heavenly and nature gods. It recognizes the existence of life, celebrates its growth and prosperity, heals, and nurtures. It brings abundance, healing, and guides the lost.

Those who aspire to Light must provide healing and benevolence. They will guide and be guided, and those who have mastered Light will eventually transcend the filth of the world and elevate themselves into the light of heaven or the graces of the earth.

People often think that Light is righteous and Dark is evil, but this too is a one-sided view.

In "Shin Megami Tensei X," many heavenly gods are classified under Light.

DARK

The alignment of darkness. It represents the power of hatred, curses, destruction, and corruption held by entities such as Fouls and Vile. It acknowledges inner evil and weak wavering wills, pushing ever towards ruin. Towards others it harms, deceives, torments, tortures, belittles, and envies, but sometimes even destroys itself.

It is an errant path, a path not to be taken.

Yet, the darkness that lurks in the heart never ceases to fascinate people. There is great power in it. For darkness does not hesitate.

Those stained by darkness will be drawn to deeper darkness. They will find joy in harming others, intoxicated by the pleasure of using evil power, and self-discovery in their descent. Only eternal despair awaits thereafter.

In "Shin Megami Tensei X," vile, tyrants, and entities close to the domain of death, like Fouls and Haunts, belong to Dark.

Replay Primer [Queen of Four Crossings]

Session Start

Gamemaster (below, GM): The Shin Megami Tensei TRPG Devil City Tokyo 200X Replay Primer, [Queen of Four Crossings] is about to begin!

Player A (below, A): Thank you for taking the time.

B, C, D: Thanks for your time~.

A: Shin Megami Tensei TRPG Devil City Tokyo 200X's title... is a bit long don't you think?

GM: Rest assured, an abbreviation has already been chosen. "Shin Megami Tensei X" (**Megaten X**).

B: X? It's a modern setting, right?

GM: In terms of the game setting, you can think of it as matching the atmosphere of the first game, Shin Megami Tensei. Have you ever played the original?

C: Um... I still haven't.

GM: Understood. I'll briefly introduce the original game.

The story is set in modern-day Tokyo, where Demons have begun to reappear in modern society.

C: Demons?

D: Although they are called Demons, they are actually all kinds of gods, monsters, and angels that appear in myths and folklore from around the world.

C: Even angels are Demons?

GM: That's what makes "Shin Megami Tensei" unique.

The term "Demon" encompasses everything from gods, monsters, youkai, spirits, to even angels.

C: So, Demons are monsters?

GM: Sometimes they can be foes, other times they're allies.

For example, if you are a Summoner, you can summon a Demon partner and fight together. Of course, you'll also be facing Demons in battle.

C: I like the sounds of that.

GM: Yea, it's interesting.

Now then, for today's session; first, we'll start with the Trailer.

[Aside]

In "Shin Megami Tensei: Matou Tokyo 200X" (hereafter, "SMT X"), the preparation stage before actually starting the game if referred to as the "**Warm-up**," and a preview of the session is explained. This is done to mentally prepare the players as well.

Trailer

*The crossroads were steeped in terror,
because she was the "Guide."*

The Queen of the Four Crossings, a She-bitch from Hell.

Warm-up

GM: First, an introductory overview of the session.

The setting is a suburban agricultural city on the outskirts of Tokyo. Each of you will investigate the mystery of the frequent disappearances at the Crossroads from your respective positions.

You'll start at level 5, using the **Quick-start** format with pre-selected **sample characters**. Here's the **handout**.

[Aside]

In the case of SMT X, you may freely create characters, but when playing for the first time, like in this scenario, it's common for the GM to offer a selection of sample characters (see p. 026) tailored to the scenario. This is referred to as the Quick-start format.

The material that is written and distributed to players explaining this format is known as a **handout**. Handouts are a useful technique that can be used for more than just character settings; they can include other information as well.

Handout

●PC1: Fateful Youth (Candidate → Summoner)

A high school student who met Steven and embarked on the path of a Demon Summoner. He can summon FAIRY Pixie. Searching for his missing girlfriend, he becomes involved in the Crossroads incident.

Background 01: Missing Lover **02:** DDS

Contact 01: Stephen **02:** (Free Space).

●PC2: Blazing Fist (Qigong Striker → Successor)

A practitioner of Chinese martial arts who inherits the Gauntlet of the WILDER Garm. He becomes involved in the Crossroads incident to fulfill his wish to avenge his master's death.

Background 01: Revenge **02:** Significant Other (Set freely)

Contact 01: Mystic Artisan "Masamune" **02:** (Free Space)

●PC3: Private Eye (Detective → Gunslinger)

A former police officer turned detective. His previous experience in investigating bizarre cases is well known, and he is requested to solve Demon-related incidents.

Background 01: Police Relations **02:** Passion (Occult)

Contact 01: Inspector Urata **02:** JSDF Officer

03: (Free Space) **04:** (Free Space)

●PC4: Azusa Bow Maiden (Shrine Maiden → Archer)

An exorcist shrine maiden from an old shrine. She possesses a strong sense of justice. As an exorcist, she has been tasked with resolving the Crossroads incident.

Background 01: Exorcist **02:** Sense of Justice

Contact 01: Himemiya Kikue **02:** (Free Space)

Character Selection

B: We're suddenly level 5?

GM: Since it is a port of the video game, the levels range from 1 to 100. PCs are usually played from levels 5 to about 50, but Demon data can go up to level 100 and beyond. Check this out.

...showing a glimpse of the Demon data.

B: YHVH level 108, Lucifer level 100...

GM: So, level 5 is kinda like level 1 in other games. With that, please choose a character.

D: Any Demon characters?

A: Eh?

GM: SMT X allows PCs to be Demons too.

There are sample characters provided for Pixie, Jack Frost, and Cait Sith.

B: The snowman looks strong.

GM: If the scenario allows it, a PC could be a Slime or Zombie...

D: Mokekkekekekeke.

C: Kyaaa!

GM: I don't mind using them... but let's stick with humans this time.

B: What's this blank space for?

GM: The relationships between PCs, and free spaces for Contacts, are blank for customization. Let's roll for those. Have you selected your characters?

B: Hmm, the Martial artist and Detective seem good.

C: In that case, I'll go with the Shrine Maiden.

D: The Summoner is so young, I'd be a bad fit. The Detective, hopefully.

B: Go ahead. A's fine with the Summoner?

A: OK!

GM: Very well, here are the actual character sheets.

...the sample character sheets are passed around.

GM: These sample characters have pre- and post-Awakening data. Awakening can be done freely at your own discretion, you may choose to be Awakened at the start, or Awaken during play.

[Aside]

In SMT X, Awakening Stages exist for characters, in this case Stage I Extraordinary or Stage II Awakened. At Level 5 or above, one can transition from Extraordinary to Awakened.

Those Awakened become notably stronger; and since they gain more skills, it is more convenient to handle them as Awakened from the outset.

The advantage of starting at a lower stage is that you can enjoy an Awakening scene during the session, and upon Awakening, recover all HP and MP.

This time, we played in Awakening Stage II, at L5, with 125 Experience points (NEXT 216).

GM: Any questions about the character sheets?

A (Summoner): Mine comes with Pixie. How do I summon her?

GM: To summon her, you'll need to spend 1 Fate Point.

A: Ah, I also have a Nihontou.

GM: You spent all of your pocket money on it, in hopes it will help finding your missing girlfriend.

B (Qigong Fighter): My techniques cost HP! That's pretty rough.

GM: Fighting with your gauntlet will be key.

D (Detective): My Shooting Skills also cost HP.

GM: Be sure to use them wisely.

C (Miko): Using "Rakukaja" will deplete my MP.

B: That's fine, since you only need to apply it once. Plus, it's really powerful.

GM: Magic that increases Defense is pretty strong at this level.

[Aside]

Skill use incurs a cost.

Magic attack skills and Support magic skills consume MP, while melee attack skills and ranged attack skills deplete HP.

For this reason, characters with melee or ranged combat skills must pay careful attention to their remaining HP.

Deciding Contacts

GM: Moving on, let's fill the free space for Contacts using dice. You can choose if you want, but since there are many options, it's easier to roll and redo if you're not satisfied. Please make a percentile roll.

[Aside]

A percentile roll (d%) is a method of rolling two d10s of different colors and assigning one to the tens-place and the other to the ones-place to produce a result between 01~100. This game uses them often.

A: 22.

GM: A blonde-haired man.

D: Is that 'Lou' out of the blue?

GM: Mhm. It's Louis Cyphre.

A: By the way, what is a Contact?

GM: An acquaintance. They provide information or items if needed.

A: He seems a bit scary, let's re-roll. 70.

GM: Titi. A beautiful fortune teller in Harajuku. She claims to be Egyptian, but her true identity is unknown.

A: Sounds good. I have a connection with her from when my girlfriend and I got our fortunes read.

B: 100! John Cleric? An exorcist-priest from the Church of Messiah, huh. We're destined rivals.

C: 54... Who's Master Therion?

GM: A suspicious bald sorcerer. He claims to be the reincarnation of Aleister Crowley. He's a bit of a lecherous old man, so feel free to re-roll if you'd like.

C: 76... Doctor Thrill?

GM: A mad scientist, and ex-KGB. Involved in human experiments and occult research.

C: Pass. 87.

GM: Tsunahiko Kibi. An expert in local history, running a secondhand bookstore in Kanda.

C: Fine, I'll go with that one!

D: The Detectives gets two Contact spaces. 75... Tendou Tenzan the Yakuza boss huh, I've got a good feeling about him. 58... Yuriko? That Yuriko?

GM: Yup.

D: That feels like a trap. I could be setting myself up here.

GM: Could be.

D: ...Okay, that's fine.

Relationship Table

GM: With the person beside you, decide the relationship between your PCs. We'll roll the the dice with this as well. If you don't like it, you can re-roll. First, the Summoner and Qigong Fighter.

A (Summoner): "Indebted."

B (Qigong Fighter): "Local ties." Well, maybe you're my junior at school.

GM: Next, the Qigong Fighter and the Miko.

B (Qigong Fighter): "Destiny!" There is definitely something important there. Even a one-sided crush is OK.

C (Shrine Maiden): "Strange hobby?" In that case, I'll roll on the Strange Hobby table... It's "Pets."

GM: Do you prefer dogs or cats?

C: Cats, I suppose?

GM: All right, so let's say the Qigong Fighter feels a sense of fate as you talk about being a cat lover, but he's taking the subtle approach. Now, the Miko and the Detective.

C: "Relatives." Cousins, maybe. I'll call you "brother," or something.

B: Is it cool if I call you "bro," too?

D (Detective): Save it, you. My relationship with the Shrine Maiden is... "Affection."

Everyone: Bursts out laughing.

D: ...that's to say, familial affection.

GM: Finally, the Detective and Summoner.

D: "Affection."

Everyone: Bursts out laughing.

D: Re-rolled into "Comrades." We once worked together hunting Demons.

A: "Friendship."

D: Why do I get the feeling you guys are looking down on me?

After that, they decide on their PCs' personal information.

A: Fateful Youth Jun Kanzaki (17) 2nd Year

The name of his missing girlfriend is Sato Masumi, a classmate.

B: Blazing Fist Hiroshi Fuyuki (19)

He hones his skills in order to avenge his master's death.

The target of his revenge is chosen at random from the list of Contacts, and is decided to be "Lilia Oshima", a female magician of the Gaia cult.

C: Shine Maiden Sakura Yoshino (17) 2nd Year

For now, she decided to attend the same school as Kanzaki.

D: Private Investigator Ryo Kuroi (28)

Openings

Opening (1) Case: Jun Kanzaki

GM: Kanzaki, you are having a dream.

A dream in which your girlfriend, Sato Masumi, is crying for help.

"Save me!"

And then, her figure vanishes.

Kanzaki: Masumi! I'm coming to rescue you now!

GM: As you do, you see a monster with a woman's face standing at the dark crossroads.

Kanzaki: It was you! You took Masumi!

GM: Then, the dream ends.

When you wake up, there's an Email on your beloved PC.

Kanzaki: From Masumi?

GM: Unfortunately not. It's from Stephen.

Kanzaki: ...A Demon summoning program?

[Aside]

Kanzaki's reaction stems from the fact that this scene evokes memories of the beginning of the original game.

At the beginning of that story, the protagonist receives an Arm Terminal from his online friend, Stephen, and becomes the Demon Summoner by installing a Demon summoning program that is sent to him via Email.

The GM, following that scene, depicts Kanzaki's Awakening in the Opening.

GM: The Email reads;

"I don't have any new information about your girlfriend. However, I'm sure what I sent you the other day will be useful."

You look at the box on the corner of your desk. Inside, there's an Arm Terminal.

Kanzaki: Thank you, Stephen.

GM: At present, you have two informational Keywords.

The first is [Fog-shrouded Crossing].

This is the last place where your girlfriend, Masumi, was seen. She disappeared in the evening when she and a friend passed through the crossing in question. It happened in an instant, her friend didn't notice her vanish, and just wondered where she had gone. Only later was it discovered that she was missing.

Investigation reveals that a few girls have gone missing around that area. Similarly, vanishing abruptly, with no apparent cause.

Kanzaki: A typical case of being spirited away. What's the second Keyword?

GM: It's [Human-faced Dog]. As you searched around the crossing, you learn that people in the area have seen a [Human-faced Dog].

Kanzaki: What does its face look like?

GM: A woman's face.

Kanzaki: Masumi's, by chance?

GM: It appears not to be.

Kanzaki: I'm relieved. Aah, at times like these, Detective Kuroi would be really helpful...

GM: Then, before you phone him, we'll do Kuroi's Opening.

Opening (2) Case: Ryo Kuroi

Kuroi: In that case, I'm drinking at a bar in Shibuya.

GM: Ohh, nice. You're there with your former boss, Inspector Urata.

In the past, you investigated occult cases under Tokyo Metro PD's Division-0, which could be thought of as the Japanese version of the X-Files.

Kuroi: What's goin' on, old man?

Inspector Urata (GM): The [Fog-shrouded Crossing], know about it?

Kuroi: The place where the many disappearances are occurring. A Demon, perhaps?

Urata: Yea, we saw traces of [Makai Drift].

Kuroi: [Makai Drift]? Then the Demon has built its nest.

[Aside]

Makai Drift is a special space created by Demons, causing the surroundings to become warped landscapes that capture those who wander in. Often, Demons create Makai Drift in search of prey.

Victims are spirited away when drawn into this otherworld.

Kuroi: And you want me to figure it out? What are the police doing?

Urata: We're tied up with another matter. You've heard about the Kichijoji thing.

Kuroi: Ahh, so that's the reason.

GM: The setting is near the beginning of the original game. We're not up to martial law yet, but Kichijoji is under lock-down due to an unusual situation.

Due to an accident involving a tanker truck carrying special chemicals, residents have evacuated from around Kichijoji Station, and the Self-Defense Forces have blocked transportation.

Kuroi: Understood. That's that, then.

Urata: Thanks, I'm counting on you. In return, I'll lend you this.

GM: ...and with that, he leaves behind an FN5-7.

Kuroi: It's going to be dangerous if this is necessary, isn't it?

[Aside]

The FN5-7 is a powerful pistol made in Belgium. It's manufactured by FN Herstal, the same company that produces the high-performance military assault rifle FN-P90.

This scene not only provides information, but also depicts Kuroi's Awakening as a Gunslinger.

GM: Just then, a call comes in from Kanzaki...

Kanzaki: ...-so, please help me out.

Kuroi: [Fog-shrouded Crossing], eh? Right on cue.

Opening (3) Case: Sakura Yoshino

Kuroi: After telling Kanzaki to "come to my office," I figure we'd need an expert in this field, so I called Sakura.

Sakura: Heey, brother.

Kuroi: ...Well, uh... This conversation is embarrassing.

Fuyuki: Bro.

Kuroi: Save it, you.

Sakura: So, what's up?

Kuroi: Have you heard about the [Fog-shrouded Crossing]?

Sakura: Uhhmm, well, I think we established that I attend the same school as Kanzaki, so I've heard some rumors about the disappearance of Masumi, right, GM?

GM: Not only have you heard about it, but one of your classmates is also missing.

Sakura: Also spirited away?

GM: You're a local shrine girl, so you know about the old legends regarding the [Fog-shrouded Crossing]. In reality, the "Four Crossings," have an unseen fifth path that is said to lead to the underworld.

Also known as the [Six Roads Crossing].

Sakura: Ohh, crap.

GM: The fifth path opens only at [Twilight].

Sakura: Brother, where did you hear about that?

Kuroi: I also know about Kanzaki's girlfriend.

Sakura: Then, that confirms it, they were spirited away?

Kuroi: Will you lend us a hand?

Sakura: For my brother's sake!

Fuyuki: ---Uhh, and then Sakura called me.

Sakura: Huh? For what?

Fuyuki: Well, if it's a Demon incident, you might need muscle, right?

Sakura: But you know, Fuyuki, you get sweaty.

Fuyuki: Don't worry. I'll take a shower.

Sakura: Suuuure.

Kuroi: Make the call. He's handy in his own way. If its you asking, he'll work for free.

Sakura: I see!

Fuyuki: Umm, Sakura. What happened to your "Sense of Justice" background?

Sakura: ...For the sake of my missing classmate too, I'll have to give it my all here.

Opening (4) Case: Hiroshi Fuyuki

GM: Alright, before Sakura's phone call; we'll start Fuyuki's Opening.

Fuyuki: To avenge my master's death at the hands of the Ring of Gaea, I must train! Training!

Uhh, GM, how strong is this Lilia Oshima?

GM: Well, she's already turned herself into an undead sorceress, so according to the data, she's treated as a Man Eater... Level 25, or so.

Fuyuki: It'll be a while before I stand to win, huh.

GM: By the way, when your master was killed, he was paralyzed by her "Devil's Kiss."

Fuyuki: He lived a good life.

GM: ...As a result, out of the despair of losing his master, he came to value his friends very much. In particular, he felt that he had a "Destined Encounter" with Sakura Yoshino.

Sakura: Piruru piruru ring.

Fuyuki: Hello, this is Fuyuki.

Sakura: Sakura here. It's for my brother's job, but Fuyuki, please help us!

Fuyuki: L- Leave it to me. Alright, I'm leaving right now!

Sakura: Oh, the call got cut off. I didn't get to explain anything, but, oh well.

Gathering

GM: ...So, everyone gathers at Kuroi's office around midday.

Fuyuki: Sakura~!

Kanzaki: Fuyuki. Please take this seriously.

Fuyuki: Sorry, was just trying to lighten the mood.

Kuroi: Now then, this time it's about the disappearances at the [Fog-shrouded Crossing]. Any clues?

Sakura: I'll start by sharing some folklore.

Kanzaki: So, you're saying that Masumi wandered into the underworld? We need to hurry and save her!

Kuroi: Well, hold on. The path only opens in the evening. I think it'll be dangerous if we don't find out the true identity of that [Human-faced Dog] by then.

Approaches

GM: Now, we're moving into the Information Gathering scene, an "Approach." You can divide the tasks or work together in collecting information.

There are several methods available, but they fit into three general options.

- Get in touch with Contacts.
- Investigate Keywords.
- Visit sites related to the incident.

For any of them, once you choose, we'll proceed with Conversation Judgements. The results will determine how the Information Gathering scene unfolds.

If you succeed, you'll get Bonus Information. If you score a Critical, you might receive an extra Service; even better info or an item.

Sakura: Critical?

Kuroi: Meaning an outstanding success. If your roll result is one-tenth or less of your Target Number, it's a Critical.

GM: However, if your roll is between 96 and 99, it's an Automatic-failure. If you roll 100, it's a major failure, a Fumble.

Kuroi: So, first, I propose we visit the site, do a preliminary survey, and afterwards we'll each find a fitting Contact.

Fog-shrouded Crossing

GM: The [Fog-shrouded Crossing] is not an unusual crossroad.

It's a four-way intersection of agricultural roads in a field a short distance from people's houses, and doesn't have much traffic.

It serves as a shortcut from the nearby regular high school to the local convenience store, and a good number of students come and go in the mornings and evenings.

Kuroi: Is there anything out of the ordinary?

GM: Make a Luck roll.

Kuroi: Don't underestimate a detective's luck. There's a 30% chance; failed.

GM: Want to use Fate to re-roll?

Kuroi: Nah, I'll use "Detective's Intuition" for an auto success here.

[Aside]

Detectives have several skills that grant Automatic-success.

"Detective's Intuition" is a skill that allows Automatic-success on a check to notice something, once per scenario.

GM: Ohh, in that case, you notice an old stone pillar near the crossroads.

It bears the name [Fog-shrouded Crossing], and behind it, there are faded inscriptions that match the legend Sakura mentioned earlier.

It says that at twilight, a fifth path opens, connecting the underworld to ours.

Kuroi: Huh, just like the legend. Is that all?

GM: No, there's more.

On the back of that stone pillar, there's something carved that looks like an alphabet.

Kuroi: Alphabet? Do I understand it?

GM: Anyone who wants to try reading it, make a Luck roll.

Kuroi: I failed.

Sakura: Not my strong suit. (Failed)

Kanzaki: Me neither. (Failed)

Fuyuki: I succeeded!

GM: It's Greek.

Fuyuki: This ain't English.

Sakura: Can you read it?

Fuyuki: Once a long time ago, back when I was still traveling during my training, I fought a giant in Greece.

Kanzaki: How many languages do you know, Fuyuki?

Fuyuki: 19, jyu-u-kyu, y'know.

GM: It says, "Under the rule of Hecate." [Hecate] is the Greek goddess of the underworld.

Sakura: Brother, is that person powerful?

Kuroi: Quite dangerous, I'll say.

But if it's really her, she wouldn't be spooking people away in a remote place like this. It seems like a little research more is in order.

Tsunahiko Kibi

Sakura: I know just the person! I'll call the local historian, Mr. Kibi.

GM: Alright, Conversation Judgement.

Sakura: Success~ Success~.

Kibi (GM): Aah, Sakura eh.

What, Hecate? She's the terrifying goddess who rules the underworld in Greek mythology.

Sakura: And, there's been disappearances at the four crossings.

Kibi: Four crossings? Do you have any other clues?

Sakura: A Human-faced Dog has been spotted.

Kibi: A Human-faced Dog?

Sakura: It has a woman's face.

Kibi: That would be Empusa. A dream Demon who serves Hecate and is said to frequently appear at intersections. It sneaks into people's dreams and sucks their lifeblood.

Kuroi: That must be our culprit. Any known weaknesses?

Sakura: Do you know any?

Kibi: Yep, just a moment. Seems that it's vulnerable to fire.

GM: In game terms, it has an Affinity of "Resist Ice; Weak vs Fire." Level 12 Night Demon, Empusa.

Kuroi: That'll be a tough opponent, but this time, we have two fire users.

Sakura: I'll use "Agi~."

Fuyuki: My fist burns red!

[Aside]

Every character has unique Affinities that make them either strong or weak against specific types of attacks. Empusa, for example, has an Affinity that makes her "Resist Ice; Weak vs Fire." This means that they only take half damage from ice-based attacks but take double damage from fire-based attacks.

In this case, Sakura, the shrine maiden, possesses the fire-based magical attack skill "Agi," and Fuyuki, as implied by his skill "Flaming Palm," excels at fire-based melee attacks.

Their Affinities match perfectly in their favor.

Fortune Teller's Omen

Kanzaki: I wonder if we missed something. I'm a bit curious, so I think I'll have Miss Titi tell my fortune.

GM: Make a Conversation Judgement.

Kanzaki: Failed~, umm, I can re-roll with Fate, right?

GM: That's right.

[Aside]

SMT X has a currency called Fate, which may be expended during each scenario for one of the following benefits:

- Re-roll something you rolled.
- Before you roll, modify a target number by +/- 20%.
- Halve the damage you or another player is about to receive.

In addition, for Kanzaki, it is also used to call Pixie via Demon Summoning, so he needs to spend carefully...

Kanzaki: I'm really curious, so I'll spend a point to re-roll.

02! Critical.

Everyone: OOOHH.

GM: Alright, Miss Titi will tell your fortune.

Titi (GM): Twilight, at the [Fog-shrouded Crossing] you stand. Listen carefully, and respond to the voice that asks, "Who's there?" Then, the door will open.

The Queen of the Four Crossings is powerful, and in particular her servant should not be underestimated. The name of the dream-Demon's follower is Alp.

Kanzaki: Alp?

GM: A Level 7 NIGHT Demon. It uses skills like "Agi" and "Dormina."

Sakura: "Dormina?"

Kuroi: That's bad. It's a spell that puts the front-line fighters to sleep.

Titi: Let me grant you this, for your next battle.

GM: So, an Iwakura Water was given to you. It's an item that cures SLEEP, PANIC, BIND, and HAPPY from all party members.

Kanzaki: Thanks, Titi.

Rival

Fuyuki: I say, "I'm going out for a bit..." and then I'll use my Contact. It's John Cleric, an exorcist from the Order of Messiah. I passed the roll.

GM: Alright, you meet up with John at an open cafe near the Shinagawa Cathedral. John is wearing a pitch-black leather coat, with an attitude straight out of 'The Matrix.'

Sakura: So cool~!

GM: As Fuyuki waits, John arrives.

John (GM): Are you ready for Confession?

Fuyuki: Not until I avenge my master's death.

John: Your master's death was at the hand of the Ring of Gaia, was it not? I believe we share a common goal, in eradicating that cult.

Fuyuki: A martial artist shouldn't borrow the strength of others in avenging one's master.

John: So, what's your business?

Fuyuki: I want to know about the connection between [Hecate] and [Empusa].

John: Helios' Goddess, eh.

Empusa is Hecate's dream Demon servant. Most likely, it wandered to a crossing in search of blood, an offering needed to awaken Hecate. Those creatures are not so fearsome, if you stay awake that is.

Fuyuki: If I stay awake?

John: She enjoys tearing apart sleeping prey with her claws. If someone falls asleep, they'll become her target.

Fuyuki: I'll be sure to stay awake.

John: "Very well." And he hands you a piece of paper.

"Here, an Indulgence Slip."

Fuyuki: Huh?

GM: In terms of game data, it's a "Myou-ou Talisman." An item that halves the damage and effects of one Ice Affinity attack. But it wouldn't make sense for John, a Christian, to hand over a Chinese talisman, so I'm calling it an "Indulgence Slip" in name only.

Fuyuki: You forgive me for my sins? I admire your generosity.

Yuriko

Kuroi: Ah, I also have some business to attend to...

... and with that, I'll use my Contacts. The Yakuza and SDF seem unrelated, so let's try...

GM: Yuriko, then.

Kuroi: Khhh, I knew I set myself up. I passed the Conversation check.

GM: As you walk away from [Fog-shrouded Crossing], out of sight from the other members, a sleek black luxury car smoothly pulls up in front of you. The door opens, and Yuriko, dressed in an all-black suit as always, is sitting inside.

Kuroi: You've been monitoring my movements?

Yuriko: I still want you alive. Don't waste your time with that bitch.

Kuroi: In that case, why don't you help me out?

Yuriko: The timing isn't good. My plans don't account for this incident.

Kuroi: Wasn't part of your plans, huh?

So, that means we can take care of it, right?

Yuriko: No problem. You and your comrades need to gain more experience.

Kuroi: Experience, huh?

Yuriko: In order for you to become my partner...

(Shrrri)

Kuroi: What was that sound?

GM: The sound of a necktie being pulled loose.

Kuroi: Wh... what are you doing?

Yuriko: Playing coy, are we?

Kuroi: No- uh. Look, it's still light out, and...

Sakura: Kyaaaa! Brother~!

Kuroi: GM~~

GM: Er, well, let's just cut this scene here...

...After a while, Kuroi returned to the group. For some reason, a "Mahazio Stone" in hand.

Sakura: Brother, umm, what's that?

Kuroi: U- uuhh.

Kanzaki: Something smells nice, doesn't it?

Sakura: Th- this's perfume!

Kuroi: D- don't go making stuff up on your own.

Twilight

GM: Thus, twilight draws near.

Kuroi: Alright, listen up. If we're asked, "Is anyone there?" we answer, "There is." That's how we'll enter Makai.

Kanzaki: I wonder if Masumi is okay...

GM: Yuriko has been keeping Kuroi informed about that.

She said, "There's still time. She's not out of options yet."

Kanzaki: Here's hoping.

GM: Soon, dusk fell.

A female voice echoes from the dim twilight.

"Is anyone there?"

Everyone: "There is!"

GM: In that instant, the world split apart.

It felt like falling into the midst of a purplish sunset.

You found yourselves standing at the center of the "Five Crossings."

From one of them, a large beast approached.

An eerie creature with the face of a woman, a creature that nothing like a dog nor a wolf.

Empusa (GM): Quite a number of prey have fallen into the net. My master will surely be delighted.

Kanzaki: Give Masumi back!

Empusa: Hohou. You're that girl's crush, aren't you?

Kanzaki: Where's Masumi?

Empusa: She's sound asleep within my barrier. Now, you too shall become offerings to my master.

GM: With that, Empusa summons the Night Demon; Alp.

Let the battle begin!

In "Shin Megami Tensei X," there are front and rear positions. Only those in the front can perform melee attacks, but such attacks typically only target the

enemy's vanguard. The enemy's formation has Empusa in front and Alp in the rear.

Please decide whether you want to be in the front or the rear.

Fuyuki: Naturally, I'll be up front!

Sakura: I'll be in the rear!

Kanzaki: I'll join the front, since there's only one so far.

Kuroi: I'll go to the front too. With a gun, I could attack from the rear, but it seems like we're short on front-liners.

Combat

GM: Then, first up, Initiatives if you will.

Kanzaki: 6

Fuyuki: 12

Sakura: 9

Kuroi: 17

GM: The gun user is fast indeed.

Empusa got 16. Alp got 13.

[Initiative Results]

17: Kuroi

16: Empusa

13: Alp

12: Fuyuki

9: Sakura

6: Kanzaki

Round 1

GM: I'll explain in advance that Empusa is the BOSS, and Alp is just a regular Demon.

Therefore, Empusa will take two actions and has significantly more HP and MP than usual. I wish you all the best.

Now, starting with Kuroi at 17.

Kuroi: I've heard that Alps are tough. I'll attack the Alp with my FN5-7. To get ahead, I'll use "Super Shot."

I'll spend 5 HP to attack. Hit!

GM: Alp failed to dodge! Go ahead with the Power.

Kuroi: My Power is 45, and a 5 on the d10. 50 points.

Sakura: Brother, you're amazing~.

GM: That hurt! Next, Empusa will make two attacks.

Koro-koro (Dice rolling sounds.)

The first attack is "Sonic Wave." An area attack causing the Bad Status (BS) PANIC, targeting all of you. Success. Evasion, everyone.

Kanzaki: Evade!

GM: The rest fail, so let's check for BS. There's a 20% chance of PANIC. Rolling under means you're afflicted.

Sakura: Let's see, you're saying I need a 21 or higher. 22!

GM: No one else succeeded. The second attack is an unarmed strike.

I'll randomly choose its target. 1-3 is Fuyuki, 4-6 is Kanzaki, 7-9 is Kuroi, and 10 I'll re-roll. Kuroi's attacked. 81, is a miss!

Kuroi: Looks like my luck is still holding up.

GM: Alp's going to attack with "Dormina." Success. Front row, try to dodge it. If you fail, there's a 30% chance of SLEEP.

Kanzaki: I failed to evade, but resist the SLEEP.

Fuyuki: Evade!

Kuroi: Evade!

Alp (GM): Elusive, aren't you?

Fuyuki: Thanks for coming to the front, BOSS. "Flaming Palm!!" -Ah, missed.

Sakura: I should start with "Agi," I suppose. 42, it hits.

GM: Empusa fails to dodge. Give me the damage. It's Weak vs Fire, so double it.

Sakura: My Base Power is 32, so start at 64?

GM: Roll your Power dice, and then double the final result.

Sakura: Alright, rolling Power... 10.

GM: 10 is an Explosion, so roll again.

Sakura: 9... 19 and 32 is 51. Doubled, that's 102.

GM: Woah. Well, since it's the BOSS she won't go down so easily.

Kanzaki: First, I'll spend 1 Fate point to summon Pixie! Then, I'll attack with my Nihontou. I missed!

GM: Pixie can act this round.

Kanzaki: Yeeah, she's a Level 4 Demon alright. All of her Target Numbers are pretty low.

"Zio" at 44%?

GM: She could "Focus" this round, increasing that by +20%.

Or she could "Support" someone. If successful, that person's next action has a +20% chance.

Kanzaki: Okay, I'll "Support" Kuroi. C'mon 39%... Failed.

Round 2

Kuroi: One more time, "Super Shot!" Hits for 48 damage.

GM: Mmm, couldn't dodge that. Somehow still alive.

Next, Empusa's first attack, "Bufu." Let's randomly select the target.

1-2 Fuyuki, 3-4 Kanzaki, 5-6 Kuroi, 7-8 Sakura, 9-10 Pixie.

It's 7, hitting Sakura. 43 damage, 20% FREEZE.

Sakura: I've been hit~! I'm gonna diee~! Yuuup, Fate will cut that in half.

GM: Rounding down, that's 21 damage.

Sakura: My Magic Defense is 8, so I'm losing 13 points, leaving me with 19 HP.

GM: Then, the second attack, another "Bufu." Targeting Pixie. Missed.

Kanzaki: Phew.

GM: Alp's action, "Shibaboo" targets Kuroi. Success. 65% BIND.

Kuroi: Oh no! I failed to evade. 65% you said? ...06, kachin!

Sakura: Brother!

GM: BIND prevents any actions from being taken. No evasion either. You may recover with a successful Vitality Judgement.

Kuroi: My Vitality is only 25%. I'll use Fate here to re-roll. I'll spend another to lower the chance by -20% to 45%... 16? Kachin.

Kanzaki: I have Iwakura Water.

Kuroi: Oh, that's right. I'm counting on you.

Fuyuki: Revenge for Kuroi~! "Flaming Palm" on Empusa. 83, missed.

Sakura: Revenge for my brother~! "Agi" on Empusa. Hit. 38 damage.

GM: Dodged, phew.

Kanzaki: I'll use the Iwakura Water.

Kuroi: I'm cured!

Kanzaki: Pixie is supporting Kuroi. Success, that's +20% for you.

Round 3

Kuroi: Fufufu, with 90% to shoot Alp, I'll finish it off. 43, hits, Power 38.

GM: Alp perishes.

Kuroi: Mmm, I'm on a roll, I'm on a roll!

GM: Empusa's first attack, normal attack, against Kuroi. Missed.

The second attack is aimed at Kanzaki. Hit, 26 damage.

Kanzaki: It hits. I'm still alive. Down to 14 HP. I lost more than half.

Fuyuki: Revenge for Kanzaki, "Flaming Palm." Hit.

GM: Empusa couldn't evade it.

Fuyuki: Fuhahaha, since I have "Increase Fight," I'll roll two dice. Eya!... 7?

Sakura: Isn't that a bit low?

Fuyuki: I'm just glad I hit, 47 points. Doubled to 94 damage.

Sakura: Kanzaki, need healing?

Kanzaki: I'll have Pixie help with that. Instead, use "Rakukaja". It's tough as is.

Sakura: Ah, I forgot about that. "Rakukaja!" It's an auto success, just 1d10. +4 Defense. Sorry, it's not much.

Kanzaki: It's okay, these 4 points will come in handy soon.

Sakura: Kanzaki~

Kuroi: This feels great. But listen, he already has a girlfriend y'know.

Kanzaki: That's right, I'LL SAVE YOU MASUMIII!

Nihontou swing~. 61 doesn't hit.

Pixie uses "Dia" on me. Restoring 25 HP, back to full.

Sharing MP with your summoned Demon is troublesome.

Round 4

Kuroi: "Super Shot!" Hit, 54 damage.

The HP costs are starting to add up.

GM: Empusa's attack, "Bufu" on Sakura. 42 Ice damage. 20% FREEZE.

Sakura: Evasion failed, ah, I hadn't healed yet. I'll use Fate to halve that to 21. With 12 Defense, that's 9 damage, leaving me at 10 HP.

Ah, I'm frozen. If I stay frozen, I might die here.

Kuroi: You're so dead.

Sakura: I'll reroll to avoid freezing this time.

GM: Sorry about this. Empusa's second "Bufu" is also targeting Sakura. 54 Ice damage.

Sakura: I couldn't avoid it. Even if halved, I'm 5 points short.

Fuyuki: Wait. I'll use "Cover" here. I will take that damage instead. That way, since it was halved by Fate, we'll both live.

"Sakura, are you alright!!"

Sakura: Fuyuki!

Fuyuki: This is cool and refreshing for a blazing boy like me.

Sakura: ...Wooooow.

Fuyuki: I'll return the pain twofold, with "Flaming Palm!"

47 times 2, that's 94 damaaaage!

GM: It's not over yet.

Fuyuki: Pretty tough, eh.

Sakura: "Dia" for Fuyuki, 39 points.

Fuyuki: Fully healed. Thanks, Sakura.

Kanzaki: FOR MASUMI, I "Focus" on my next Nihontou attack. Pixie uses "Dia" on Sakura. Healing 46 points.

Sakura: I'm fully healed now.

Kuroi: Sakura, please send a "Dia" your big brother's way too.

Sakura: Next round, okay.

Round 5

Kuroi: With care, I fire the FN5-7. Hit, 46 damage.

GM: Dodge! Empusa retaliates with "Mabufu." Ice attack on the front row, 04, is a Critical. 34, doubled to 68 damage, Defense is ignored, and the 10% FREEZE is also doubled, to 20%.

Kuroi: Wait~. If its dodged, what happens?

GM: A normal hit instead.

Kanzaki: I failed to dodge, well, let's just say I got "Lucky."

Kuroi: I dodged! Ohh, and halved with the Indulgence Slip from John! Phew, still alive (12 HP). Freeze-free.

Fuyuki: Wahaha, I'm hit, GM. If I use 2 Fate points, is it reduced to 1/3? Or would it be 1/4?

GM: It would be 1/4.

Fuyuki: Alright then. 15 HP left. Not frozen.

[Aside]

If a Critical cannot be evaded, its final Power is doubled and ignores Defense. This can be lethal.

Since Kanzaki failed to evade, he used his "Lucky" Skill to completely negate the attack's damage and effects.

GM: One more action, this time "Feral Claw" on Kuroi. Miss.

Fuyuki: That hurt! Receive my passion~ "Flaming Palm!"

Got 52 points, for 104 damage.

GM: Let's see if she can evade aaaand... just shy.

Sakura: I'll heal Fuyuki with "Dia." 32 points.

Fuyuki: Fffffull recovery!

Kanzaki: I'll "Support" myself with Pixie! 04, Success! Oh, that's a Critical.

GM: The Support bonus is doubled. +40%.

Kanzaki: So what happens at 105%?

GM: Anything over 96 is an Automatic-failure. But since you've exceeded 100%, you can split the target number and attack twice, at 52% and 52%.

Kanzaki: Got it! First swing, miss. Second swing, miss.

GM: Well, that's a familiar outcome.

Round 6

Kuroi: I'm shooting. 01, Critical, for 42 points, doubled to 84 damage.

GM: There's no way to avoid that.

Empusa's attack. "Bufu" on Kuroi. Hit, 41 damage.

Kuroi: It hits. Halving with Fate. 9 HP left, and not frozen.

GM: Second attack. Once again, "Bufu" on Kuroi. It hit, Exploding, for 52 damage.

Kuroi: I couldn't dodge! 2 Fate points to make it 1/4. Only 4 HP left.

Fuyuki: Raging "Flaming Palm!" It misssssed, re-rolling with Fate!

28 hits, for 54 damage, doubled to 108!

Sakura: "Dia" for my brother. 32 healing.

Kuroi: Wow, exactly full health.

Kanzaki: Pixie will "Support" my Nihontou strike.

Kuroi: One-man combo in action.

Kanzaki: Support failed, and the attack missed.

Kuroi: Sure is tough being the hero.

Round 7

Kuroi: There's only one thing left to do. Fire! Hits! 39 damage.

GM: Dodge! Empusa's attacks, first "Mabufu."

Everyone: Gaaaaah!

GM: Ngh, 2% off, it missed.

Next, "Bufu" on Kanzaki. Hit, 42 damage.

Kanzaki: Phew, dodged it.

Fuyuki: Wahahaha, MY TURN! "Flaming Palm!!!"

...?? No... I can't miss here. Eya! Hit with 08.

The Power is... 55, that's 110 damage!

GM: Wooah, we've reached double digits.

Sakura: Brother, I'm going to end this.

Kuroi: Eh?

Sakura: I'll use "Agi," and raise my hit rate by +20% with Fate. 71 hits! The Power is 40, so 80 damage.

GM: I'll dodge, I'll dodge, I'll dodge.

Sakura: The GM sure is motivated.

GM: 17, there it is~. Waa, thought I was a goner.

Kanzaki: Alright, I'm up. After Pixie's "Support," at 65%, I hit with 34.

GM: Couldn't dodge that one.

Kanzaki: Haa, finally landed a hit. Oh, I have "Increase Fight," so I'll roll two of those. Ah-

Sakura: 0 and 0?

GM: That's a 10 and a 10, go ahead and explode both. Exciting.

Kanzaki: I got 7 and 7 from the Explosion rolls, so it's 22 plus 34, making it 56 damage.

GM: What's this... You got me!

Kanzaki: We did itttt!

Sakura: At last, the battle is decided.

Ending

Kanzaki: Oh yeah, what about Masumi?

GM: As Empusa falls, the Makai Drift is subdued, and the people who had disappeared into the twilight of [Fog-shrouded Crossing], return.

Masumi also appears in the cross way.

Kanzaki: "Masumi~!" I shout and run to her.

Sakura: Oh my, Kanzaki.

Kuroi: Somehow- It seems like this case is under wraps.

GM: Yeah, with this, the [Fog-shrouded Crossing] incident is resolved, and the missing people have returned.

I'll give the experience for defeating the BOSS. 149 points each!

Kuroi: Adding up to 274 points, should be enough to level up.

GM: You'll also receive the same amount of Macca as experience points.

Sakura: What's 149 Macca worth?

GM: Since 1 Macca is equal to 1,000 yen, it's 149,000 yen.

Sakura: I might be kinda rich now~.

GM: Also, you've found a "Magic Bottle," an MP recovery item.

Sakura: I'll be having that!

Kuroi: Sakura...

Fuyuki: As long as Sakura is happy, it's all fine.

Kuroi: Ah.

Fuyuki: What's the matter?

Kuroi: I missed my chance to use the Mahazio Stone.

Leveling Up

GM: Since you've leveled up, please increase your favorite Stat by 1 point.

At level 6, you won't gain new skills, so it's just recalculating your Judgement values and such.

Kuroi: I'll increase Agility. My FN5-7's accuracy is up to 83% now.

Sakura: I'm going to increase Magic. This way "Dia's" Power raises to 29.

Fuyuki: I'll start with raising Strength. The power of "Flaming Palm" is now 42.

Kanzaki: I'll also increase Strength. I was able to show off at the end this time, but I'd like to have a bigger impact.

Kuroi: Even Summoners need to buy armor and weapons to power up huh.

Kanzaki: By the way, will my Pixie ever grow stronger?

GM: She won't. Experience points only go to the PCs.

Cool-down

GM: Ahem, lastly. We'll evaluate each others Alignment.

Based on the person's actions in this session, please select from the following six Alignments:

Law, Chaos, Neutral, Light, Dark, or Hee-Ho.

Sakura: Hee-Ho?

GM: It's for if anyone was particularly humorous.

First up, Kanzaki. Let's hear everyone's opinions.

Sakura: Hmm it's hard to say.

Fuyuki: A difficult choice.

Kuroi: He was quite normal, so I'll go with Neutral!

Kanzaki: Well, I think I was passionate, so maybe Chaos.

Sakura: Hmm, maybe Hee-Ho because you split 105% into two failures?

Fuyuki: You healed others, so how about Light?

Kuroi: You were modest, so I'm sticking with Neutral!

Kanzaki: I'm fine with Neutral.

GM: Roll 1d10.

Kanzaki: 10.

Sakura: The gods were watching.

GM: Next is Fuyuki.

Kanzaki: He went on a rampage, so I say Chaos.

Sakura: He was overbearingly heated, so Chaos.

Kuroi: At least call him passionate, Chaos.

GM: Unanimously, it's Chaos.

Fuyuki: Looks like there's no chance to defend myself. Well, if Sakura is happy, Chaos is fine with me. I rolled a 4.

Kuroi: I'm okay with Neutral.

Kanzaki: Since you were a leader, I'll go with Law.

Sakura: Yuriko was seducing on you, so Chaos.

Kuroi: I'm innocenttttt!

Fuyuki: ...and you ran into gags, so Hee-Ho.

Kuroi: Alright, alright, maybe I have a weak sense of justice.

GM: So, he claims to be Neutral?

Kuroi: Well, I think I might've leaned more toward Chaos.

Sakura: Brother, you're filthy.

Kuroi: Sniffle sniffle, it's Chaos. I rolled a 7.

Sakura: Sakura's Hee-Ho!

Kanzaki: Since you used "Dia" a lot, I was thinking Light fits?

Sakura: I cast "Agi" about the same number of times.

Fuyuki: Kinda Chaos-y.

Kuroi: Not just Chaos-y, on the contrary, pure Chaos.

Sakura: Tehe.

GM: Well, it seems like Chaos after all.

Sakura: 9.

GM: The gods were watching.

Well, that's the end of the session.

Thanks everyone for your hard work.

Game Flow

Game Assumptions

This rulebook is written based on the following assumptions.

Rounding

When making calculations during the game, round down any remaining decimal fractions at the end of the calculation. If a calculation involves both division and multiplication, perform the multiplication first.

Unspecified Rules

If a situation arises during the game that is not covered by these rules, it is up to the GM's discretion to make a decision. In such cases, the GM should base their judgment on common sense and the convenience of the game.

Similarly, if a situation impedes the flow of the session, the GM's decision takes precedence over the rules. Players should respect this.

To avoid abusing this rule, GMs should keep the following two points in mind:

First, make decisions that are player-friendly.

Secondly, enjoy the game and utilize the rules effectively.

And for the players, act with the intention to enjoy the game together.

Overall Game Flow

In "Shin Megami Tensei X," the final battle often takes place in a dungeon, where powerful Demons await. Therefore, the final battle scene is referred to as the Dungeon Attack. During the Dungeon Attack, retreat is no longer an option, leading to intense battles.

A session of "Shin Megami Tensei TRPG" generally follows the below order:

- [0] Warm-up
- [1] Opening
- [2] Approach
- [3] Dungeon Attack
- [4] BOSS Battle
- [5] Ending
- [6] Cool-down

[0] Warm-up

Warm-Up is the preparation time before the game starts.

This involves the "Trailer" and "Character Creation."

● Trailer

The GM provides the players with an overview.

This includes an explanation of the day's game and the status of the PCs. Handouts with individual settings can also be distributed.

As the name suggests, it is like a movie trailer.

● Character Creation

Create the characters to be used in this game.

In ongoing games (campaigns), this step might be skipped. At conventions, the GM might distribute pre-made characters.

[1]~[5] The Session

From "Opening" to "Ending" constitutes the actual game, called a session.

● [1] Opening

The GM explains the events leading up to the current adventure to each character or the whole party, explaining the adventure's content and providing initial keywords for the scenario. In this scene, the GM may prioritize the story and omit some checks.

● [2] Approach

Gather information related to the current adventure and advance the story. Contacts and Info Skills can be used here. Combat scenes are also often included in this part.

The Approach consists of multiple scenes, moving closer to the session's truth. This is expressed by transforming initial Keywords into Clue Keywords.

Once sufficient story development for the Dungeon Attack is achieved, the Approach ends.

● [3] Dungeon Attack

Enter the dungeon for the final objective. This scene will involve continuous intense battles.

● [4] BOSS Battle

The boss, the final obstacle of the mission, appears and confronts the PCs. This is the climax of the game.

BOSS enemies are treated differently from other Demons.

● [5] Ending

This is the conclusion of the story. Play out the scene that wraps up the story developed during the game. In this scene, the GM may prioritize the story and omit some checks.

[6] Cool-down

After the game ends, handle "Character Assessments."

● Character Assessments

Assess each character's actions in the game. Note which alignment best fits how a PC acted on the Impression sheet. The GM will then collate, and apply the character's assessment.

Scene Overview

The session progresses in units called "Scenes." Each scene follows these steps:

[1] Definition

[2] Interaction

[3] Conclusion

[4] Break

[1] Definition

Explain what's going on in the scene.

The GM declares which PCs and NPCs are present. Absent PCs may join midway if the GM allows. The GM can designate a central PC as the Scene Player to take the lead.

Specify a scene BGM to determine the atmosphere and overall effect of the scene.

[2] Interaction

The GM explains the situation, advancing the story through interactions with the PCs.

[3] Conclusion

A scene concludes either when certain conditions are met or at the GM's discretion. If a Scene Player was designated, their exit marks the conclusion of the scene.

[4] Break

An interval between scenes.

Confirm the outcome of the concluded scene, and make sure players are on the same page before starting the next scene.

Units of Time

Scene: A single scene. Not related to actual time units.

Round: Measures time during a combat scene, roughly between 10 seconds to 1 minute.

Cycle: The time it takes for all PCs to complete one Approach.

Quick Start

The Quick Start is a fast and simple way to get into the game. Choose one of the sample characters starting from p. 026 and select two or three features. With this, you're all ready to play the introductory scenario on p. 280.

● [0] Trailer: Proposal from the GM

First, the GM provides an explanation about the current session and designates the available sample characters.

● [1] Choose a Sample Character

Select one of the sample characters.

● [2] Fill Personal Data (Name, etc.)

Roll for the specified number of Contracts (usually 2) on the "Extra Contacts Table" from page 051. Feel free to determine personal information such as name, age, and gender. For Demons, there's no need to determine age.

● [3] Decide the Relationships between PCs

Once all the PCs are ready, each will determine their relationship to the PC on their left and right by rolling or choosing from the Relationship Table on p. 052.

Sample Characters

The following are sample characters you may use when playing the introductory scenario. The human PCs are created at "Awakening Tier I," Level 5 (with 100 EXP), and include both the pre-awakening data and "Awakening Tier II" data, as they are intended to Awaken at that level.

[1] **Fateful Youth** **Candidate** → **Summoner**

He was supposed to be an ordinary high school student who liked computers. However, his life was forever changed the day he received the DDS (a Demon summoning program) and Arm Terminal from a mysterious man named "Stephen." Together with his summoned FAIRY Pixie, this fated hero races through an apocalyptic Tokyo.

[2] **Blazing Fist (WILDER Warrior)** **Qigong Striker** → **Successor**

A pugilist who uses Chinese qigong martial arts. During the battle of revelation, he acquires the WILDER Garm's Mystic gauntlet, granting him a blazing fist.

[3] **HOLY Guardian** **Wicca** → **Outsider**

Wicca are witches who uses Celtic white magic. During the battle of revelation, she gains the power of the HOLY Unicorn and ascends to a new stage.

[4] **Private Eye** **Detective** → **Gunslinger**

A street-corner private investigator solving cases. His combat power grows, after acquiring the keepsake gun his friend had locked away.

[5] **Wizard** **Doctor** → **Magician**

While pursuing a career in medicine, she awakened to magic. Despite these abilities aligning with destruction rather than salvation, she won't hesitate to pursue arcane secrets in her quest for truth.

[6] **Azusa Bow Maiden** **Shrine Maiden** → **Archer**

A Shinto shrine maiden who has acquired healing powers and protective magic. The sacred talisman she wields protects people from terrifying demonic forces. Her sanctified arrow can expel the demons that disturb Japan.

[7] **Street Fighter** **Karateka** → **Fighter**

A man who solely pursued physical strength, mastering karate and wrestling, has returned to the streets. This time, to protect his old crew from demons.

[8] **Demon Hunter** **SDF Officer** → **Swordsman**

A former special operator of the Self-Defense Forces turned freelance demon hunter, contractually exorcising demons. He aims to be a well-balanced fighter who can use both guns and swords.

[9] **Freelance Writer** **Playboy** → **Journalist**

An occult magazine editor who dives into incidents using her natural negotiation skills and information-gathering abilities. Initially a carefree thrill-seeker, an encounter with demons ignites her journalistic spirit.

[10] **FAIRY Pixie (L5)**

A fairy with small wings. In the video games, she is an important partner to the protagonist, but can also hold her own. Aside from her whimsical and mischievous personality, she boasts a useful variety of magic skills.

[11] **FAIRY Jack Frost (L5)**

A snow fairy with a small body, but immense potential. He came to the human world to train and become a mighty demon, but progress is slow going due to his chee-hee-rful nature. He befriends some humans he met on a whim, and winds up helping them.

[12] **BEAST Cait Sith (L5)**

A Scottish cat fairy that "Puss in Boots" is modeled after. Despite being a cat, it behaves in quite a worldly manner.

Sample Characters



- (1) Character Type:** The type of the sample character.
- (2) Class:** The character's class. The left of the arrow indicates the class at Awakening Tier I, and the right indicates the class acquired after awakening.
- (3) Level:** The character's level.
- (4) EXP:** The character's experience points.
- (5) NEXT:** The experience points required for leveling up, which differ before and after awakening.
- (6) Character Description:** An overview of the sample character.
- Illustration:** An illustration symbolizing each sample character. The gender and age in the illustration and character description do not have to match your character's gender and age. Discuss the details with the GM.
- (7) Gifted Data:** Character data before awakening.
- (8) Awakened Data:** Character data after awakening. Upon awakening, HP/MP are fully restored. Note if you awaken during the game, your Fate points will not increase.
 ※Demon PCs do not awaken, so they only have one set of data.

Stats: The character's attribute values, and the target numbers derived from Stats & level.

Various Powers: The base powers for melee, spell, and ranged actions, and the number of dice used for power rolls. Skills like "Extra Melee Power" can increase the number of power dice.

Various TNs: Target Numbers calculated from the character's Stats, other than Stat TNs. If modified by equipment, they are noted in parentheses.

HP / MP: The character's maximum HP and maximum MP.

Physical Defense: Damage reduction against attacks with the "Strike" and "Gun" affinities. The value in parentheses is when wearing armor.

Magical Defense: Damage reduction against attacks other than those with "Strike" and "Gun" affinities. The value in parentheses is when wearing armor.

Fate: Maximum Fate points. Characters begin the game with Fate equal to this value.

Initiative: Base initiative plus the number of dice rolled.

Affinity: The character's defensive affinity. This affects the damage and chance of Bad Status from attacks the character receives.

Equipment: Items the character possesses / equips.

Weapons: They modify the Hit rate and Power of weapon attacks. Up to two weapons can be readied at one time.

Armor: Increases Defense and can raise your Dodge TN, Melee Power, and Initiative. Only one piece of armor can be equipped per body part, and cannot be changed during battle.

Other: Items with special effects will have those effects described.

Macca: The character's money. 1 Macca = 1,000 yen.

Actions: Skills and basic actions possessed by the character. Unarmed attacks and Assist (weapon attacks if a weapon is equipped) can be performed by anyone.

Name: The name of the action or skill. For weapon attacks, the name of the weapon used is recorded.

Cost: The cost required to use the skill. If it cannot be paid, the skill cannot be used.

Target: The target of the skill. If "Front" is specified, it can only be used when you are in the front row, on enemies in the front row.

TN: The target number for that action / skill. If it says "Auto," it automatically succeeds, and no criticals or fumbles can occur.

Power: The total power of the action / skill. Modifications from base power, skills, and equipment are already included.

Affinity: For attacks or attack skills, the affinity of the attack.

(9) Demon Data: If the character has "Demon Summoning" or "Demon Transformation," the data for Demons that can be summoned or transformed into is presented.

LVL

5

EXP

100

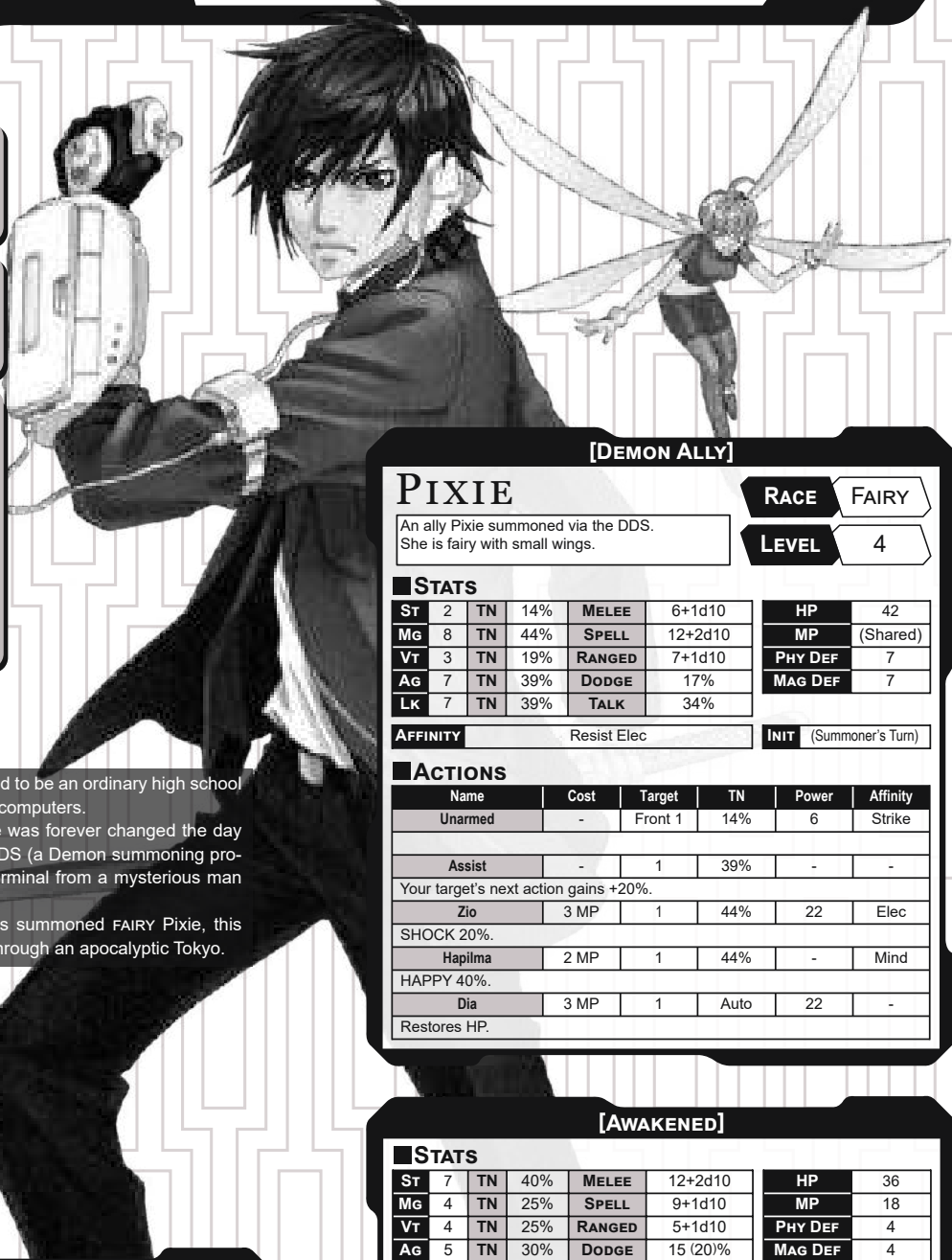
NEXT

[Gifted]

172

[Awakened]

216



He was supposed to be an ordinary high school student who liked computers. However, his life was forever changed the day he received the DDS (a Demon summoning program) and Arm Terminal from a mysterious man named "Stephen."
Together with his summoned FAIRY Pixie, this fated hero races through an apocalyptic Tokyo.

[DEMON ALLY]

PIXIE

An ally Pixie summoned via the DDS. She is fairy with small wings.

RACE FAIRY

LEVEL 4

STATS

| | | | | | | | |
|----|---|----|-----|--------|---------|---------|----------|
| ST | 2 | TN | 14% | MELEE | 6+1d10 | HP | 42 |
| MG | 8 | TN | 44% | SPELL | 12+2d10 | MP | (Shared) |
| VT | 3 | TN | 19% | RANGED | 7+1d10 | PHY DEF | 7 |
| AG | 7 | TN | 39% | DODGE | 17% | MAG DEF | 7 |
| LK | 7 | TN | 39% | TALK | 34% | | |

AFFINITY Resist Elec

INIT (Summoner's Turn)

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---------------------------------------|------|---------|------|-------|----------|
| Unarmed | - | Front 1 | 14% | 6 | Strike |
| Assist | - | 1 | 39% | - | - |
| Your target's next action gains +20%. | | | | | |
| Zio | 3 MP | 1 | 44% | 22 | Elec |
| SHOCK 20%. | | | | | |
| Haplima | 2 MP | 1 | 44% | - | Mind |
| HAPPY 40%. | | | | | |
| Dia | 3 MP | 1 | Auto | 22 | - |
| Restores HP. | | | | | |

[AWAKENED]

STATS

| | | | | | | | |
|----|---|----|-----|--------|----------|---------|----|
| ST | 7 | TN | 40% | MELEE | 12+2d10 | HP | 36 |
| MG | 4 | TN | 25% | SPELL | 9+1d10 | MP | 18 |
| VT | 4 | TN | 25% | RANGED | 5+1d10 | PHY DEF | 4 |
| AG | 5 | TN | 30% | DODGE | 15 (20%) | MAG DEF | 4 |
| LK | 5 | TN | 30% | TALK | 30% | FATE | 6 |

AFFINITY Null Expel

INITIATIVE 5+1d10

EQUIPMENT

- Uniform [Dodge +5%] Armor (Full)
1/Scenario, in exchange for losing this uniform, the damage being dealt to you is halved.
- Katana [Hit +5%, Power +10]
- Arm Terminal
- DDS
- Demon Card: FAIRY Pixie

MACCA 0

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|--|--------|---------|------------|-------|----------|
| Unarmed | - | Front 1 | 40% | 12 | Strike |
| Power rolls with 2d10. | | | | | |
| Assist | - | 1 | 30% | - | - |
| Your target's next action gains +20%. | | | | | |
| Katana | - | Front 1 | 45% | 22 | Strike |
| Power rolls with 2d10. | | | | | |
| Demon Summoning | 1 Fate | - | Auto | - | - |
| Criticals deal 3x damage. Power rolls with 3d10. | | | | | |
| Analyze | - | 1 | 30% / Auto | - | - |
| View data of a Demon under your Level+1d10. Can't vs Bosses. Auto-success during combat. | | | | | |
| Lucky | - | - | Auto | - | - |
| 1/Scenario, reduce damage dealt to you to 0, and nullify any additional effects. | | | | | |
| Item Expert | - | - | Passive | - | - |
| Add 1d10 to the power of consumable items. | | | | | |
| Add Melee Power | - | - | Passive | - | - |
| Add 1d10 to the power of melee attacks. | | | | | |

[GIFTED]

STATS

| | | | | | | | |
|----|---|----|-----|--------|----------|---------|----|
| ST | 6 | TN | 35% | MELEE | 11+2d10 | HP | 32 |
| MG | 2 | TN | 15% | SPELL | 7+1d10 | MP | 14 |
| VT | 3 | TN | 20% | RANGED | 2+1d10 | PHY DEF | 3 |
| AG | 2 | TN | 15% | DODGE | 12 (17%) | MAG DEF | 3 |
| LK | 2 | TN | 15% | TALK | 24% | FATE | 5 |

AFFINITY Null Expel

INITIATIVE 3+1d10

EQUIPMENT

- Uniform [Dodge +5%] Armor (Full)
1/Scenario, in exchange for losing this uniform, damage dealt to you is halved.
- Katana [Hit +5%, Power +10]

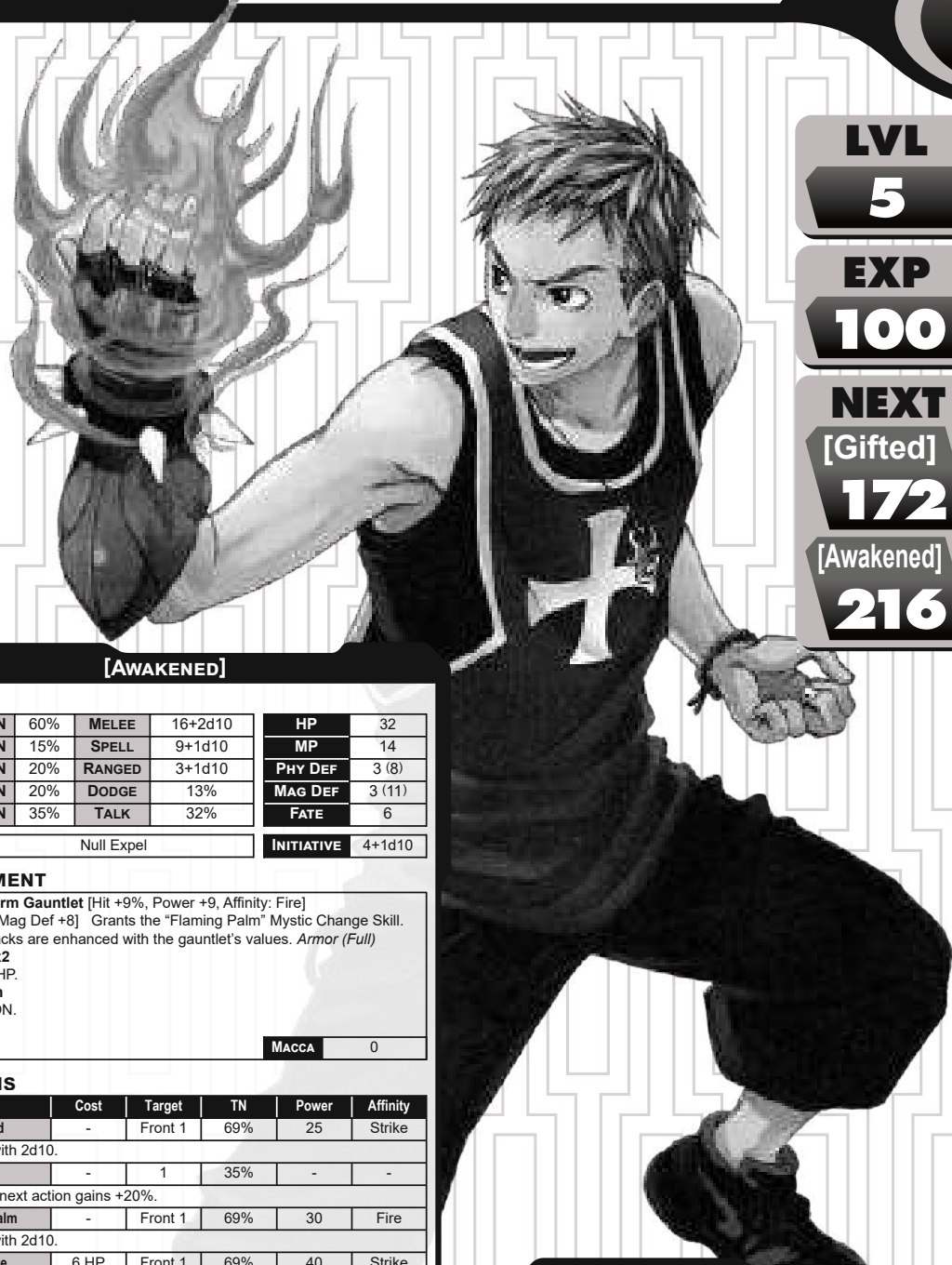
MACCA 0

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|--|------|---------|---------|-------|----------|
| Unarmed | - | Front 1 | 35% | 11 | Strike |
| Power rolls with 2d10. | | | | | |
| Assist | - | 1 | 15% | - | - |
| Your target's next action gains +20%. | | | | | |
| Katana | - | Front 1 | 40% | 21 | Strike |
| Power rolls with 2d10. | | | | | |
| Lucky | - | - | Auto | - | - |
| 1/Scenario, reduce damage dealt to you to 0, and nullify any additional effects. | | | | | |
| Item Expert | - | - | Passive | - | - |
| Add 1d10 to the power of consumable items. | | | | | |
| Add Melee Power | - | - | Passive | - | - |
| Add 1d10 to the power of melee attacks. | | | | | |

BLAZING FIST

(WILDER WARRIOR)



LVL
5

EXP
100

NEXT
[Gifted]
172
[Awakened]
216

[AWAKENED]

| STATS | | | | | | | |
|-------|----|----|-----|--------|---------|---------|--------|
| St | 11 | TN | 60% | MELEE | 16+2d10 | HP | 32 |
| Mg | 2 | TN | 15% | SPELL | 9+1d10 | MP | 14 |
| Vt | 3 | TN | 20% | RANGED | 3+1d10 | PHY DEF | 3 (8) |
| Ag | 3 | TN | 20% | DODGE | 13% | MAG DEF | 3 (11) |
| Lk | 6 | TN | 35% | TALK | 32% | FATE | 6 |

| | | | |
|----------|------------|------------|--------|
| AFFINITY | Null Expel | INITIATIVE | 4+1d10 |
|----------|------------|------------|--------|

EQUIPMENT

- **WILDER Garm Gauntlet** [Hit +9%, Power +9, Affinity: Fire]
[Phy Def +5, Mag Def +8] Grants the "Flaming Palm" Mystic Change Skill. Unarmed attacks are enhanced with the gauntlet's values. *Armor (Full)*
- **Medicine x2**
Restores 50 HP.
- **Dis-Poison**
Cures POISON.

MACCA 0

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---|--------|---------|---------|-------|----------|
| Unarmed | - | Front 1 | 69% | 25 | Strike |
| Power rolls with 2d10. | | | | | |
| Assist | - | 1 | 35% | - | - |
| Your target's next action gains +20%. | | | | | |
| Flaming Palm | - | Front 1 | 69% | 30 | Fire |
| Power rolls with 2d10. | | | | | |
| Fist Strike | 6 HP | Front 1 | 69% | 40 | Strike |
| (Lunge). Power rolls with 2d10. | | | | | |
| Three Years of Death | 15 HP | Front 1 | 55% | 46 | Strike |
| (Venom Claw). POISON 40%. Power rolls with 2d10. | | | | | |
| Card Hunt | 1 Fate | 1 | Auto | - | - |
| At the end of combat, turn 1 Demon defeated in that battle into a Demon Card. | | | | | |
| Cover | - | 1 | Auto | - | - |
| 1/Scenario, receive an attack in place of another character. | | | | | |
| Add Melee Power | - | - | Passive | - | - |
| Add 1d10 to the power of melee attacks. | | | | | |

[GIFTED]

| STATS | | | | | | | |
|-------|----|----|-----|--------|---------|---------|----|
| St | 10 | TN | 55% | MELEE | 15+2d10 | HP | 24 |
| Mg | 1 | TN | 10% | SPELL | 6+1d10 | MP | 12 |
| Vt | 1 | TN | 10% | RANGED | 2+1d10 | PHY DEF | 1 |
| Ag | 2 | TN | 15% | DODGE | 12% | MAG DEF | 1 |
| Lk | 1 | TN | 10% | TALK | 22% | FATE | 5 |

| | | | |
|----------|------------|------------|--------|
| AFFINITY | Null Expel | INITIATIVE | 3+1d10 |
|----------|------------|------------|--------|

EQUIPMENT

- **Medicine x2**
Restores 50 HP.
- **Dis-Poison**
Cures POISON.

MACCA 0

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|--|-------|---------|---------|-------|----------|
| Unarmed | - | Front 1 | 55% | 15 | Strike |
| Power rolls with 2d10. | | | | | |
| Assist | - | 1 | 10% | - | - |
| Your target's next action gains +20%. | | | | | |
| Fist Strike | 6 HP | Front 1 | 55% | 30 | Strike |
| (Lunge). Power rolls with 2d10. | | | | | |
| Three Years of Death | 15 HP | Front 1 | 55% | 36 | Strike |
| (Venom Claw). POISON 40%. Power rolls with 2d10. | | | | | |
| Add Melee Power | - | - | Passive | - | - |
| Add 1d10 to the power of melee attacks. | | | | | |

A pugilist who uses Chinese qigong martial arts. During the battle of revelation, he acquires the WILDER Garm's Mystic gauntlet, granting him a blazing fist.

[DEMON FORM]

UNICORN

RACE HOLY

Turned into a Unicorn via "Demon Transformation"

LEVEL 11

STATS

| | | | | | | | |
|----|----|----|-----|--------|---------|---------|----------|
| ST | 9 | TN | 56% | MELEE | 20+1d10 | HP | (User's) |
| MG | 9 | TN | 56% | SPELL | 20+2d10 | MP | (User's) |
| Vt | 7 | TN | 46% | RANGED | 7+1d10 | PHY DEF | 18 |
| AG | 7 | TN | 46% | DODGE | 17% | MAG DEF | 18 |
| LK | 11 | TN | 66% | TALK | 42% | | |

AFFINITY Null Expel, Resist Gun, Weak vs Death INIT 9+1d10

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|--|-------|---------|------|-------|----------|
| Unarmed | - | Front 1 | 56% | 20 | Strike |
| Assist | - | 1 | 66% | - | - |
| Your target's next action gains +20%. | | | | | |
| Hama | 6 MP | 1 | 56% | - | Expel |
| Insta-Kill 40% | | | | | |
| Estoma | 40 MP | - | Auto | - | - |
| Avoid an encounter with Demons of your level or lower. Requires GM approval. | | | | | |
| Lullaby | 6 MP | 1 | 56% | - | Mind |
| SLEEP 70%. | | | | | |
| Ram | 6 HP | Front 1 | 56% | 35 | Strike |
| (Lunge). | | | | | |



Wicca are witches who uses Celtic white magic. During the battle of revelation, she gains the power of the HOLY Unicorn and ascends to a new stage.

[GIFTED]

STATS

| | | | | | | | |
|----|---|----|-----|--------|---------|---------|----|
| St | 1 | TN | 10% | MELEE | 6+1d10 | HP | 24 |
| Mg | 9 | TN | 50% | SPELL | 14+1d10 | MP | 28 |
| Vt | 1 | TN | 10% | RANGED | 1+1d10 | PHY DEF | 1 |
| Ag | 1 | TN | 10% | DODGE | 11% | MAG DEF | 1 |
| Lk | 3 | TN | 20% | TALK | 26% | FATE | 5 |

AFFINITY Null Expel INITIATIVE 3+1d10

EQUIPMENT

- **Medicine x2**
Restores 50 HP.
- **Dis-Paralyze**
Cures PARALYZE.
- **Mahama Stone**
Performs an Expel attack on all foes with a 20% chance to Insta-Kill.
- **Mistletoe Bracelet**
The holder is treated as having the [Fairy] keyword in conversations. If the owner ceases to be fully human, this item is destroyed.

MACCA 0

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|--|------|---------|------|-------|----------|
| Unarmed | - | Front 1 | 10% | 6 | Strike |
| Assist | - | 1 | 20% | - | - |
| Your target's next action gains +20%. | | | | | |
| Herbal Remedy | 5 MP | 1 | Auto | 24 | - |
| Restores HP. Cures POISON. | | | | | |
| Fairy Ring | - | - | Auto | - | - |
| 1/Scenario, obtain 1 piece of information. | | | | | |
| Zio | 3 MP | 1 | 50% | 24 | Elec |
| SHOCK 20%. | | | | | |

[AWAKENED]

STATS

| | | | | | | | |
|----|----|----|-----|--------|---------|---------|----|
| St | 2 | TN | 15% | MELEE | 7+1d10 | HP | 28 |
| Mg | 11 | TN | 60% | SPELL | 16+1d10 | MP | 32 |
| Vt | 2 | TN | 15% | RANGED | 2+1d10 | PHY DEF | 2 |
| Ag | 2 | TN | 15% | DODGE | 12% | MAG DEF | 2 |
| Lk | 8 | TN | 45% | TALK | 36% | FATE | 6 |

AFFINITY Null Expel INITIATIVE 4+1d10

EQUIPMENT

- **Medicine x2**
Restores 50 HP.
- **Dis-Paralyze**
Cures PARALYZE.
- **Mahama Stone**
Performs an Expel attack on all foes with a 20% chance to Insta-Kill.
- **Mistletoe Bracelet**
The holder is treated as having the [Fairy] keyword in conversations. If the owner ceases to be human, this item is destroyed.
- **Unicorn Amulet**
An item related to the Demon you can transform into. Without this, you cannot transform into a Demon.

MACCA 0

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---|--------|---------|------|-------|----------|
| Unarmed | - | Front 1 | 15% | 7 | Strike |
| Assist | - | 1 | 45% | - | - |
| Your target's next action gains +20%. | | | | | |
| Herbal Remedy | 5 MP | 1 | Auto | 26 | - |
| Restores HP. Cures POISON. | | | | | |
| Fairy Ring | - | - | Auto | - | - |
| 1/Scenario, obtain 1 piece of information. | | | | | |
| Zio | 3 MP | 1 | 60% | 26 | Elec |
| SHOCK 20%. | | | | | |
| Demon Transformation | 1 Fate | - | Auto | - | - |
| Transform into the HOLY Unicorn until the end of the scene or combat. | | | | | |
| Think Like a Snake | - | - | Auto | - | - |
| 1/Scenario, obtain 1 piece of information. | | | | | |

LVL

5

EXP

100

NEXT

[Gifted]

172

[Awakened]

216

[GIFTED]

STATS

| | | | | | | | |
|----|---|----|-----|--------|--------|---------|----|
| ST | 1 | TN | 10% | MELEE | 6+1d10 | HP | 24 |
| MG | 1 | TN | 10% | SPELL | 6+1d10 | MP | 12 |
| VT | 1 | TN | 10% | RANGED | 8+1d10 | PHY DEF | 1 |
| AG | 8 | TN | 45% | DODGE | 18% | MAG DEF | 1 |
| LK | 4 | TN | 25% | TALK | 28% | FATE | 5 |

| | | | |
|----------|------------|------------|--------|
| AFFINITY | Null Expel | INITIATIVE | 7+1d10 |
|----------|------------|------------|--------|

EQUIPMENT

- Extra Contact x2
- SIG Sauer [Hit +0%, Power +16, Capacity 9] Bullet x11.

MACCA 10

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---|------|---------|------|-------|----------|
| Unarmed | - | Front 1 | 15% | 12 | Strike |
| Assist | - | 1 | 30% | - | - |
| Your target's next action gains +20%. | | | | | |
| FN5-7 | - | 1 | 70% | 37 | Gun |
| Think Like a Snake | - | - | Auto | - | - |
| 1/Scenario, obtain 1 piece of information. | | | | | |
| Think Like a Snake | - | - | Auto | - | - |
| 1/Scenario, obtain 1 piece of information. | | | | | |
| Detective's Hunch | - | - | Auto | - | - |
| 1/Scenario, change a failed attempt to notice something into a success. | | | | | |

Tl. Note: His starting items don't follow the norms for these classes, even if selling off starting items. So I left it as is. It should be New Nambu then SIG Sauer, w/ 20 bullets.

A street-corner private investigator solving cases. His combat power grows, after acquiring the keepsake gun his friend had locked away.

[AWAKENED]

STATS

| | | | | | | | |
|----|----|----|-----|--------|---------|---------|----|
| ST | 2 | TN | 15% | MELEE | 7+1d10 | HP | 32 |
| MG | 2 | TN | 15% | SPELL | 7+1d10 | MP | 14 |
| VT | 4 | TN | 25% | RANGED | 12+1d10 | PHY DEF | 4 |
| AG | 12 | TN | 65% | DODGE | 22% | MAG DEF | 4 |
| LK | 5 | TN | 30% | TALK | 30% | FATE | 6 |

| | | | |
|----------|------------|------------|--------|
| AFFINITY | Null Expel | INITIATIVE | 6+1d10 |
|----------|------------|------------|--------|

EQUIPMENT

- Extra Contact x2
- FN5-7 [Hit +5%, Power +25, Capacity 20] Bullet x11.

MACCA 10

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---|-------|---------|------|-------|----------|
| Unarmed | - | Front 1 | 15% | 12 | Strike |
| Assist | - | 1 | 30% | - | - |
| Your target's next action gains +20%. | | | | | |
| FN5-7 | - | 1 | 70% | 37 | Gun |
| Super Shot | 5 HP | 1 | 70% | 45 | Gun |
| Rapid Fire | 10 HP | 2 | 70% | 37 | Gun |
| Think Like a Snake | - | - | Auto | - | - |
| 1/Scenario, obtain 1 piece of information. | | | | | |
| Think Like a Snake | - | - | Auto | - | - |
| 1/Scenario, obtain 1 piece of information. | | | | | |
| Detective's Hunch | - | - | Auto | - | - |
| 1/Scenario, change a failed attempt to notice something into a success. | | | | | |

WIZARD

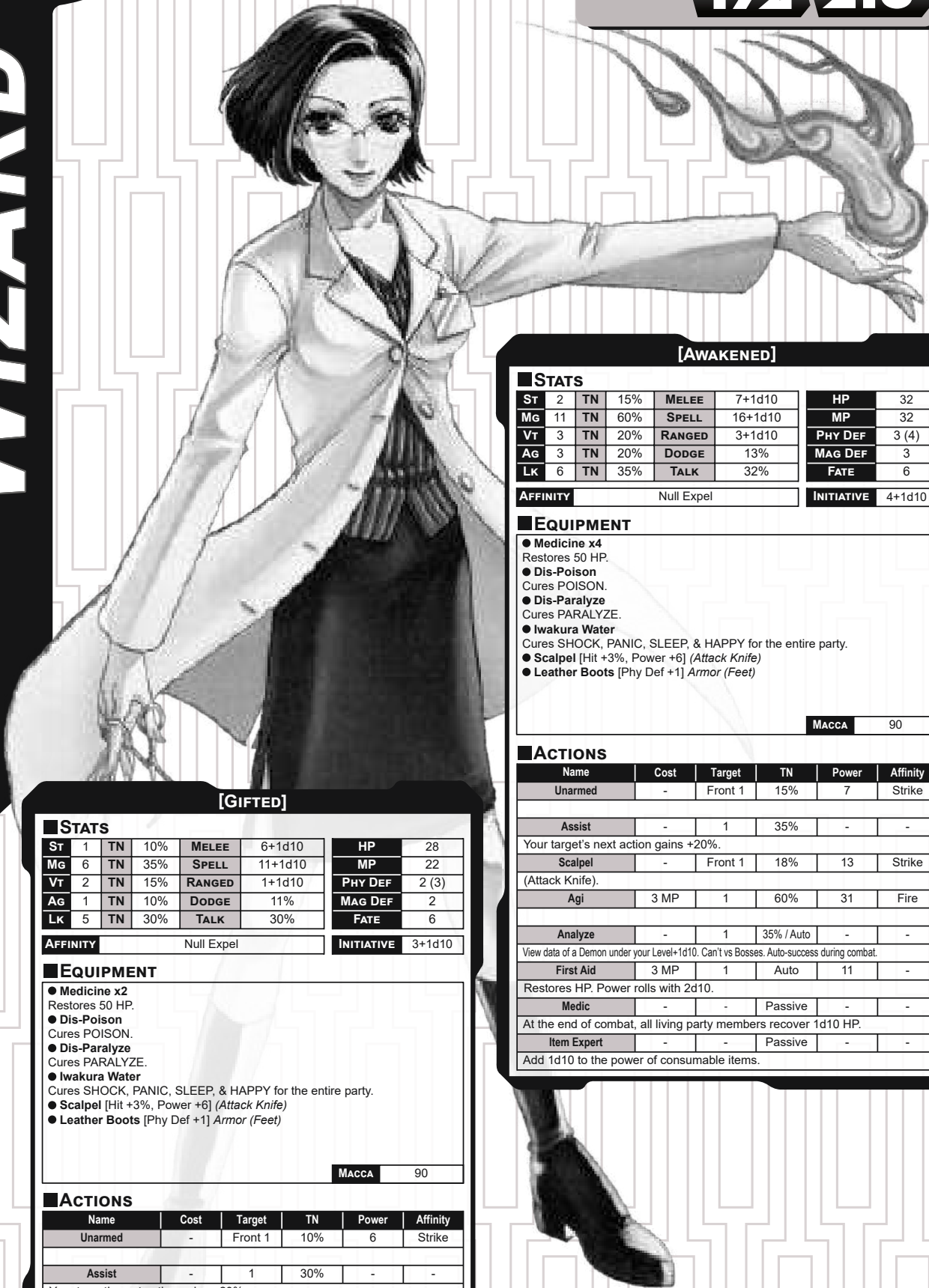
5

Class Doctor → Magician

LVL **5**

EXP **100**

NEXT [Gifted] [Awakened]
172 **216**



[GIFTED]

| STATS | | | | | | | |
|-------|---|----|-----|--------|---------|---------|-------|
| ST | 1 | TN | 10% | MELEE | 6+1d10 | HP | 28 |
| Mg | 6 | TN | 35% | SPELL | 11+1d10 | MP | 22 |
| Vt | 2 | TN | 15% | RANGED | 1+1d10 | PHY DEF | 2 (3) |
| Ag | 1 | TN | 10% | DODGE | 11% | MAG DEF | 2 |
| Lk | 5 | TN | 30% | TALK | 30% | FATE | 6 |

AFFINITY Null Expel INITIATIVE 3+1d10

EQUIPMENT

- **Medicine x2**
Restores 50 HP.
- **Dis-Poison**
Cures POISON.
- **Dis-Paralyze**
Cures PARALYZE.
- **Iwakura Water**
Cures SHOCK, PANIC, SLEEP, & HAPPY for the entire party.
- **Scalpel** [Hit +3%, Power +6] (*Attack Knife*)
- **Leather Boots** [Phy Def +1] *Armor (Feet)*

MACCA 90

| ACTIONS | | | | | | |
|---|------|---------|---------|-------|----------|--|
| Name | Cost | Target | TN | Power | Affinity | |
| Unarmed | - | Front 1 | 10% | 6 | Strike | |
| Assist | - | 1 | 30% | - | - | |
| Your target's next action gains +20%. | | | | | | |
| Scalpel | - | Front 1 | 13% | 12 | Strike | |
| (Attack Knife). | | | | | | |
| First Aid | 3 MP | 1 | Auto | 10 | - | |
| Restores HP. Power rolls with 2d10. | | | | | | |
| Medic | - | - | Passive | - | - | |
| At the end of combat, all living party members recover 1d10 HP. | | | | | | |
| Item Expert | - | - | Passive | - | - | |
| Add 1d10 to the power of consumable items. | | | | | | |

[AWAKENED]

| STATS | | | | | | | |
|-------|----|----|-----|--------|---------|---------|-------|
| ST | 2 | TN | 15% | MELEE | 7+1d10 | HP | 32 |
| Mg | 11 | TN | 60% | SPELL | 16+1d10 | MP | 32 |
| Vt | 3 | TN | 20% | RANGED | 3+1d10 | PHY DEF | 3 (4) |
| Ag | 3 | TN | 20% | DODGE | 13% | MAG DEF | 3 |
| Lk | 6 | TN | 35% | TALK | 32% | FATE | 6 |

AFFINITY Null Expel INITIATIVE 4+1d10

EQUIPMENT

- **Medicine x4**
Restores 50 HP.
- **Dis-Poison**
Cures POISON.
- **Dis-Paralyze**
Cures PARALYZE.
- **Iwakura Water**
Cures SHOCK, PANIC, SLEEP, & HAPPY for the entire party.
- **Scalpel** [Hit +3%, Power +6] (*Attack Knife*)
- **Leather Boots** [Phy Def +1] *Armor (Feet)*

MACCA 90

| ACTIONS | | | | | | |
|--|------|---------|------------|-------|----------|--|
| Name | Cost | Target | TN | Power | Affinity | |
| Unarmed | - | Front 1 | 15% | 7 | Strike | |
| Assist | - | 1 | 35% | - | - | |
| Your target's next action gains +20%. | | | | | | |
| Scalpel | - | Front 1 | 18% | 13 | Strike | |
| (Attack Knife). | | | | | | |
| Agi | 3 MP | 1 | 60% | 31 | Fire | |
| Analyze | - | 1 | 35% / Auto | - | - | |
| View data of a Demon under your Level+1d10. Can't vs Bosses. Auto-success during combat. | | | | | | |
| First Aid | 3 MP | 1 | Auto | 11 | - | |
| Restores HP. Power rolls with 2d10. | | | | | | |
| Medic | - | - | Passive | - | - | |
| At the end of combat, all living party members recover 1d10 HP. | | | | | | |
| Item Expert | - | - | Passive | - | - | |
| Add 1d10 to the power of consumable items. | | | | | | |

While pursuing a career in medicine, she awakened to magic. Despite these abilities aligning with destruction rather than salvation, she won't hesitate to pursue arcane secrets in her quest for truth.



LVL
5

EXP
100

NEXT
[Gifted]
172
[Awakened]
216

A Shinto shrine maiden who has acquired healing powers and protective magic.
The sacred talisman she wields protects people from terrifying demonic forces.
Her sanctified arrow can expel the demons that disturb Japan.

[AWAKENED]

| STATS | | | | | | | |
|-------|----|----|-----|--------|---------|---------|-------|
| St | 2 | TN | 15% | MELEE | 7+1d10 | HP | 32 |
| Mg | 12 | TN | 65% | SPELL | 17+1d10 | MP | 34 |
| Vt | 3 | TN | 20% | RANGED | 5+1d10 | PHY DEF | 3 |
| Ag | 5 | TN | 65% | DODGE | 15% | MAG DEF | 3 (8) |
| Lk | 3 | TN | 20% | TALK | 26% | FATE | 5 |

AFFINITY Null Expel **INITIATIVE** 5+1d10

EQUIPMENT

- **Chihaya** [Mag Def +5] *Armor (Full)*
- **Medicine x2**
Restores 50 HP.
- **Dis-Poison**
Cures POISON.
- **Fire-block Talisman**
Halves the damage of 1 Fire-affinity attack.
- **Azusa Bow** [Hit +5%, Power +12]
Arrow x20. Transformed after awakening.
- **Expel Arrow**
- **Pocket Sword** [Hit +3%, Power +6] (*Attack Knife*)

MACCA 10

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---|-------|---------|------|-------|----------|
| Unarmed | - | Front 1 | 15% | 12 | Strike |
| Assist | - | 1 | 20% | - | - |
| Your target's next action gains +20%. | | | | | |
| Pocket Sword (Attack Knife) | - | Front 1 | 18% | 12 | Strike |
| Azusa Bow | - | 1 | 35% | 17 | Strike |
| Expel Arrow | - | 1 | 35% | 17 | Expel |
| 10% Insta-Kill. | | | | | |
| Prayer of Recovery (Dia). Restores HP. | 3 MP | 1 | Auto | 27 | - |
| Prayer of Protection (Rakukaja). Raises defense. | 12 MP | All | Auto | 1d10 | - |
| Agi | 3 MP | 1 | 65% | 32 | Fire |
| Archery | 6 HP | 1 | 35% | 27 | Strike |
| Intimidating Arrow | 7 HP | 1 | 35% | 24 | Strike |
| SHOCK 20%. | | | | | |

[GIFTED]

| STATS | | | | | | | |
|-------|----|----|-----|--------|---------|---------|-------|
| St | 1 | TN | 10% | MELEE | 6+1d10 | HP | 24 |
| Mg | 10 | TN | 55% | SPELL | 15+1d10 | MP | 30 |
| Vt | 1 | TN | 10% | RANGED | 1+1d10 | PHY DEF | 1 |
| Ag | 1 | TN | 10% | DODGE | 11% | MAG DEF | 1 (6) |
| Lk | 2 | TN | 15% | TALK | 24% | FATE | 5 |

AFFINITY Null Expel **INITIATIVE** 3+1d10

EQUIPMENT

- **Chihaya** [Mag Def +5] *Armor (Full)*
- **Medicine x2**
Restores 50 HP.
- **Dis-Poison**
Cures POISON.
- **Fire-block Talisman**
Halves the damage of 1 Fire-affinity attack.
- **Bow** [Hit +5%, Power +8]
Arrow x20.
- **Pocket Sword** [Hit +3%, Power +6] (*Attack Knife*)

MACCA 10

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---|-------|---------|------|-------|----------|
| Unarmed | - | Front 1 | 10% | 6 | Strike |
| Assist | - | 1 | 15% | - | - |
| Your target's next action gains +20%. | | | | | |
| Pocket Sword (Attack Knife) | - | Front 1 | 13% | 12 | Strike |
| Bow | - | 1 | 15% | 9 | Strike |
| Prayer of Recovery (Dia). Restores HP. | 3 MP | 1 | Auto | 25 | - |
| Prayer of Protection (Rakukaja). Raises defense. | 12 MP | All | Auto | 1d10 | - |
| Agi | 3 MP | 1 | 55% | 30 | Fire |

STREET FIGHTER

7

Class Karateka → Fighter

LVL

5

EXP

100

NEXT

[Gifted]

172

[Awakened]

216



A man who solely pursued physical strength, mastering karate and wrest-ling, has returned to the streets. This time, to protect his old crew from demons.

[GIFTED]

| STATS | | | | | | | |
|----------|----|----|-----|------------|-------------|-------------------|-------|
| St | 10 | TN | 55% | MELEE | 15(16)+3d10 | HP | 28 |
| Mg | 1 | TN | 10% | SPELL | 6+1d10 | MP | 12 |
| Vt | 2 | TN | 15% | RANGED | 1+1d10 | PHY DEF | 2 (7) |
| Ag | 1 | TN | 10% | DODGE | 11% | MAG DEF | 2 |
| Lk | 1 | TN | 10% | TALK | 22% | FATE | 5 |
| AFFINITY | | | | Null Expel | | INITIATIVE 3+1d10 | |

EQUIPMENT

- Tonfas [Hit +2, Power +6, Phy Def +1]
- Rivet Knuckles [Phy Def +1, Melee Power +1] *Armor (Arms)*
- Rider Boots [Phy Def +3] *Armor (Legs)*

MACCA 10

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|--|------|---------|---------|-------|----------|
| Unarmed | - | Front 1 | 55% | 16 | Strike |
| Power rolls with 3d10. | | | | | |
| Assist | - | 1 | 10% | - | - |
| Your target's next action gains +20%. | | | | | |
| Tonfas | - | Front 1 | 57% | 22 | Strike |
| Power rolls with 3d10. | | | | | |
| Straight Punch | 5 HP | Front 1 | 55% | 26 | Strike |
| Criticals deal 3x damage. Power rolls with 3d10. | | | | | |
| Add Melee Power | - | - | Passive | - | - |
| Add 1d10 to the power of melee attacks. | | | | | |
| Add Melee Power | - | - | Passive | - | - |
| Add 1d10 to the power of melee attacks. | | | | | |

[AWAKENED]

STATS

| | | | | | | | |
|----|----|----|-----|--------|-------------|---------|--------|
| St | 14 | TN | 75% | MELEE | 19(20)+3d10 | HP | 50 |
| Mg | 2 | TN | 15% | SPELL | 7+1d10 | MP | 14 |
| Vt | 5 | TN | 30% | RANGED | 2+1d10 | PHY DEF | 5 (10) |
| Ag | 2 | TN | 15% | DODGE | 12% | MAG DEF | 5 |
| Lk | 2 | TN | 15% | TALK | 24% | FATE | 5 |

AFFINITY Null Expel

INITIATIVE 3+1d10

EQUIPMENT

- Tonfas [Hit +2, Power +6, Phy Def +1]
- Rivet Knuckles [Phy Def +1, Melee Power +1] *Armor (Arms)*
- Rider Boots [Phy Def +3] *Armor (Legs)*

MACCA 10

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|--|------|---------|---------|-------|----------|
| Unarmed | - | Front 1 | 75% | 20 | Strike |
| Power rolls with 3d10. | | | | | |
| Assist | - | 1 | 15% | - | - |
| Your target's next action gains +20%. | | | | | |
| Tonfas | - | Front 1 | 77% | 26 | Strike |
| Power rolls with 3d10. | | | | | |
| Straight Punch | 5 HP | Front 1 | 55% | 26 | Strike |
| Criticals deal 3x damage. Power rolls with 3d10. | | | | | |
| Suplex | 6 HP | Front 1 | 75% | 30 | Strike |
| (Body Slam). SHOCK 30%. Power rolls with 3d10. | | | | | |
| Add Melee Power | - | - | Passive | - | - |
| Add 1d10 to the power of melee attacks. | | | | | |
| Add Melee Power | - | - | Passive | - | - |
| Add 1d10 to the power of melee attacks. | | | | | |
| Life Bonus | - | - | Passive | - | - |
| HP multiplier becomes 5. | | | | | |

TL Note: He would normally have the "Fashion" full-body armor too.

LVL
5
EXP
100
NEXT
[Gifted]
172
[Awakened]
216
[AWAKENED]
STATS

| | | | | | | | |
|-----------|---|-----------|-----|---------------|---------|----------------|--------|
| St | 7 | TN | 40% | MELEE | 12+1d10 | HP | 44 |
| Mg | 2 | TN | 15% | SPELL | 7+1d10 | MP | 14 |
| Vt | 6 | TN | 35% | RANGED | 8+1d10 | PHY DEF | 6 (15) |
| Ag | 8 | TN | 45% | DODGE | 18% | MAG DEF | 6 (8) |
| Lk | 2 | TN | 15% | TALK | 24% | FATE | 5 |

AFFINITY Null Expel **INITIATIVE** 6+1d10

EQUIPMENT

- **Dis-Poison**
Cures POISON.
- **SIG Sauer** [Hit +0%, Power +16, Capacity 9]
Bullet x21.
- **Mossberg M500** [Hit +0%, Power +10, Capacity 6]
Shot Shell x20.
- **Katana** [Hit +5%, Power +10]
- **Helmet** [Phy Def +2] *Armor (Head)*
- **Survival Vest** [Phy Def +4, Mag Def +2] *Armor (Body)*
- **Combat Boots** [Phy Def +2] *Armor (Feet)*
- **Leather Gloves** [Phy Def +1] *Armor (Hands)*

MACCA 10

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|--|-------|-----------|------|-------|----------|
| Unarmed | - | Front 1 | 40% | 12 | Strike |
| Assist | - | 1 | 15% | - | - |
| Your target's next action gains +20%. | | | | | |
| Katana | - | Front 1 | 45% | 22 | Strike |
| SIG Sauer | - | 1 | 45% | 24 | Gun |
| Mossberg M500 | - | Front Row | 45% | 18 | Gun |
| Super Shot | 5 HP | 1 | 45% | 32 | Gun |
| Only usable with pistols (Sig Sauer). | | | | | |
| Mighty Gust | 13 HP | 1 | 45% | 55 | Strike |
| Think Like a Snake | - | - | Auto | - | - |
| 1/Scenario, obtain 1 piece of information. | | | | | |
| Covert Action | - | - | Auto | - | - |
| 1/Scenario, automatically succeed a covert action. | | | | | |
| First Aid | 3 MP | 1 | Auto | 7 | - |
| Restores HP. | | | | | |
| Charge | 3 MP | - | Auto | - | - |
| Double the power of your next melee attack. | | | | | |

TL Note: This character shouldn't normally have the First Aid skill. His starting items are also a bit weird.

A former special operator of the Self-Defense Forces turned freelance demon hunter, contractually exorcising demons. He aims to be a well-balanced fighter who can use both guns and swords.

[GIFTED]
STATS

| | | | | | | | |
|-----------|---|-----------|-----|---------------|--------|----------------|--------|
| St | 3 | TN | 20% | MELEE | 8+1d10 | HP | 28 |
| Mg | 1 | TN | 10% | SPELL | 6+1d10 | MP | 12 |
| Vt | 3 | TN | 20% | RANGED | 7+1d10 | PHY DEF | 3 (12) |
| Ag | 7 | TN | 40% | DODGE | 17% | MAG DEF | 3 (5) |
| Lk | 1 | TN | 10% | TALK | 22% | FATE | 5 |

AFFINITY Null Expel **INITIATIVE** 6+1d10

EQUIPMENT

- **Sig Sauer** [Hit +0%, Power +16, Capacity 9]
Bullet x21.
- **Mossberg M500** [Hit +0%, Power +10, Capacity 6]
Shot Shell x20.
- **Machete** [Hit +5%, Power +8]
- **Helmet** [Phy Def +2] *Armor (Head)*
- **Survival Vest** [Phy Def +4, Mag Def +2] *Armor (Body)*
- **Combat Boots** [Phy Def +2] *Armor (Feet)*
- **Leather Gloves** [Phy Def +1] *Armor (Hands)*

MACCA 10

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|--|------|-----------|------|-------|----------|
| Unarmed | - | Front 1 | 20% | 8 | Strike |
| Assist | - | 1 | 10% | - | - |
| Your target's next action gains +20%. | | | | | |
| Machete | - | Front 1 | 25% | 16 | Strike |
| SIG Sauer | - | 1 | 40% | 23 | Gun |
| Mossberg M500 | - | Front Row | 40% | 17 | Gun |
| Super Shot | 5 HP | 1 | 40% | 31 | Gun |
| Only usable with your pistol (Sig Sauer). | | | | | |
| Think Like a Snake | - | - | Auto | - | - |
| 1/Scenario, obtain 1 piece of information. | | | | | |
| Covert Action | - | - | Auto | - | - |
| 1/Scenario, automatically succeed a covert action. | | | | | |

LVL

5

EXP

100

NEXT

[Gifted]

172

[Awakened]

216



An occult magazine editor who dives into incidents using her natural negotiation skills and information-gathering abilities. Initially a carefree thrill-seeker, an encounter with demons ignites her journalistic spirit.

[GIFTED]

STATS

| | | | |
|-------------|---------------|-----------------------|------------------|
| ST 1 | TN 10% | MELEE 6+3d10 | HP 24 |
| MG 1 | TN 10% | SPELL 6+1d10 | MP 12 |
| VT 1 | TN 10% | RANGED 1+1d10 | PHY DEF 1 |
| AG 5 | TN 30% | DODGE 15 (20%) | MAG DEF 1 |
| LK 7 | TN 40% | TALK 24% | FATE 6 |

AFFINITY Null Expel **INITIATIVE** 5+1d10

EQUIPMENT

- **Fashion** [Dodge +5%] *Armor (Full)*
Stylish clothes, for dancing.
- **S&WM36 Chief Special** [Hit +2%, Power +15, Capacity 5]
Bullet x10.

MACCA 100

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---|------|---------|------|-------|----------|
| Unarmed | - | Front 1 | 10% | 6 | Strike |
| Power rolls with 3d10. | | | | | |
| Assist | - | 1 | 40% | - | - |
| Your target's next action gains +20%. | | | | | |
| S&WM36 | - | 1 | 32% | 16 | Gun |
| Power rolls with 3d10. | | | | | |
| Lucky | - | - | Auto | - | - |
| 1/Scenario, reduce damage dealt to you to 0, and nullify any additional effects. | | | | | |
| Dance | 3 HP | - | 30% | - | - |
| (Exercise). | | | | | |
| Buying Power | - | - | Auto | - | - |
| 1/Scenario, receive an item up to the GP. Items with a buy-value of "Special" cannot be selected. | | | | | |

[AWAKENED]

STATS

| | | | |
|--------------|---------------|-----------------------|------------------|
| ST 2 | TN 15% | MELEE 7+3d10 | HP 28 |
| MG 2 | TN 15% | SPELL 7+1d10 | MP 14 |
| VT 2 | TN 15% | RANGED 7+1d10 | PHY DEF 2 |
| AG 7 | TN 40% | DODGE 17 (22%) | MAG DEF 2 |
| LK 12 | TN 65% | TALK 44% | FATE 7 |

AFFINITY Null Expel **INITIATIVE** 6+1d10

EQUIPMENT

- **Fashion** [Dodge +5%] *Armor (Full)*
Stylish clothes, for dancing.
- **S&WM36 Chief Special** [Hit +2%, Power +15, Capacity 5]
Bullet x10.
- **Medicine**
Restores 50 HP.
- **Extra Contact x2**

MACCA 100

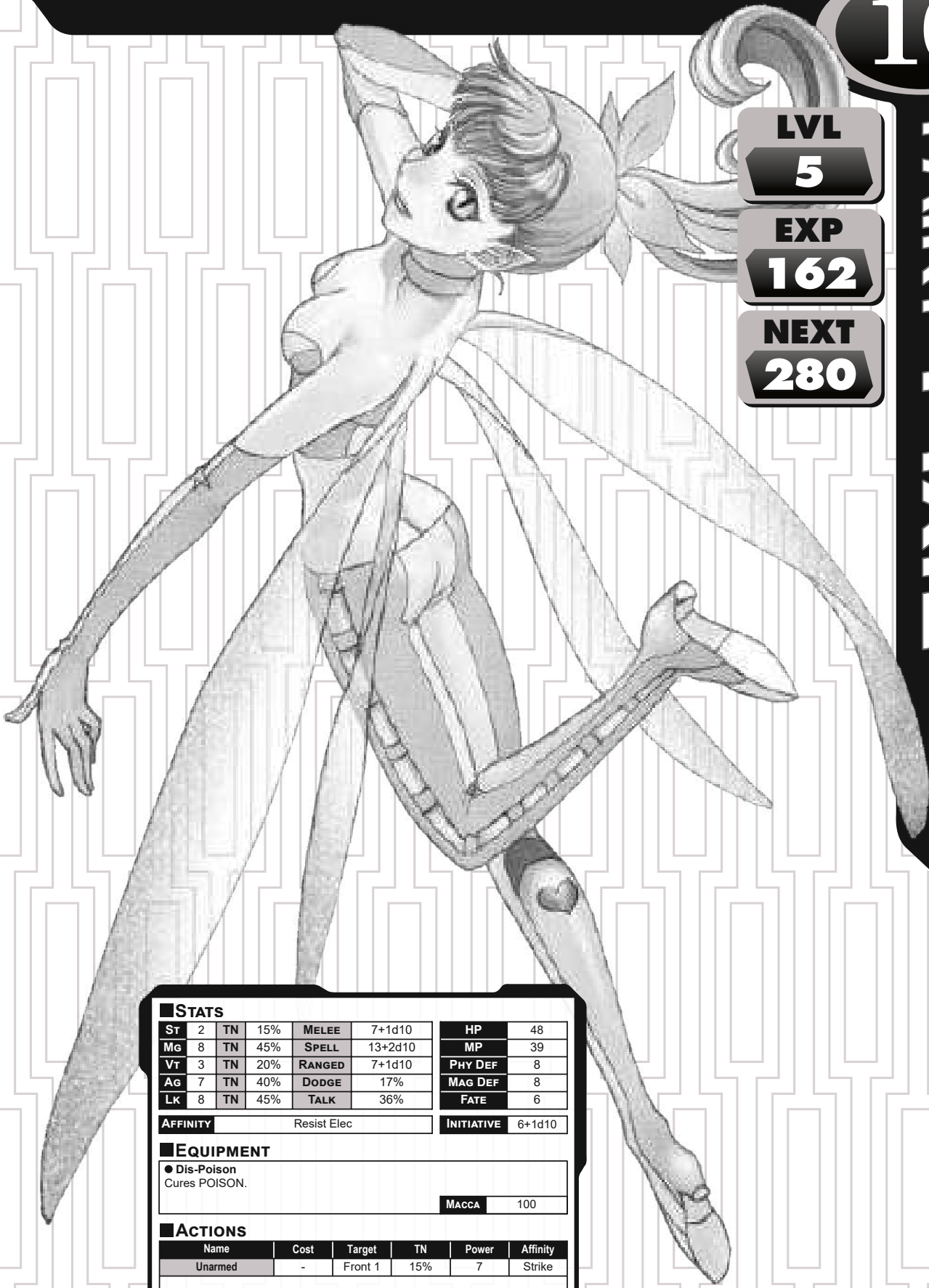
ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---|------|---------|------|-------|----------|
| Unarmed | - | Front 1 | 10% | 6 | Strike |
| Power rolls with 3d10. | | | | | |
| Assist | - | 1 | 40% | - | - |
| Your target's next action gains +20%. | | | | | |
| S&WM36 | - | 1 | 32% | 16 | Gun |
| Power rolls with 3d10. | | | | | |
| Lucky | - | - | Auto | - | - |
| 1/Scenario, reduce damage dealt to you to 0, and nullify any additional effects. | | | | | |
| Dance | 3 HP | - | 30% | - | - |
| (Exercise). | | | | | |
| Think Like a Snake | - | - | Auto | - | - |
| 1/Scenario, obtain 1 piece of information. | | | | | |
| Letter of Introduction | - | - | Auto | - | - |
| 1/Scenario, choose an NPC and treat them as a Contact. | | | | | |
| Buying Power | - | - | Auto | - | - |
| 1/Scenario, receive an item up to the GP. Items with a buy-value of "Special" cannot be selected. | | | | | |

TL Note: The Exercise skill has no hard mechanical effect, which is why its blank.

10

FAIRY PIXIE

LVL
5
EXP
162
NEXT
280

STATS

| | | | | | | | |
|-----------|---|-----------|-----|---------------|---------|----------------|----|
| ST | 2 | TN | 15% | MELEE | 7+1d10 | HP | 48 |
| Mg | 8 | TN | 45% | SPELL | 13+2d10 | MP | 39 |
| Vt | 3 | TN | 20% | RANGED | 7+1d10 | PHY DEF | 8 |
| Ag | 7 | TN | 40% | DODGE | 17% | MAG DEF | 8 |
| LK | 8 | TN | 45% | TALK | 36% | FATE | 6 |

| | | | |
|-----------------|-------------|-------------------|--------|
| AFFINITY | Resist Elec | INITIATIVE | 6+1d10 |
|-----------------|-------------|-------------------|--------|

EQUIPMENT

| | | |
|---|--------------|-----|
| <ul style="list-style-type: none"> ● Dis-Poison Cures POISON. | MACCA | 100 |
|---|--------------|-----|

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---------------------------------------|------|---------|---------|-------|----------|
| Unarmed | - | Front 1 | 15% | 7 | Strike |
| Assist | - | 1 | 45% | - | - |
| Your target's next action gains +20%. | | | | | |
| Hapilma | 2 MP | 1 | 45% | - | Mind |
| HAPPY 40%. | | | | | |
| Dia | 3 MP | 1 | Auto | 23 | - |
| Restores HP. Power rolls with 2d10. | | | | | |
| Zio | 3 MP | 1 | 45% | 23 | Elec |
| SHOCK 20%. Power rolls with 2d10. | | | | | |
| Add Spell Power | 5 HP | - | Passive | - | - |
| Add 1d10 to the power of spells. | | | | | |

A fairy with small wings.

In the video games, she is an important partner to the protagonist, but can also hold her own. Aside from her whimsical and mischievous personality, she boasts a useful variety of magic skills.

11

FAIRY JACK FROST

LVL
5

EXP
162

NEXT
280

STATS

| | | | | | | | |
|----|---|----|-----|--------|---------|---------|----|
| St | 5 | TN | 30% | MELEE | 10+1d10 | HP | 60 |
| Mg | 7 | TN | 40% | SPELL | 12+2d10 | MP | 36 |
| Vt | 5 | TN | 30% | RANGED | 6+1d10 | PHY DEF | 10 |
| Ag | 6 | TN | 35% | DODGE | 16% | MAG DEF | 10 |
| Lk | 7 | TN | 40% | TALK | 34% | FATE | 6 |

AFFINITY Drain Ice / Weak vs Fire **INITIATIVE** 5+1d10

EQUIPMENT

- Medicine
Restores 50 HP.

MACCA 150

ACTIONS

| Name | Cost | Target | TN | Power | Affinity |
|---------------------------------------|------|---------|------|-------|----------|
| Unnamed | - | Front 1 | 30% | 10 | Strike |
| Assist | - | 1 | 40% | - | - |
| Your target's next action gains +20%. | | | | | |
| Bufu | 3 MP | 1 | 40% | 22 | Ice |
| FREEZE 20%. | | | | | |
| Bufula | 8 MP | 1 | 40% | 42 | Ice |
| FREEZE 20%. | | | | | |
| Mabufu | 8 MP | 1 Row | 40% | 17 | Ice |
| FREEZE 10%. | | | | | |
| Dia | 3 MP | 1 | Auto | 22 | - |
| Restores HP. | | | | | |



A snow fairy with a small body, but immense potential. He came to the human world to train and become a mighty demon, but progress is slow going due to his chee-hee-rful nature. He befriends some humans he met on a whim, and winds up helping them.

BEAST CAIT SITH

A Scottish cat fairy that "Puss in Boots" is modeled after. Despite being a cat, it behaves in quite a worldly manner.

LVL

5

EXP

162

NEXT

280

| STATS | | | | | | | | |
|--|-------|---------|------|--------|----------|------------|-----|--------|
| St | 6 | TN | 35% | MELEE | 11+1d10 | HP | 60 | |
| Mg | 7 | TN | 40% | SPELL | 12+2d10 | MP | 36 | |
| Vt | 5 | TN | 30% | RANGED | 7+1d10 | PHY DEF | 10 | |
| Ag | 7 | TN | 40% | DODGE | 17% | MAG DEF | 10 | |
| Lk | 4 | TN | 25% | TALK | 28% | FATE | 5 | |
| AFFINITY | | | | Normal | | INITIATIVE | | 6+1d10 |
| EQUIPMENT | | | | | | | | |
| ● Dis-Poison Cures POISON. | | | | | | | | |
| | | | | | | MACCA | 100 | |
| ACTIONS | | | | | | | | |
| Name | Cost | Target | TN | Power | Affinity | | | |
| Unarmed | - | Front 1 | 35% | 11 | Strike | | | |
| Assist | - | 1 | 25% | - | - | | | |
| Your target's next action gains +20%. | | | | | | | | |
| Kick | 4 HP | Front 1 | 35% | 21 | Strike | | | |
| Feral Claw | 6 HP | Front 1 | 35% | 23 | Strike | | | |
| Dia | 3 MP | 1 | Auto | 22 | - | | | |
| Restores HP. | | | | | | | | |
| Marin Karin | 8 MP | 1 | 40% | - | Mind | | | |
| CHARM 40% | | | | | | | | |
| Tarukaja | 12 MP | All | Auto | 1d10 | - | | | |
| Raises Melee and Ranged Power. | | | | | | | | |
| Think Like a Snake | - | - | Auto | - | - | | | |
| 1/Scenario, obtain 1 piece of information. | | | | | | | | |

Glossary

Demon: In the "Shin Megami Tensei" series, the term "Demon" encompasses gods, ghosts, spirits, demons, angels, and other beings of folklore and mythology.

Dice: In this game, each player uses two 10-sided dice.

Player: Someone responsible for a particular character in the game.

Gamemaster (GM): The facilitator of the game, and in charge of the core story and its proceedings.

Character: Any being with a personality that appears in the game. Usually Human, but also includes those that are not.

Player Character (PC): A character that a player takes charge of. The player roleplays as that specific character, cooperating with other players and the GM to create enjoyable adventures.

Non-Player Character (NPC): Any character not assigned to a player. Typically introduced by the GM for the convenience of the story.

Class: A character's broad classification.

Party: A gathering of PCs. A group that shares a common destiny.

Level (L): A measure of a character's relative strength.

Party Level: A measure of the relative strength of a party. Equal to the highest level PC in the party.

Gate Power (GP): Indicates the level of danger in the world. Limits the level of encountered Demons, the availability of items, and more. Defaults to the Party Level, or up to +1~5.

Encounter Rate: A grading system for the likelihood of a monster or item appearing in that area. Up to GP is grade A, GP +1~5 is B, and +6~10 is C. →p. 222

Session: Refers to a single session of play. Expect a game to run for 3 to 5 hours.

Scenario: A compilation of story beats and related data prepared by a GM for each TRPG game. This is just an outline, and will unfold very differently due to the PC's actions. This material is to aid the GM in guiding a session, and is not presented to the player in its entirety.

Scene: Refers to a segment of the game.

Combat Scene: A scene where action is unfolding. Each action is processed in Rounds, which span about 10 seconds.

Initiative: Turn order during a Combat Scene.

Round: A unit of time in the active Scene. 10 seconds. Typically one simple action may be performed.

Closing: Brings a scene to an end. Decided by the Gamemaster.

Stats: A character's core statistics. There are 5: Strength, Magic, Vitality, Agility, & Luck. Each cannot exceed a maximum of 40. →p. 060

Check: During the game, when the success of an action or the outcome of an event is uncertain, a check is made to determine the result.

Skills: Special abilities and techniques.

Physical / Magical Damage: All damage will fall under one of these two categories.

Melee Attacks: Unarmed, Melee Weapons, and Melee Skills.

Ranged Attacks: Gun, Bow, Throwing and Ranged Skills.

Magic Attacks: Offensive Magic Skills.

Power: This measures the potency of an effect, such as damage.

Explosion: Rolling the dice again according to certain rules and summing the results. Occurs on Power rolls.

BOSS: Classification of the final enemy in a scenario. Such foes gain the BOSS trait, which grants benefits such as [Double Action], [Increased HP/MP], [Use of BOSS-only Skills], and [Additional Skills].

Affinity: Category of attack or effect. There are Strike, Gun, Fire, Ice, Elec, Force, Mind, Curse, Nerve, Death, Expel, and Almighty.

Character Sheet: The sheet used to record character data and information.

Fate: Special points that aid PCs during the game.

Macca: The currency used in this game, which is also accepted by Demons. 1 Macca is about 1000 Yen.

Part 2

CHARACTERS



Full Scratch

Summary

In this section, we will create characters for "Shin Megami Tensei X."

In addition to the "Quick Start" method already described on p. 024, here are the details of the "Full Scratch" method of character creation, in which characters are created from scratch.

3 Tiers of PC

The PCs in "Shin Megami Tensei X" are divided into three tiers according to their degree of strength. The three tiers are "Gifted," "Awakened," and "Metahuman."

Awakening Tier I: Gifted

First and foremost, the lowest tier "Gifted" are very weak compared to later tiers.

They possess only a single class and have low Stats. However, they grow quickly. This is primarily designed for experiencing modern supernatural horror from levels 1~5.

At level 5 or higher, they can Awaken and become "Awakened."

"Gifted" characters use the Tier I Experience Chart.

Awakening Tier II: Awakened

The second tier, "Awakened," is the tier that will likely be played for the longest amount of time.

"Awakened" characters have two classes and possess stats that can adequately contend with Demons. However, they may be slightly inferior to Demons in terms of HP/MP and Defense. Nevertheless, through a combination of skills, equipment, and teamwork, they can effectively engage in battles with Demons.

"Awakened" characters use the Tier II Experience Chart.

If you want to quickly experience the charms of "Shin Megami Tensei X," it is recommended to create and play an "Awakened" character of 5th-level or higher.

Awakened PCs may awaken into Metahumans after L40.

Some may instead choose the optional "Devilkin Awakening," following a path beyond Tyrants.

Awakening Tier III: Metahuman

The third tier, Metahuman, is an existence that transcends the limits of Humanity.

"Metahumans" acquire a third class and possess Stats

that rival the gods.

They also have the potential to approach the gods in terms of HP/MP and Defense.

"Metahumans" become powerful beings akin to demigods, and this tier is designed for those who wish to portray heroes capable of battling high-ranking Demons.

"Metahumans" use the Tier III Experience Chart.

Demon PCs

With the GM's permission, PCs may use Demons instead of being Human. Demon PCs do not undergo any changes due to Awakening, but they can transform into different Demons via Fusion.

Demon PCs use the Tier III Experience Chart.

Devilkin Awakening

Human PCs may awaken into a Demonic form, instead of undergoing the third Metahuman Awakening. By assimilating with a Demon, they become Devilkin. This path leads to becoming a Demon that can surpass even a Tyrant or Vile.

Devilkin PCs use the Stage III Experience Chart.

Full Scratch

Full Scratch creation proceeds as follows:

[0] Trailer: Proposal from the GM

First, the GM will explain the session and specify the Awakening Tiers available. If there are recommended classes, Contacts, Backgrounds, etc. for the Scenario, they should be presented at this point. Handouts with individual settings may also be distributed.

Whether or not Demon PCs can be used, and if so, what level range, is also specified here.

[1] Character Creation

The actual creation of the character, detailed below.

[2] Fill Personal Data (Name, etc.)

Feel free to determine personal information such as name, age, and gender.

If a Demon PC is selected, the GM will indicate if age, gender, or name needs to be recorded. If a Human form is required, it is detailed here.

[3] Decide the Relationships between PCs

Once all the PCs are ready, each will determine their relationship to the PC on their left and right by rolling or choosing from the Relationship Table on p. 052.

Character Creation Outline

Create your character following the steps below.

- [1] Class Selection
- [2] Allocate Bonus Stats
- [3] Learn Skills
- [4] Obtain Initial Equipment
- [5] Background Selection
- [6] Choose Contacts
- [7] Personal Data
- [8] Character Data
- [9] PC Relationships

[1] Class Selection

Select a Class from the list of classes on p. 043. This will grant initial Stats, skills, and equipment for a L1 character.

You may select a total of one class at Awakening Tier I: Gifted, two at Awakening Tier II: Awakened, and three at Awakening Tier III: Metahuman.

[2] Allocate Bonus Stats

● Initial Stats

Once your class is chosen, make note of its Stats. If you have more than one class, add them all up. These are your starting Stats.

● Bonus Stats

Allocate a number of points equal to your level among your Stats.

For example, at level 1, you can add 1 point to any Stat you wish. At level 5, you can distribute 1 point to each of the five Stats, or invest all 5 points into a single Stat as desired.

[3] Learn Skills

Skills are an expression of a character's ability.

Skills are obtained sequentially from your class, and occasionally chosen from Additional Skills.

● Class Skills

Once you have chosen a class, look at its Skill list and learn all of the skills up to your level.

For L1, you get the skills listed at L1.

● Additional Skills

Apart from classes, you can learn any Skill you want from the Additional Skills Table.

One Additional Skill is gained at L1, and one at every 10th level thereafter. (L10, L20, etc.) You may decide which Skill you want by rolling on one of the columns in the Additional Skill Table, or simply choosing your preference.

[4] Obtain Initial Equipment

Your class lists all of the equipment you acquire from selecting it.

Purchasing other equipment may be done during "Pre-session Growth" according to the GM's instructions.

[5] Background Selection

These define the PC's past.

Refer to the "Background Table" on p. 050, and roll or choose two backgrounds for your character. If you do not like the result of the die, you may re-roll it.

[6] Choose Contacts

Each PC gains two connections from the Contacts Table to entities with which they have a strong relationship. They may be leveraged when gathering information during the game.

This can be derived automatically based on the "Background Settings" or from the "Additional Contacts Table". See p. 051 for the "Additional Contacts Table".

Additional Skills Table

(Roll 1d10 or choose)

■ For All PCs

| d10 | Column 1 | Column 2 | Column 3 | Req. L15+ |
|-----|-----------|----------------------|-------------------|--------------------------|
| 1 | ■ Dia | ■ Enhanced Skill | ■ Piloting | ■ Agilao |
| 2 | ■ Agi | □ Think Like a Snake | ■ Library | ■ Bufula |
| 3 | ■ Bufu | ■ Resilience | ■ Computer Use | ■ Zanma |
| 4 | ■ Zan | ■ Lucky Find | ■ Forte | ■ Ziongá |
| 5 | ■ Zio | Extra Contact | ■ Exercise | ■ Tarukaja |
| 6 | ■ Patra | □ Covert Action | ■ Survival | ■ Makakaja |
| 7 | ■ Lunge | ■ Item Expert | □ Seduce | □ Proper Treatment |
| 8 | ■ Kick | ■ Add Melee Power | □ Under the Table | □ Letter of Introduction |
| 9 | □ Cover | ■ Add Ranged Power | ■ First Aid | □ Buying Power |
| 0 | ■ Analyze | ■ Add Spell Power | ■ Keen Intuition | □ Lucky |

■ For Demon PCs

| d10 | Column 1 |
|-----|-----------------|
| 1 | ■ Tarukaja |
| 2 | ■ Makakaja |
| 3 | ■ Life Bonus |
| 4 | ■ Mana Bonus |
| 5 | ■ Enhanced Claw |
| 6 | ■ Enhanced Fang |
| 7 | ■ Ranged Use |
| 8 | ■ Melee Use |
| 9 | ■ Endure Phys |
| 0 | ■ Endure Magic |

[7] Personal Data

Personal information such as name, age, gender, etc. may be freely set.

[8] Character Data

Once your Stats and Skills have been determined, calculate the character data to be used in the game according to the following formulae:

● Stat-based Target Numbers

The following formula is used to calculate the TN for each Stat.

$$\text{(Applicable Stat} \times 5) + \text{Level}$$

● Auxiliary Target Numbers

In addition to the above, there are two other important TNs. Dodge and Conversation.

These are calculated by the following formulae.

As with the Stat TNs, they are expressed in %, but note that neither of them factor in your character's level.

● Dodge TN

Used in evading various attacks. Equal to Agility plus 10.

$$\text{Dodge} = \text{Agility} + 10\%$$

● Conversation TN

Used in conversation and negotiation. Equal to two times Luck plus 20.

$$\text{Conversation} = (\text{Luck} \times 2) + 20\%$$

● HP

HP stands for hit points. It represents your life force, and when it reaches 0, you die.

$$\text{HP} = (\text{Vitality} + L) \times \text{HP multiplier}$$

The HP multiplier is for Humans $\times 4$. This can be improved by learning the "Life --" series of Passive Skills.

● MP

MP stands for magic points. It indicates your capacity for casting spells, and when it reaches 0, you will be unable to use magic.

$$\text{MP} = (\text{Magic} + L) \times \text{MP multiplier}$$

MP multiplier for Humans is $\times 2$. This can be improved by learning the "Mana --" series of Passive Skills.

● Base Powers

When determining the magnitude of damage, there are three Base Powers: Melee, Ranged, and Spell

Base Melee Power serves as the foundation for the potency of melee attacks. It is the sum of your Strength and Level.

Base Ranged Power serves as the foundation for the potency of ranged attacks. It is equal to your Agility. Please note that unlike the other two, your Level is not added here.

Base Spell Power serves as the foundation for the potency of magic attacks, and other magic skills. It is the sum of your Magic and Level.

● Defense

Defense represents the body's sturdiness and reduces incoming damage by this value.

$$\text{Physical / Magical Defense} = \text{Vitality} + \text{Armor mods}$$

Armor grants Physical and Magical Defense in varying amounts, and as a result should be recorded separately from each other.

Physical Defense reduces damage from Strike and Gun Affinity attacks, while Magic Defense reduces the damage from all other Affinity attacks.

● Initiative

Your base Initiative is the average of your Agility and Level.

● Fate

Fate points are used to support heroic actions and reduce damage. They fully recharge at the start of each game. Starting at 5 points, your max Fate increases by 1 for every 5 Luck you possess.

● Affinity

Human PCs possess the "Null Expel" Affinity.

● Starting Currency

The amount of Macca a character has at the time of creation is 50 multiplied by the PC's Level.

1 Macca = 1,000 Yen.

$$\text{Initial Macca: Level} \times 50$$

[9] PC Relationships

Once all the PCs are ready, each will determine their relationship to the PC on their left and right by rolling or choosing from the Relationship Table on p. 052.

Class List

Skills

Each class has a list of skills, and new skills are learned as your level increases.

Using Alternate & Thematic Skill Naming

Some skills are presented with substituted names to better represent a class' flavor. This can be seen as "Name (Original Skill Name)."

This alternate naming is for thematic purposes, and the player may change the skill name to better express their character.

Regardless of how it's renamed, the effect will always follow the original skill.

Awakening Equipment Swap

Class equipment is intended for use at L1.

If a class is gained at a higher level due to Awakening, the character may swap a weapon for another of the same type, provided it can be normally purchased within GP+5 at that time.

Class Descriptions

Candidate: Ordinary people who are soon to awaken to their destiny. Recommended at Awakening Tier I.

Summoner: A Demon summoner. They can summon Demons using an Arm Terminal and DDS.

Successor: A warrior capable of wielding Mystic Change Weapons (such as Mystic Swords, Gauntlets, or Guns).

Outsider: A magician with the ability to transform into Demons.

Karateka: An expert in unarmed combat, trained in striking with their fists.

Qigong Striker: A martial artist specializing in striking techniques. Their acupressure techniques can paralyze enemies and deliver fatal blows without killing them instantly.

Fighter: A professional fighter who can battle demons without using weapons. Players can freely decide their style and school.

Swordsman: Generally represents a martial artist who uses weapons. Their expertise with melee weapons gives them a significant advantage early on.

SDF Officer: A Japanese soldier, primarily from the Ground Self-Defense Force. Initial equipment includes firearms and armor, which are crucial. They mainly acquire firearm skills, making gun purchases an easier choice.

Gunslinger: A soldier trained in marksmanship, often a former military personnel, mercenary, or gun enthusiast. They never miss an opportunity to fight with live ammunition.

Archer: An expert in archery. Versed in the secrets of Shinto, their arrows can expel evil.

Ninja: Gifted in the ways of ninjutsu. They begin by mastering physical techniques but eventually become proficient in formidable ninja arts.

Magician: A member of a magical society. They learn offensive magic as well as buff and debuff spells.

Shrine Maiden: A female priest with healing powers. Beneath the veil of shamanism, she possesses the power to expel evil.

Psychic: Children born with sharp intuition and the ability to produce shockwaves.

Seer: A gifted person who can see the unseen. Their ability to perceive invisible connections often brings sorrow.

Messian: Followers of a new-age Christian sect that believes in the absolute order of the One True God, preparing for the coming apocalypse.

Gaeon: Fringes of a radical new cult that seeks to embrace all wisdom and pursue truth, aiming to renew the world via power of chaotic gods.

Wicca: Also known as white witches. A young girl who can hear the voices of fairies. Seen as kin by fairies due to her mistletoe bracelet. It is recommended to have a fairy-related background.

Doctor: A physician who has studied medicine and strives to save others. Their power may seem insignificant in the face of Demons, but their unwavering hope sustains them.

Journalist: Media professionals such as magazine reporters.

Detective: A freelancer who makes a living by conducting various investigations. As they pursue strange cases, they become involved with Demons.

Playboy: Having survived only through luck and agility, playboys don't concern themselves with future life plans.

Banchou: An old-fashioned tough guy. He relies on sheer strength and grit to solve every problem. He may be foolish, but he's a likable guy.

Candidate

An ordinary young person of today, expected to play some significant role in this apocalyptic world.

Whether they will save the world as its messiah or become a hero still remains to be seen.

Awakening Keywords

Fate of the world
Messiah
Visions of your destiny
Visions of your destiny

Stats

Strength 2 Magic 2 Vitality 2 Agility 2 Luck 2

Items

Uniform
Extra Money: 50 Macca

Skills

L1: Lucky L27: Lucky
L4: Item Expert L33: (Additional Skill)
L7: Dia L37: Dekunda
L13: (Additional Skill) L43: Dekaja
L17: Enhanced Dodge L48: Tetraja
L23: Patra L51: Recarmdra

Summoner

Someone gifted with the ability to summon Demons. While Demon-users possess great power, too much can lead to one's ruin.

By spending 1 Fate, they can summon from a Demon Card they own, lasting until the end of the battle or scene. Only one Demon can be summoned at a time.

Awakening Keywords

Get an Arm Terminal
Contact with Stephen
Get a Demon Card (Meet Pixie)

Stats

Strength 1 Magic 2 Vitality 1 Agility 3 Luck 3

Items

Arm Terminal: Item that allows you to summon Demons
DDS: Demon Summoning Program
Demon Card: Fairy Pixie (L4)

Skills

L1: Demon Summoning L27: Stone Hunt
L4: Analyze L33: Jive Talk
L7: Card Hunt L37: Estoma
L13: Computer User L43: Riberama
L17: Mapper L48: Demon Fusion
L23: Card Skill

Successor

Someone who has inherited Mystic change gear from their ancestors. Mystic change gear has terrifying power, but exerts a strong influence on the wielder.

Able to equip Mystic change gear made from Demons of a level up to (Level + max Fate).

Awakening Keywords

Awaken / Get Mystic change gear
Get a Demon Card

Stats

Strength 1 Magic 1 Vitality 2 Agility 1 Luck 5

Items

Mystic change gear (one from Mystic Sword, Gun, or Gauntlets, or a material item, Silver Gauntlet, Nameless Sword, or Unknown Gun).

Skills

L1: Card Hunt L27: Card Revive
L4: Cover L33: Enhanced Dodge
L7: Card Shield L37: Add Initiative
L13: Bright Might L43: Suck
L17: Card Charge L48: Bright Might
L23: Card Skill

Outsider

Someone gifted with the ability to transform into a Demon. With each transformation, they lose more of their human appearance, torn between human and Demon, and fear becoming a monster.

Able to transform into a Demon up to a level of (Level + max Fate).

Awakening Keywords

Encounter with a transformed Demon
Learn secret techniques
Signs of transformation into a Demon (dreams, etc.)

Stats

Strength 1 Magic 2 Vitality 1 Agility 1 Luck 5

Items

Devil Amulet: An item related to the Demon you transform into. Without this, you cannot transform into a Demon.

Skills

L1: Demon Transformation L27: Add Melee Power
L4: Think Like a Snake L33: Roar
L7: Mana Bonus L37: Life Gain
L13: Life Bonus L43: Mana Gain
L17: Petrifying Evil Eye (Petra Eyes) L48: Add Initiative
L23: Add Spell Power

Karateka

A martial artist skilled in karate, capable of fighting demons without weapons.

They put everything into breaking through with a single punch.

Awakening Keywords

Encounter with a master
Learn techniques

Stats

Strength 5 Magic 1 Vitality 2 Agility 1 Luck 1

Items

Tonfa

Skills

L1: Straight Punch L27: Roundhouse Kick
L4: Add Melee Power L33: Thunder Kick
L7: Flurry of Blows (Berserk) L37: Roar
L13: Jump Kick L43: Tempest
L17: Counter L48: Retaliate
L23: Charge

Qigong Striker

A martial artist who has mastered secrets from the far East.

While area attacks are slow learned, they quickly master pressure-point techniques to dispatch individual enemies.

Awakening Keywords

Encounter with a master
Learn techniques

Stats

Strength 5 Magic 1 Vitality 1 Agility 2 Luck 1

Items

Medicine

Skills

L1: Fist Strike (Lunge) L27: Piercing Blow
L4: Three-Year Death (Venom Claw) L33: Bodhisattva's Palm
L7: Rimon Chochu (Backfist) L37: Shichousei (Squash)
L13: Pressure Point L43: Rebirth Palm (Akasha Arts)
L17: Counter L48: Retaliate
L23: Fudou-ha (Stun Claw)

Fighter

A martial artist and entertainer boasting physical toughness. A fighting machine that combines the body of a beast with human intelligence, stepping from the show ring onto the battlefield.

Awakening Keywords

Encounter with a master
Learn techniques

Stats

Strength 4 Magic 1 Vitality 3 Agility 1 Luck 1

Items

Fashion: Appropriate to how you fight

Skills

L1: Suplex (Body Slam) L27: Counter
L4: Life Bonus L33: Endure Phys
L7: Add Melee Power L37: Endure
L13: Berserk L43: Vacuum Throw
L17: Hell Thrust L48: Endure Magic
L23: Charge

Swordsman

A weapon user. Their secret blade is unsealed on Tokyo's new battlefield.

Awakening Keywords

Encounter with a master
Learn techniques

Stats

Strength 4 Magic 1 Vitality 3 Agility 1 Luck 1

Items

Katana

Skills

L1: Charge L27: One Cut
L4: Mighty Gust L33: Guillotine Cut
L7: Bright Might L38: Dark Sword
L13: Cover L42: Chaos Blade
L17: Heat Wave L48: Venom Zapper
L23: Counter L51: Retaliate

SDF Officer

A soldier, typically from the Ground Self-Defense Force, continuing activities to uncover the mysteries of Demons. Their initial equipment like firearms and armor are important.

Awakening Keywords

This is not a class that should typically be gained through Awakening. It is recommended to undergo Awakening through training between sessions.

Stats

Strength 3 Magic 1 Vitality 2 Agility 3 Luck 1

Items

SIG Sauer (Bullet x20), Survival Vest
Mossberg M500 (Shotshell x6), Combat Boots
Machete
Helmet

Skills

L1: Super Shot L27: Defensive Tactics (Rakukaja)
L4: Covert Action L33: Tactical Command (Sukukaja)
L7: Cover L37: Think Like a Snake
L13: Extra Equipment (Buying Power) L43: (Additional Skill)
L17: Morale Boost (Tarukaja) L48: Lucky
L23: Suppressive Fire

Gunslinger

A soldier trained in shooting, often a former military person, mercenary, or gun enthusiast, never missing a chance to use live ammunition.

Awakening Keywords

Encounter with firearms
Shooting experience

Stats

Strength 1 Magic 1 Vitality 3 Agility 4 Luck 1

Items

SIG Sauer (Bullet x20)

Skills

L1: Super Shot L27: Enhanced Dodge
L4: Rapid Fire L33: Black & White
L7: Double Tap L37: Make My Day
L13: Bullseye L43: Lucky
L17: Add Initiative L48: Add Initiative
L23: Quick & Dead

Archer

A bow user. Skilled in the secret techniques of Shinto, their arrows can repel Demons.

Awakening Keywords

Archery training
Encounter with a master
Encounter with bows

Stats

Strength 1 Magic 2 Vitality 2 Agility 4 Luck 1

Items

Bow (Arrow x20)
Expel Arrow

Skills

L1: Archery L27: Flame Arrow
L4: Intimidating Arrow L33: Sixfold Arrows
L7: Banishing Arrow L37: Thousand League Arrow
L13: Sleeve Binding L43: Mind's Eye Arrow
L17: Mahama L48: Divine Wrath Arrow
L23: Tetraja

Ninja

A person trained in ninjutsu, initially mastering taijutsu but eventually using fearsome ninja arts.

Awakening Keywords

Encounter with ninja weapons (ninja swords / shuriken)
Training

Stats

Strength 3 Magic 1 Vitality 2 Agility 3 Luck 1

Items

Shuriken x10
Ninja Sword
Black Garb

Skills

L1: Covert Action L27: Counter
L4: Enhanced Dodge L33: Illusion Arts (Marin Karin)
L7: Toxic Sting L37: Amaha Dance
L13: Exploding Flame Art (Fire Breath) L43: Suppressive Winds (Sukunda)
L17: Bright Might L48: Sealing Barrier (Makajama)
L23: Sacrifice

Magician

A member of a magical society, sensing the arrival of a new world and challenging demons with fire magic.

Awakening Keywords

Encounter with a master
Training
Encounter with a grimoire
Whispers from the FALLEN

Stats

Strength 1 Magic 5 Vitality 1 Agility 2 Luck 1

Items

Medicine x2

Skills

L1: Agi
L4: Analyze
L7: Maragi
L13: Makakaja
L17: Agilao
L23: Card Skill
L27: Dekaja
L33: Sukunda
L37: Maragion
L43: Dekunda
L48: Megido

Shrine Maiden

A female priest with healing powers. Alongside shamanistic powers, they also possess the power of exorcism.

Awakening Keywords

Shinto family lineage
Religious experience
Encounter with the Gods of Yamato

Stats

Strength 1 Magic 5 Vitality 1 Agility 1 Luck 2

Items

Chihaya
Medicine
Dis-Poison
Fire-resist Talisman

Skills

L1: Prayer of Healing (Dia) L27: Mahama
L4: Prayer of Defense (Rakukaja) L33: Recarm
L7: Hama L37: Tetraja
L13: Divine Healing (Media) L43: Tetrakarn
L17: Diarama L48: Samarecarm
L23: Talisman Arts (Card Skill)

Psychic

Young individuals with psychic powers, often feared and isolated because of their abilities.

Awakening Keywords

Dreams
Power you can't control
Anxieties

Stats

Strength 1 Magic 5 Vitality 1 Agility 1 Luck 2

Items

Possessions: An "important item" necessary to activate your abilities. Cannot be a weapon, piece of armor, or consumable item.
Extra Contact: Gain another Contact.

Skills

L1: Zan
L4: Panic Voice
L7: Mazan
L13: Mana Bonus
L17: Zanma
L23: Bind Voice
L27: Mazanma
L33: Petra Eyes
L37: Zandyne
L43: Mazandyne
L48: Megido

Seer

A person with the ability to see what others cannot. This ability to see hidden connections often brings them sorrow.

Awakening Keywords

Visions
Mental disturbances
Anxieties
Revelations

Stats

Strength 1 Magic 4 Vitality 1 Agility 1 Luck 3

Items

Medicine
Extra Contact: Gain another Contact.
Ring of Cosmic Will

Skills

L1: Think Like a Snake L27: Clever Scheme
L4: Lucky Find L33: Ruler of Fate
L7: Brilliant Vision L37: Proper Care
L13: I Thought This Might Happen L43: Diarahan
L17: Moment of Fate (Cover) L48: Recarmdra
L23: Lucky

Messian

A follower of a new Christian religious group believing in the One True God, preparing for the apocalypse with faith in absolute order.

Awakening Keywords

Initiation
Angelic edict
Experience the apocalypse
Encounter with Demons

Stats

Strength 1 Magic 3 Vitality 1 Agility 3 Luck 2

Items

Rosary
SIG Sauer (Bullet x20)
Foil
Initial Alignment: Law 1d10, Light 1d10

Skills

L1: Divine Revelation (Think Like a Snake) L27: Zionga
L4: Dia L33: Tarunda
L7: Hama L37: Violet Flash
L13: Rakukaja L43: Diarahan
L17: Media L48: Megido
L23: Makajama

Gaean

A remnant of an extreme new religious group that seeks to integrate all wisdom and pursue truth. They aim to renew the world through the power of chaotic gods.

Awakening Keywords

Initiation
Encounter with the various gods
Ascetic practice

Stats

Strength 2 Magic 3 Vitality 3 Agility 1 Luck 1

Items

Katana
Muscle Drink

Initial Alignment: Chaos 2d10

Skills

L1: Agi L27: Marin Karin
L4: Makakaja L33: Sukukaja
L7: Shibaboo L37: Buying Power
L13: Mazio L43: Bright Might
L17: Mudo L48: Tentarafu
L23: Bufula

White Witch (Wicca)

A girl who can hear the voices of fairies, warned of approaching danger by these creatures.

Awakening Keywords

Initiation
Encounter with Fairies
Touch megalithic ruins
Fairy things

Stats

Strength 1 Magic 4 Vitality 1 Agility 1 Luck 3

Items

Medicine
Mahama Stone
Mistletoe Bracelet

Skills

L1: Herbal Remedy L27: Diarama
L3: Fairy Ring L33: Earth's Blessing
L7: Herbalist L37: Mazanma
L13: Healing Wind (Media) L42: Evil Eye
L17: Voice of the Earth L48: Makarakarn
L23: Lightning (Zionga)

Doctor / Nurse

A medical professional striving to save people. Though their abilities seem meager in the face of Demons, their hope keeps them going.

Awakening Keywords

While not a class that should be gained through Awakening, if one develops an aptitude for medicine, it may be treated as an Awakening event.

Stats

Strength 1 Magic 1 Vitality 2 Agility 1 Luck 5

Items

Medicine
Dis-Poison
Sacred Water
Dis-Paralyze

Skills

L1: First Aid L27: Resuscitation (Recarm)
L4: Medic L33: Proper Care
L7: Proper Care L37: Proper Care
L13: Shock Treatment L43: Proper Care
L17: Buying Power L48: Full Resuscitation (Samarecarm)
L23: Proper Care

Journalist

A media professional, such as a magazine reporter. Their natural curiosity and ability to gather information are their weapons.

Awakening Keywords

Based on experience in editorial departments, publishers, etc. (Recommended Awakening between sessions)

Stats

Strength 1 Magic 1 Vitality 1 Agility 2 Luck 5

Items

Medicine
Extra Contact x2: Gain another Contact.

Skills

L1: Think Like a Snake L27: Clever Scheme
L4: Letter of Introduction L33: Negotiator
L7: Negotiator L37: Buying Power
L13: Under the Table L43: Lucky
L17: Leading Questions L48: Ruler of Fate
L23: Nemawashi

Detective

A freelancer whose job is to conduct various types of investigations.

As they pursue strange incidents, they become involved with Demons.

Awakening Keywords

Training
Encounter with a detective
Involvement in a criminal incident

Stats

Strength 1 Magic 1 Vitality 1 Agility 3 Luck 4

Items

Extra Contact x2: Gain another Contact.
New Nanbu (Bullet x20)

Skills

L1: Think Like a Snake L27: Lucky
L4: Detective's Hunch L33: Intimidate
L7: Art of Persuasion L37: Seduce
L13: Downtown Fixer L43: Lucky
L17: Clever Scheme L48: Under the Table
L23: Nemawashi

Banchou

A schoolyard hero showing old-fashioned toughness and courage, relying on nothing but guts.

Awakening Keywords

Encounter with an old rival
Recognize the duty of battle

Stats

Strength 4 Magic 1 Vitality 3 Agility 1 Luck 1

Items

Fashion: Outdated gakuran
Extra Contact: Gain another Contact.

Skills

L1: Lunge L27: Endure
L4: Life Bonus L33: Bright Might
L7: Taunt L37: Counter
L13: Charge L43: Lucky
L17: Add Melee Power L48: Sacrifice
L23: Berserk

Playboy

A young person living a hedonistic lifestyle relying on luck and family wealth. Not very strong, but does it help that they're good at dancing?

Awakening Keywords

Easy money
Joy of play
Romantic relationships

Stats

Strength 1 Magic 1 Vitality 1 Agility 4 Luck 3

Items

Fashion: Stylish clothes, for dancing
Extra Money: 100 Macca

Skills

L1: Lucky L27: Enhanced Dodge
L4: Buying Power L33: (Extra Contact)
L7: Seduce L37: Jive Talk
L13: Sexy Gaze L43: Cover
L17: Taunt L48: Lucky
L23: Think Like a Snake

Background Tables

(Roll 1d10. 1~4: Table A, 5~7: Table B, 8~10: Table C)

(On the resulting table, roll 1d10 or choose)

■ Table A

| d10 | Content | Contact Gained |
|-----|--|-------------------------------|
| 1 | Revenge You have sworn revenge on a specific person. | See Additional Contact Tables |
| 2 | Amnesia A part of your memory is lost, and you want to recover it. | See Additional Contact Tables |
| 3 | Disability You have some form of disability that threatens your longevity. | See Additional Contact Tables |
| 4 | Sense of Justice You have a strong sense of justice and are determined to fight for peace. | See Additional Contact Tables |
| 5 | Interest You have a strong interest in a particular subject. | See Additional Contact Tables |
| 6 | Desire You are obsessed with a particular desire and wish to fulfill it. | See Additional Contact Tables |
| 7 | Important Person There is someone important to you that you want to protect. | See Additional Contact Tables |
| 8 | Missing Lover Your lover has gone missing. | See Additional Contact Tables |
| 9 | Despair You are disillusioned with the current world, and long to create your own. | See Additional Contact Tables |
| 0 | Alienated You feel you have no place in the world and seek peace of mind. | See Additional Contact Tables |

■ Table B

| d10 | Content | Contact Gained |
|-----|--|---------------------|
| 1 | DDS You happened to run into Stephen while surfing the net. | Stephen |
| 2 | Mysterious Man You met Louis Cypher, a mysterious blond man. | Louis Cypher |
| 3 | Mysterious Woman You met the mysterious beauty Yuriko. | Yuriko |
| 4 | High-tech You're acquainted with the CEO of a high-tech company. | Reiji Hikawa |
| 5 | Order of Messiah You are a member of the Order of Messiah. | Angela F. Gregorius |
| 6 | Ring of Gaia You are a member of the Ring of Gaia. | Master Andras |
| 7 | Chiaki-sama You know the daughter of the Tachibana family, Chiaki Tachibana. | Chiaki Tachibana |
| 8 | Fairy Blessing You met a fairy. | Pixie |
| 9 | Mission You're a state agent, investigating strange incidents. | Self-Defense Forces |
| 0 | Revelation You received a revelation from an angel. | Divine Angel |

■ Table C

| d10 | Content | Contact Gained |
|-----|---|-------------------------------|
| 1 | Shady Business You are connected to underground organizations, like the yakuza. | Tenzan Tendou |
| 2 | Police Relations You have connections with the police and can get info about incidents. | Inspector Urata |
| 3 | Delinquent You associate with a group of delinquents from Kichijoji. | Ozawa |
| 4 | Fortune Teller You are a regular customer of a fortune teller in Harajuku. | Titi |
| 5 | Seika Academy You are associated with Seika Academy. | Hiiragi Yuuki |
| 6 | Magician You study magic. | Cathedral of Shadows |
| 7 | Exorcist You serve the ancient gods of Japan. | Himemiya Kikue |
| 8 | Mass Media You are affiliated with the occult magazine "Ayakashi Monthly." | Jyoji Hijiri |
| 9 | TV You have connections with a TV producer. | Shigeo Itoi |
| 0 | Debt Due to circumstances, you have a significant amount of debt. | See Additional Contact Tables |

Additional Contact Tables

(Roll 1d10. 1~2: Table A, 3~4: Table B, 5~6: Table C, 7~8: Table D, 9~10: Table E)

(On the resulting table, roll 1d10 or choose)

Table A

| d10 | Contact | Page | Overview |
|-----|--------------------------------------|------|---|
| 1 | Commander Thorman | 243 | Commander of the US Forces in Japan. |
| 2 | Louis Cyphre | 244 | A mysterious blonde man. The sealed King of Makai. |
| 3 | General Gotou | 244 | Chief of the Joint Staff of the Japan Ground Self-Defense Force. Head of the Martial Law Headquarters in Kichijoji. |
| 4 | Stephen | 250 | A genius programmer active on the internet. |
| 5 | Elder Oshiroto | 245 | An influential elder in Japan's political and business circles, known as the "Old Man of Seijo." |
| 6 | Rag | 250 | A jeweler in Ginza who deals in peculiar items. |
| 7 | Minister of the Cathedral of Shadows | 251 | A magician who performs Demon Fusion. He appears to be human. |
| 8 | Mystic Artificer "Masamune" | 251 | A magical smith who creates Mystic change weapons. |
| 9 | Madam Ginko | 251 | A mediator for the Demon-hunting organization "Kuzunoha." |
| 0 | Major Kato | 251 | The commander of the Demon-hunting taskforce "Unit 666" under the SDF. |

Table B

| d10 | Contact | Page | Overview |
|-----|-----------------|------|---|
| 1 | Himemiya Kikue | 245 | The princess shrine maiden of Meiji Shrine. The reincarnation of Kikuri-Hime. |
| 2 | Madam Nyx | 252 | The owner of Bar Madam in Ginza. She listens to and supports young people. |
| 3 | Loki | 246 | A regular at Bar Madam. An eccentric enthusiast. |
| 4 | Jyoji Hijiri | 252 | A writer for the occult magazine "Ayakashi Monthly." Chases bizarre incidents. |
| 5 | Shigeo Itoi | 252 | TV station producer. He loves finding buried treasure and bizarre incidents. |
| 6 | Cerberus | 246 | A Beast that roams Tokyo at night, searching for someone. |
| 7 | Ariane Sinclair | 247 | The daughter of a British aristocrat. She is the leader of the Demon-hunting organization "Claymore." |
| 8 | Taishang Laojun | 252 | A wise old man who strolls around Inokashira Park, claiming to be the founder of Taoism. |
| 9 | Father Nye | 247 | A dark-skinned priest who claims to have come from Egypt. Head of the Church of Starry Wisdom. |
| 0 | Lord Elric | 253 | The vocalist of a visual-kei band. A white-faced swordsman wielding a black magic sword. |

Table C

| d10 | Contact | Page | Overview |
|-----|----------------------|------|--|
| 1 | Count Alucard de Vuy | 253 | An Eastern European noble living in a suite in Roppongi Hills. |
| 2 | Sylphis | 250 | An agent belonging to the Morrigan Corporation. |
| 3 | Kouga Hisame | 253 | An Oni Jorou of the Gaean Cult. A devilish assassin who uses poisoned needles. |
| 4 | Master Therion | 248 | A self-proclaimed sorcerer king of the 20th century. He leads the Eastern Magic Society. |
| 5 | Gabriel Pucci | 253 | A cardinal of the Messiah Church. A radical who advocates for the destruction of heresy. |
| 6 | Angela F. Gregorius | 254 | A nun of the Messiah Church. She focuses on saving people's hearts. A moderate. |
| 7 | Ashiya Douman | 254 | An onmyoji who assists Gotou in reviving Demons. |
| 8 | Yuriko Rosenberg | 254 | A beautiful woman from a special unit of the Self-Defense Forces supporting Gotou. |
| 9 | Nebiros | 254 | A necromancer lurking in Shinjuku's underground. The guardian of a girl named Alice. |
| 0 | Lilia Oshima | 255 | A sorceress of the Gaean Cult who has become an undead known as "Man Eater." |

Table D

| d10 | Contact | Page | Overview |
|-----|------------------|------|--|
| 1 | Master Andras | 255 | A radical member of the Ring of Gaia. |
| 2 | Reiji Hikawa | 255 | Chief Technical Director of Cybers, a TI Technology company. A cold-hearted ambitious person. |
| 3 | Takahisa Kandori | 255 | CEO of high-tech company SEBEC. |
| 4 | Inspector Urata | 256 | Inspector of the Metro PD's Occult Division. In charge of occult cases. |
| 5 | Tenzan Tendou | 256 | The leader of the Tendou-gumi Yakuza organization. He is involved in occult affairs. |
| 6 | Doctor Thrill | 256 | A biologist from Russia. He used to conduct research under the KGB. |
| 7 | Nadja | 248 | A mysterious girl from India who comes and goes unpredictably. |
| 8 | Hee-ho-kun | 256 | A Jack Frost who has settled in the back streets of Shibuya. |
| 9 | Pixie | 257 | A fairy residing in Yoyogi Park. |
| 0 | Titi | 249 | A female fortune teller popular among young people in Harajuku. She is a beautiful woman from Egypt. |

Table E

| d10 | Contact | Page | Overview |
|-----|------------------|------|--|
| 1 | Hiiragi Yuuki | 257 | The president of the Exorcist Student Council at Seika Academy. Wielder of the magic sword "Himegami." |
| 2 | Chiaki Tachibana | 257 | The daughter of the Tachibana conglomerate. |
| 3 | Igor | 257 | A mysterious individual who researches Demon Fusion. The master of the Velvet Room. |
| 4 | Ozawa | 258 | The leader of a delinquent group who've somehow become Gotou's henchmen. |
| 5 | Yuko Takao | 258 | A beautiful English teacher with shamanic potential. A Gaean shrine maiden. |
| 6 | Aya Katsuragi | 258 | A boyish girl from Yoshino. She pursues the mysteries of the world. |
| 7 | Tsunahiko Kibi | 258 | A local historian who runs a used bookstore in Kanda. He is small and easygoing. |
| 8 | Hitomi Ibaragi | 259 | A fighter who is active in the women's mixed martial arts organization "OGRE (王雅)." |
| 9 | Kaoruko Azumi | 259 | A visionary shrine maiden from the Seto Inland Sea. She is the princess of the Azumi clan. |
| 0 | John Cleric | 249 | A Demon-hunting combat monk from the Messiah Church. |

Relationship Table

(Roll 1d10, or choose)

| d10 | Content | |
|-----|-------------------------|---|
| 1 | Relatives | You're related to each other. You can discuss whether you are blood relatives or in-laws. |
| 2 | Comrades | You acknowledge each other as fellow warriors. |
| 3 | Affection | You have feelings of affection. |
| 4 | Friendship | You have feelings of friendship. |
| 5 | Business | You're related through work. There are interests involved. |
| 6 | Repaying a favor | They've greatly helped you in the past. |
| 7 | Local Ties | You're both from the area. You live in the same neighborhood, have a senior-junior relationship at school or work, etc. |
| 8 | Destiny | You're destined to share each others presence. |
| 9 | Important Things | They're deeply connected to something important to you. → Consult the Important Things Table |
| 0 | Odd Hobby | You both share an odd hobby. → Consult the Odd Hobby Table |

Odd Hobby Table

(Roll 1d10, or choose)

| d10 | Content | |
|-----|---|--|
| 1 | Human Culture: Manga, Publications | |
| 2 | Human Culture: Games, Toys, Trading Cards | |
| 3 | Human Culture: Entertainment | |
| 4 | Human Culture: Electronics, Mechanical stuff | |
| 5 | Human Culture: Vehicles, Travel | |
| 6 | Human Culture: Novels, Myths, Legends | |
| 7 | Human Culture: Philosophy, Academia | |
| 8 | Human Culture: Food | |
| 9 | Pets | |
| 0 | Collections | |

Important Things Table

(Roll 1d10, or choose)

| d10 | Table I | Table II |
|-----|-----------------------------|--|
| 1 | Father | Dog |
| 2 | Mother | Cat |
| 3 | Older Brother | Bird |
| 4 | Older Sister | Other Animals |
| 5 | Younger Brother | Plants |
| 6 | Younger Sister | Minerals |
| 7 | Other Family Members | Crafts |
| 8 | Lover | Film, music, art |
| 9 | Best Friend | Favorite Thing |
| 0 | Go to Table II | Ideas and other abstract things |

Class Overview: Demon

Overview

In "Shin Megami Tensei X," PCs may play as Demons with the GM's permission.

Characteristics of Demon PCs

Demons generally have high stats and come with special selections of skills from the start. Additionally, a Demon PC's Stats are rolled randomly as they level up.

Demons cannot use weapons or armor unless they have specific skills, but items can be used.

Human Form

If desired, Demon PCs can take on a human form, allowing them to blend into human society, gather information, and lead a normal life. In human form, they can use items, weapons, and armor, but cannot use attack skills.

Creating a Demon PC

To use a Demon as a PC, confirm with the GM the range of Demons available and the recommended level for the Demon PC.

If the Demon is below the recommended level, it should be leveled up to that point. Unless permitted by the GM, Demons should not be fused.

Note for the GM

DARK Demons (such as Haunts or Fouls) should not be allowed as PCs. Likewise, high-tier Demons like Viles, Tyrants, and other Boss-class Demons should also be restricted.

Relaxing the Level Limit

The GM may allow Demon PCs to choose from a slightly higher level than the recommended level for human PCs, up to +5 levels.

If a Demon PC is selected, it should be treated as having just reached that level with a corresponding amount of experience points.

Differences in Data

Demons are similar to human PCs in most respects but differ in the following two points:

Defense

A Demon PC's Defense is calculated as:

$$\text{Vitality} + \text{Level}$$

This can be further improved via the "Endure Phys" and "Endure Magic" skills.

HP / MP Multiplier

Demon PCs have higher HP / MP multipliers than Human PCs.

$$\text{HP Multiplier } \times 6 \text{ (Humans have } \times 4)$$

$$\text{MP Multiplier } \times 3 \text{ (Humans have } \times 2)$$

This can be increased via the "Life --" and "Mana --" series of skills.

Growth of Demon PCs

Demon PCs also grow, but under different rules.

Experience Point Shift

Demon PCs use the Tier III Experience Chart.

Random Growth

Instead of choosing which stat to raise each level, Demons have an element of randomness to their growth. Roll 1d10 and raise the stat specified from the table below.

| d10 | Stat Raised |
|-----|-------------|
| 1 | Strength |
| 2 | Magic |
| 3 | Vitality |
| 4 | Agility |
| 5 | Luck |
| 6~0 | Your choice |

Additional Skills

Demon PCs, like humans, learn Additional skills every 10th level. They can use both the Human, and Demon-only Additional Skills Tables.

As a restriction, Demon PCs cannot learn skills for Affinities they are Weak against.

Example: a Demon PC Weak vs Fire cannot learn "Agi."

Character Growth

Earning Experience

Experience points from defeated Demons are divided equally among all characters who participated in the battle. Experience is awarded at the end of battle, even if a character is DEAD.

Note: If a defeated Demon is 10+ levels over the Party Level, the awarded experience is doubled for each 10 level difference. For instance, defeating a Demon that is 20 levels higher quadruples the amount of experience given.

However, the experience bounty for Boss enemies is already calculated taking such factors into account, so there is no need to add bonuses based on level difference.

Level Up

Characters can level up once they have gained a requisite amount of experience points.

Refer to the Experience Chart for the experience required for the next level up.

Your next level's required EXP can also be calculated using the following formula:

$$(\text{Next Level})^3 \times \text{Tier Multiplier}$$

※Awakening Tier Multiplier

Tier I: x0.8 Tier II: x1.0 Tier III: x1.3

Benefits of Leveling Up

● Stat Increase

A character who has leveled up can increase one of their stats by 1.

● Numerical Adjustments

The following adjustments occur when you level up:

● Changes to Stat-based TNs

Leveling up adds +1% across the board, and an increased Stat grants an additional +5% to its TN.

● Changes to HP & MP

● Changes to Base Power & Initiative

● (If Vitality was raised) Defense improves

● (If Agility was raised) Dodge TN improves

● (If Luck was raised) Conversation TN improves

● Learn Skills

Check to see if you qualify for any new skills as a result of leveling up.

● HP & MP Recovery

When you level up, your HP and MP will be completely restored on the spot, and you recover from all BAD STATUS, including DEAD.

Learning Additional Skills

All characters learn one Additional Skill at L1, separate from their class. Choose or roll from the Additional Skill Table on p. 041.

Afterwards, every 10th Level (L10, L20, etc.), another Additional Skill may be learned.

However, if for some reason you learn a duplicate skill, you instead receive "Enhanced Skill," targeting that skill.

Experience Accumulates

Experience points only increase, and never decrease.

Even if a PC changes classes through Fusion or Awakening, the PC's soul, and thus experience, is carried forward as is.

Exception 1: Level Up

If you become a higher level Demon due to Fusion or Awakening, your EXP will be set to minimum EXP required for the Demon to have achieved that level.

Exception 2: Level Down & EXP

If you level down and become a weaker Demon due to Fusion or otherwise, your EXP will be set to minimum EXP required for the Demon to have achieved that level.

For example, if a L3+ Demon becomes a L2 Fairy Pixie as a result of Fusion, no matter how many experience points they had before, they will be set to "10 EXP," which is the minimum required for a Demon to be L2.

Optional Rule: Level Up Bonus

The following is an optional rule; the GM may choose not to use it if they find it too cumbersome or difficult to manage.

You can earn bonus items when leveling up. Perform a "Luck check" upon leveling up; if successful, roll 1d10 twice. Refer to the "Level-up Bonus Table" on p. 055 and match the results of the first roll to the left column and the second roll to the top row of the "Gift A Table" and receive the corresponding item. If the first roll is 0, re-roll that die and use "Gift Table B."

If a Critical was scored on the Luck check, use "Gift Table B" from the start. Nothing happens if the check is unsuccessful.

Level Up Bonus Table

Gift Table A

| d10 | 1~2 | 3~4 | 5~6 | 7~8 | 9~0 |
|-----|--------------------|-------------------|--------------------|----------------------|----------------------|
| 1 | Life Stone | | | | |
| 2 | Level x 50 Macca | | | | |
| 3 | Medicine (2) | Tranquilizer | Sacred Water | Antidote | Muscle Drink |
| 4 | Dis-Poison | Dis-Paralyze | Dis-Close | Dis-Charm | Dis-Stone |
| 5 | Mazan Stone | Mazio Stone | Mabufu Stone | Maragi Stone | Makajama Stone |
| 6 | Mahama Stone | Mamudo Stone | Expel Arrow | Holy Shot | Hand Grenade |
| 7 | Light Ball | Core Shield | Climbing Set | Poison Arrow | Wagtail Plume |
| 8 | Tengu Talisman | Heavenly Talisman | Immovable Talisman | Fire-resist Talisman | Enlightened Talisman |
| 9 | Muscle Drink | Magic Bottle | Chakra Drop | Revival Bead | Bead |
| 0 | Go to Gift Table B | | | | |

Gift Table B

| d10 | 1~2 | 3~4 | 5~6 | 7~8 | 9~0 |
|-----|--------------------------------|---------------|------------------|-------------------|----------------|
| 1 | Demon Card of Encounter Rate A | | | | |
| 2 | Repulse Bell | Attract Pipe | Smoke Ball | Merciful Talisman | Pot of Death |
| 3 | Dekaja Stone | Dekunda Stone | Tetraja Stone | Megido Stone | Megidola Stone |
| 4 | Sapphire | Diamond | Turquoise | Topaz | Pearl |
| 5 | Amethyst | Aquamarine | Emerald | Onyx | Opal |
| 6 | Nyorai Statue | Angel's Hair | Asura's Palm | Garnet | Ruby |
| 7 | Attack Mirror | Magic Mirror | Glancing Pot | Soma Drop | Soma |
| 8 | Balm of Life | Chakra Pot | Great Chakra | Bead Chain | Pure Bead |
| 9 | Strength Incense | Magic Incense | Vitality Incense | Agility Incense | Luck Incense |
| 0 | Strength Incense | Magic Incense | Vitality Incense | Agility Incense | Luck Incense |

Awakening

As a result of training or encountering supernatural phenomena, when a human PC deepens their spirit being, it is called "Awakening."

An awakened characters gains a new class and skills, and other benefits such as as increased Stats.

Awakening Requirements

In order to have an Awakening, you must meet certain Level thresholds.

- **1st Awakening (Gifted → Awakened) Level 5+**
- **2nd Awakening (Awakened → Metahuman) Level 40+**

Awakening Keywords & Events

A special event is required to trigger an Awakening. When encountering something relevant to an "Awakening Keyword" from a class' data, starting on p. 044, you can Awaken if you meet the level criteria above.

For example, if a 5th-level Psychic "Obtains Mystic change gear," they will have satisfied a "Successor Awakening Event," and can then Awaken to a Successor if desired.

Changes upon Awakening

- **Gain a New Class**
- **Improved Stats**
Add the newly acquired class' Stats to your character's Stats.
- **Learn Skills**
Learn all skills available from the newly acquired class according to your current level.
- **All HP, MP, and BAD STATUS, including DEAD, are restored. (Don't forget to increase HP / MP due to increased Stats).**
- **Your required EXP for the next level will shift to match your new Awakening Tier.**

After the 1st Awakening, use the "Tier II" column, and after the 2nd Awakening, use the "Tier III" column.

Devilkin Awakening

An Awakened PC of level 40 or above can fuse with a Demon Card to perform a "Devilkin Awakening" if desired (the required Awakening Event is a "Devilkin Fusion").

For detailed rules, see "Devilkin Fusion" on p. 079.

Experience Chart

| Level | Tier I | Tier II | Tier III |
|-------|---------|---------|----------|
| 1 | 0 | 0 | 0 |
| 2 | 6 | 8 | 10 |
| 3 | 21 | 27 | 35 |
| 4 | 51 | 64 | 83 |
| 5 | 100 | 125 | 162 |
| 6 | 172 | 216 | 280 |
| 7 | 274 | 343 | 445 |
| 8 | 409 | 512 | 665 |
| 9 | 583 | 729 | 947 |
| 10 | 800 | 1,000 | 1,300 |
| 11 | 1,064 | 1,331 | 1,730 |
| 12 | 1,382 | 1,728 | 2,246 |
| 13 | 1,757 | 2,197 | 2,856 |
| 14 | 2,195 | 2,744 | 3,567 |
| 15 | 2,700 | 3,375 | 4,387 |
| 16 | 3,276 | 4,096 | 5,324 |
| 17 | 3,930 | 4,913 | 6,386 |
| 18 | 4,665 | 5,832 | 7,581 |
| 19 | 5,487 | 6,859 | 8,916 |
| 20 | 6,400 | 8,000 | 10,400 |
| 21 | 7,408 | 9,261 | 12,039 |
| 22 | 8,518 | 10,648 | 13,842 |
| 23 | 9,733 | 12,167 | 15,817 |
| 24 | 11,059 | 13,824 | 17,971 |
| 25 | 12,500 | 15,625 | 20,312 |
| 26 | 14,060 | 17,576 | 22,848 |
| 27 | 15,746 | 19,683 | 25,587 |
| 28 | 17,561 | 21,952 | 28,537 |
| 29 | 19,511 | 24,389 | 31,705 |
| 30 | 21,600 | 27,000 | 35,100 |
| 31 | 23,832 | 29,791 | 38,728 |
| 32 | 26,214 | 32,768 | 42,598 |
| 33 | 28,749 | 35,937 | 46,718 |
| 34 | 31,443 | 39,304 | 51,095 |
| 35 | 34,300 | 42,875 | 55,737 |
| 36 | 37,324 | 46,656 | 60,652 |
| 37 | 40,522 | 50,653 | 65,848 |
| 38 | 43,897 | 54,872 | 71,333 |
| 39 | 47,455 | 59,319 | 77,114 |
| 40 | 51,200 | 64,000 | 83,200 |
| 41 | 55,136 | 68,921 | 89,597 |
| 42 | 59,270 | 74,088 | 96,314 |
| 43 | 63,605 | 79,507 | 103,359 |
| 44 | 68,147 | 85,184 | 110,739 |
| 45 | 72,900 | 91,125 | 118,462 |
| 46 | 77,868 | 97,336 | 126,536 |
| 47 | 83,058 | 103,823 | 134,969 |
| 48 | 88,473 | 110,592 | 143,769 |
| 49 | 94,119 | 117,649 | 152,943 |
| 50 | 100,000 | 125,000 | 162,500 |

| Level | Tier I | Tier II | Tier III |
|-------|---------|-----------|-----------|
| 51 | 106,120 | 132,651 | 172,446 |
| 52 | 112,486 | 140,608 | 182,790 |
| 53 | 119,101 | 148,877 | 193,540 |
| 54 | 125,971 | 157,464 | 204,703 |
| 55 | 133,100 | 166,375 | 216,287 |
| 56 | 140,492 | 175,616 | 228,300 |
| 57 | 148,154 | 185,193 | 240,750 |
| 58 | 156,089 | 195,112 | 253,645 |
| 59 | 164,303 | 205,379 | 266,992 |
| 60 | 172,800 | 216,000 | 280,800 |
| 61 | 181,584 | 226,981 | 295,075 |
| 62 | 190,662 | 238,328 | 309,826 |
| 63 | 200,037 | 250,047 | 325,061 |
| 64 | 209,715 | 262,144 | 340,787 |
| 65 | 219,700 | 274,625 | 357,012 |
| 66 | 229,996 | 287,496 | 373,744 |
| 67 | 240,610 | 300,763 | 390,991 |
| 68 | 251,545 | 314,432 | 408,761 |
| 69 | 262,807 | 328,509 | 427,061 |
| 70 | 274,400 | 343,000 | 445,900 |
| 71 | 286,328 | 357,911 | 465,284 |
| 72 | 298,598 | 373,248 | 485,222 |
| 73 | 311,213 | 389,017 | 505,722 |
| 74 | 324,179 | 405,224 | 526,791 |
| 75 | 337,500 | 421,875 | 548,437 |
| 76 | 351,180 | 438,976 | 570,668 |
| 77 | 365,226 | 456,533 | 593,492 |
| 78 | 379,641 | 474,552 | 616,917 |
| 79 | 394,431 | 493,039 | 640,950 |
| 80 | 409,600 | 512,000 | 665,600 |
| 81 | 425,152 | 531,441 | 690,873 |
| 82 | 441,094 | 551,368 | 716,778 |
| 83 | 457,429 | 571,787 | 743,323 |
| 84 | 474,163 | 592,704 | 770,515 |
| 85 | 491,300 | 614,125 | 798,362 |
| 86 | 508,844 | 636,056 | 826,872 |
| 87 | 526,802 | 658,503 | 856,053 |
| 88 | 545,177 | 681,472 | 885,913 |
| 89 | 563,975 | 704,969 | 916,459 |
| 90 | 583,200 | 729,000 | 947,700 |
| 91 | 602,856 | 753,571 | 979,642 |
| 92 | 622,950 | 778,688 | 1,012,294 |
| 93 | 643,485 | 804,357 | 1,045,664 |
| 94 | 664,467 | 830,584 | 1,079,759 |
| 95 | 685,900 | 857,375 | 1,114,587 |
| 96 | 707,788 | 884,736 | 1,150,156 |
| 97 | 730,138 | 912,673 | 1,186,474 |
| 98 | 752,953 | 941,192 | 1,223,549 |
| 99 | 776,239 | 970,299 | 1,261,388 |
| 100 | 800,000 | 1,000,000 | 1,300,000 |

Part 3

RULES



Game Assumptions

This rulebook is written based on the following assumptions.

Rounding

When making calculations during the game, round down any remaining decimal fractions at the end of the calculation. If a calculation involves both division and multiplication, perform the multiplication first.

Unspecified Rules

If a situation arises during the game that is not covered by these rules, it is up to the GM's discretion to make a decision. In such cases, the GM should base their judgment on common sense and the convenience of the game.

Similarly, if a situation impedes the flow of the session, the GM's decision takes precedence over the rules.

Players should respect this.

To avoid abusing this rule, GMs should keep the following two points in mind:

First, make decisions that are player-friendly.

Secondly, enjoy the game and utilize the rules effectively.

And for the players, act with the intention to enjoy the game together.

Overall Game Flow

In "Shin Megami Tensei X," the final battle often takes place in a dungeon, where powerful Demons await. Therefore, the final battle scene is referred to as the Dungeon Attack. During the Dungeon Attack, retreat is no longer an option, leading to intense battles.

A session of "Shin Megami Tensei TRPG" generally follows the below order:

[0] Warm-up

[1] Opening

[2] Approach

[3] Dungeon Attack

[4] Boss Battle

[5] Ending

[6] Cool-down

[0] Warm-up

Warm-Up is the preparation time before the game starts.

This involves the "Trailer" and "Character Creation."

● Stat Increase

The GM provides the players with an overview.

This includes an explanation of the day's game and the status of the PCs. Handouts with individual settings can also be distributed.

As the name suggests, it is like a movie trailer.

● Numerical Adjustments

Create the characters to be used in this game.

In ongoing games (campaigns), this step might be skipped. At conventions, the GM might distribute pre-made characters.

[1]~[5] The Session

From "Opening" to "Ending" constitutes the actual game, called a session.

● [1] Opening

The GM explains the events leading up to the current adventure to each character or the whole party, explaining the adventure's content and providing initial Keywords for the scenario. In this scene, the GM may prioritize the story and omit some checks.

● [2] Approach

Gather information related to the current adventure and advance the story. Contacts and Info Skills can be used here. Combat scenes are also often included in this part.

The Approach consists of multiple scenes, moving closer to the session's truth. This is expressed by transforming initial Keywords into Clue Keywords.

Once sufficient story development for the Dungeon Attack is achieved, the Approach ends.

Considering the progress of the game, the GM decides when to end the Approach. Determine in advance the number of times information gathering can be attempted before ending the Approach, called Cycles. This is the number of scenes each PC can attempt.

● [3] Dungeon Attack

Enter the dungeon for the final objective. This scene will involve continuous intense battles.

See Combat Rules (p. 065).

● [4] Boss Battle

The Boss, the final obstacle of the mission, appears and confronts the PCs. This is the climax of the game.

Boss enemies are treated differently from other Demons.

● [5] Ending

This is the conclusion of the story. Play out the scene that wraps up the story developed during the game. In this scene, the GM may prioritize the story and omit some checks.

[6] Cool-down

After the game ends, "Character Assessments" take place.

This is referred to as the "Cool Down."

● Character Assessments

Assess each character's actions in the game. Note which alignment best fits how a PC acted on the Impression sheet. The GM will then collate, and apply the character's assessment.

The above is an essential process to follow after a game.

But afterwards, if time allows, it's beneficial to reflect on the session and spend some time chatting.

Scene Overview

The session progresses in units called "Scenes." Each scene follows these steps:

- [1] Definition
- [2] Interaction
- [3] Conclusion
- [4] Break

[1] Definition

Explain what's going on in the scene.

The GM declares which PCs and NPCs are present. Absent PCs may join midway if the GM allows. The GM can designate a central PC as the Scene Player to take the lead.

Specify a scene BGM to determine the atmosphere and overall effect of the scene.

[2] Interaction

The GM explains the situation, advancing the story through interactions with the PCs.

[3] Conclusion

A scene concludes either when certain conditions are met or at the GM's discretion. If a Scene Player was designated, their exit marks the conclusion of the scene.

[4] Break

An interval between scenes. Confirm the outcome of the concluded scene, and make sure players are on the same page before starting the next scene.

Managing Solo Scenes

During the game, there may be times where PCs act separately.

In such cases, the GM should aim to keep each scene brief and ensure that all PCs have their scenes played.

Scenes without PCs

The GM may create and present scenes without PCs as necessary to provide information, align the story, or for other purposes.

Separating Scenes & Time

The Game Master may adjust the progression of time for the sake of the story. The inherent linearity of time enhances the realism of the adventure during the Dungeon Attack, so it's advised to manage time accurately during that phase.

However, while focusing on the narrative aspect of TRPGs, do not disregard the tool of skipping the time between unnecessary parts of the story.

Units of Time

Scene: A single scene. Not related to actual time units.

Round: Measures time during a combat scene, roughly between 10 seconds to 1 minute.

Cycle: The time it takes for all PCs to complete one Approach.

Moon Phase: In the world of "Shin Megami Tensei," the waxing and waning of the moon have significant effects on the situation.

Full Moon: The time when the moon shines brightest. Demons become more aggressive and refuse to engage in conversation. Encounters are also more frequent.

New Moon: The time when the moon's brightness is at its lowest.

Checks & Skills

Stats

Stats represent the areas a character excels in. There are five Stats (Strength, Magic, Vitality, Agility, and Luck), with the following meanings:

ST: Physical combat prowess, affects the accuracy and damage of melee attacks.

MG: Capacity for spells, affects the accuracy and power of magic skills, and max MP.

VT: Physical resilience, affects base Defense, Recovery from BAD STATUS, and max HP.

AG: Speed and dexterity, affects Initiative, Dodge, and the accuracy and damage of ranged attacks.

LK: Used for many things not covered above, such as Conversation, Luck, and Surprise checks, Fate calculation, etc.

Dice Used

This game uses two dice with 10 sides, numbered from 0 to 9.

From now on, these 10-sided dice will be presented as "d10."

If you come across "xd10" in any formula, it means rolling "x" number of d10s and adding their results to the equation.

When rolling d10s, except for d% mentioned later, count results of "0" as "10."

Checks

In order to determine whether or not a PC or Demon's actions are successful, this system uses a d% roll; called a Judgement.

Each Judgement has a calculated "Judgement Value" as specified by the respective rules. If the result of a d% roll is equal to or less than this value, it is a success; if the d% result is greater than the Judgement Value, it is a failure.

Target Number

The following formula is used to calculate base Target Numbers.

$$(\text{Stat} \times 5) + \text{Level} + \text{Modifiers}$$

Modifiers to the TN are indicated by a "%" symbol, for example, "+20%." When this occurs, simply add 20 to the TN. Note that "Modifiers," as is often the case in TRPGs, do not permanently increase the Base TN, but are factored at the time of rolling.

d% Roll

The method of rolling using two d10s to obtain a result between 01 and 100 (00) is called a Percentile Roll (d%).

Decide in advance which d10 is the 10's place, and roll both d10s at the same time.

If the die chosen as the tens place is 5 and the other is 1, the result will be 51.

When rolling d%, it's important to use dice of differing colors, or other distinguishing methods, to ensure you can tell which die represents the tens place.

Special d% Results

If the result of the d% is any of the following, it will be a success or failure regardless of the Judgment Value.

01: Critical, an Automatic Success regardless of the TN.

96~99: Automatic Failure, regardless of the TN.

00: Fumble, regardless of the TN. Something bad will happen.

● Criticals

If the d% result is less than or equal to 1/10th of the target number, a Critical is scored. However, if a character possesses the "Might" skill, a Critical can be scored at 1/5th or less instead.

In the case of Critical hits, generally the Power is doubled, and other benefits such as bypassing the target's Defense occur.

Note that a result of 01 is always a Critical, even if the TN is less than 10%.

● Fumbles

If the d% result is "00," it is always a Fumble.

In the case of an attack's Hit check, it means hitting an ally or oneself. For Dodge checks, it results in double damage taken, and the damage cannot be reduced by Defense, among other disadvantages.

Hit checks: Your attack hits yourself or an ally.

Dodge checks: The attack becomes a Critical hit.

Conversation checks: The opponent becomes furious, leading to combat. The enemy gains +1d10 to Initiative.

Recovery checks: No Recovery occurs. HP and MP are halved.

Other checks: Something bad happens. The GM is free to specify the details.

Skill Usage

Skills are the special abilities possessed by characters.

Some skills are "Passive," meaning that they remain in effect as long as they are learned, while others are not.

When using a non-passive skill, follow these steps:

- ① Declare the skill to be used, select targets, and pay the cost.
- ② Roll the check.
- ③ If successful, determine the Power.
- ④ Apply the effects.

- The cost must be paid before rolling, and even if the check fails, the cost paid will not be refunded.
- If you cannot pay the cost, you cannot use the skill. If paying the cost reduces your HP to, or below, zero, you will die after the action is resolved.
- If there are no appropriate targets, the skill is used in vain. For example, if you use a skill that targets two enemies when there is only one enemy, the effect will only apply to that one enemy. If you use a Debuff skill that affects only enemies in a location with no enemies, it's entirely wasted (you cannot "preemptively" or "ready" the use of Debuff skills for enemies that may appear later).
- In some cases, when you Fumble, you may still need to determine the effect, such as when an attack hits yourself or an ally.
- Some skills are limited to only being used "once per scenario." To make this clear, character sheets may have a checkbox () in the skill section. For skills that can be used multiple times by paying the cost, this checkbox is filled in (). If a skill has a checkbox, it means it is a "one-time use" skill.

Skill Usage

Power is used to measure the "potency" of attacks and skills.

Power is calculated using the following formula:

$$\text{Power} = \text{Base Power} + \text{Skill Modifier} + \text{Power Roll}$$

Base Power

$$\text{Base Melee Power} = \text{Strength} + \text{Level}$$

$$\text{Base Ranged Power} = \text{Agility}$$

$$\text{Base Spell Power} = \text{Magic} + \text{Level}$$

Please note that Level is not added to Base Shoot Power.

If there are instructions for special ways to handle Power, such as Buff or Debuff skills, follow those instructions.

Power Rolls

The Power roll involves rolling a 1d10, and the result of the roll is taken as the Power.

Rolling a "10" on the Power dice results in an "Explosion." Roll 1d10 again and add the new result to the previous result.

If you roll another "10," repeat the Explosion.

Continue re-rolling as long as you keep rolling "10s," adding up all the results for the final total of the Power roll.

For example, if you roll a "10" initially, and then roll "10" and "6" on the re-rolls, the total Power roll result will be 26.

Note that dice rolled for Buff and Debuff Skills do not Explode on results of 10.

● Power rolls using 2 or more d10

Some skills or equipment may add additional dice to the Power roll.

In such cases, instead of rolling 1d10, you roll 2d10, and the result is the sum of both dice. Explosion may occur for each die individually.

For instance, if both dice show a result of 10, both Explode.

However, if one die shows a 10 and the other a 1, only the die with a result of 10 Explodes.

Similarly, when rolling 3d10, 4d10, or more, Power dice, the same rules as above apply.

Skill Modifiers

A skill modifier is a bonus that increases Power when using a skill. It is specific to each skill and pre-set.

If no skill is used, the skill modifier is 0.

Criticals

If you score a Critical, double the total Power of the attack, after the Power roll.

Affinity Multiplier

When using a skill, if its Affinity interacts with the target's Affinities, an Affinity-based multiplier is applied.

This is done after the multiplier from a Critical.

Optional Rule: Skip the Power Roll

For NPCs or high-level characters, you may choose to omit the Power roll.

In such cases, treat the result of all Power dice as 5.

Fate

“Fate” overall represents factors of a character's fortune, divine favor (or that of something similar), their ability to “act at just the right time,” competitive spirit, and strength of focus.

The amount of Fate a character can use during a single game is calculated using the following formula:

$$\text{Max Fate} = (\text{Luck} / 5) + 5$$

Altering Fate

For each Fate point used, you can choose one of the following effects:

- **Re-roll a roll you just made (d%, Power roll).**
- **Adjust one of your TNs by ±20%.**
- **Reduce damage to yourself or an ally by half.**

When Fate can be used

These effects can only be used immediately before or after a particular event. Once the game has progressed to the next step, it is not possible to rewind and apply them retroactively.

For example, if you want to re-roll a d% roll during a check, you must declare the use before making any Power rolls.

Cumulatively using Fate

Fate can be used cumulatively. You are allowed to re-roll a check multiple times (for each Fate spent to do so), and you can reduce damage to 1/4 or 1/8 (note that fractions are truncated each time you halve).

After adjusting a TN with Fate, if you choose to re-roll, you keep the modified TN.

Example: If you increase your TN from 33% to 53% with 1 Fate point but still fail the check, you could choose to use another Fate to re-roll. When re-rolling, you keep the modified value of 53%. You may also use more Fate before re-rolling at this time if you wish.

Transferring Fate

By spending 2 Fate points, a PC can grant 1 Fate point to another PC or NPC.

Multi-Action

If your TN is 100% or higher, you may declare "Multi-Action."

Multi-Action allows you take the same action two or three times in a single turn (you cannot split into four or more actions).

When using skills, you must pay the cost for each action. You cannot change the skill or target during the process.

If your original TN (after modifiers from Buffs, Assist, or Focus) ranges 100-199%, you can perform two actions; or three actions if 200% or higher.

The TN for each action equals the original TN divided by the number of actions being taken (Criticals follow the divided TN).

Note that you cannot Multi-Action with "Counter" skills.

Example: A character with a melee attack target number of 120% declares a Multi-Action and performs two melee attacks, each with a TN of 60%.

Example: A character with a Magic TN of 210% declares a Multi-Action and uses Agi (3 MP) three times in one turn, each cast at 70%. The total MP cost is 9. Note, it is not possible to swap any of the casts of Agi with another skill, such as Bufu.

Automatic Skills & Multi-Action

Skills with Automatic success are incompatible with Multi-Action.

Multi-Action Interruptions

In the event of a Repel or Counter, or you become unable to pay the cost or act, any remaining actions are rendered invalid.

Fate & Multi-Action

Increasing the TN with Fate can be done before declaring a Multi-Action, which allows you to add +20% to the “original TN.”

You can also raise an individual action's TN after splitting via Multi-Action.

Example: A character with a melee attack TN of 120% declares Multi-Action. At that time, he spends 1 Fate to increase his original TN to 140%. After splitting, the TN becomes 70% each. The first check fails, and he wants to ensure the success of the second, so he spends another Fate adjust its TN to 90%.

Scene BGM

Otherworldly Encounters

Otherworldly phenomena encountered by the PCs are caused by the Makai, the realm where Demons reside, encroaching on the real world. This is called "Makai Drift." Areas affected by Makai Drift undergo a complete transformation of the landscape, abnormal occurrences that defy physical laws, and often, manifestations of "Demons" crossing over the threshold.

Scene BGM

For scenes influenced by the Makai, the GM may choose a BGM for that scene from the following list. The chosen BGM sets the tone of the scene, guiding how tense the PCs are and suggesting recommended actions.

■ **SILENCE** **Danger Level (None)**
Situation: The PCs are in a safe location. The Makai Drift incidents are at a lull.
Encounter: Characters appearing in this scene are harmless.
Recommended Action: Rest, strategic planning, etc.

■ **NEGOTIATE** **Danger Level (Low)**
Situation: The PCs encounter characters who seem likely to provide important information, items, or services.
Encounter: Characters appearing in this scene do not attack first. Combat may occur as a result of the negotiations.
Recommended Action: Successful Conversation with the characters resulting in important information, items, or services, grants EXP equal to GP×10. Victory in combat yields only half the normal EXP.

■ **ESCAPE** **Danger Level (High)**
Situation: The PCs are in a dangerous, life-threatening situation. They must escape quickly.
Encounter: Enemies and phenomena that are difficult to defeat, such as time bombs, disasters, and countless weak Demons, etc.
Recommended Action: Flee. If the escape is successful, gain EXP equal to GP×10. Even if victorious in combat, EXP is not gained unless the situation is resolved by winning the battle (there is no longer a need to escape).

■ **EXPLORE** **Danger Level (Moderate)**
Situation: PCs are exploring within the Makai, searching for crucial clues to resolve the incident.
Encounter: Random encounters with Demons are possible. The GM may check for Surprise.
Recommended Action: Exploration, Information Gathering. If you win a battle, you gain the normal EXP.

■ **CHASE** **Danger Level (Moderate)**
Situation: The PCs' goal is to track and capture a fleeing character.
Encounter: An uncooperative character holding important information or items.
Recommended Action: Pursue, negotiate. If successful in the pursuit and obtaining crucial information or items, gain EXP equal to GP×10. If victorious in combat and successful in obtaining the desired information or items, gain normal experience points (half if unsuccessful in obtaining them).

■ **TENSION** **Danger Level (Low)**
Situation: The PCs are facing imminent danger. Quickly preparing for the coming crisis.
Encounter: Warnings from Contacts, guardian spirits, and so on, the BOSS makes an appearance, etc.
Recommended Action: Preparation, changing equipment, strategic planning.

■ **BATTLE** **Danger Level (High)**
Situation: The PCs face hostile characters. A fight is inevitable.
Encounter: Hostile characters appear. The GM check for Surprise depending on the situation. The GM may assume that Negotiation is not possible.
Recommended Action: Engage in battle. If victorious, gain normal EXP.

■ **DEATHMATCH** **Danger Level (Maximum)**
Situation: PCs encounter the mastermind (BOSS) behind the incident. Destroy them with all your might.
Encounter: The BOSS. No Surprise check is made. No Negotiation. No Escape.
Recommended Action: Engage in battle. If victorious, gain BOSS-specific rewards and EXP.

Scene Affinity

In the Makai, the power of specific Affinities can sometimes go out of control. This is referred to as a "Scene Affinity." "Scene Affinities" are a rule-based representation of hostile environments, without the need to set up NPCs.

In these unique areas, if a check fails automatically (96+) or Fumbles, you will suffer adverse effects such as damage or BAD STATUS based on the Scene Affinity. These effects are influenced by one's own Affinities, but cannot be dodged nor mitigated by Defense.

■ **LEAD RAIN**
Affinity: Gun
Situation: An intense firefight, with bullets flying everywhere.
Effect: Take 10+1d10 Gun damage.

■ INFERNO

Affinity: Fire

Situation: Intense flames are present in the surroundings, such as from a fire, explosion, or volcano.

Effect: Take 10+1d10 Fire damage.

■ BLIZZARD

Affinity: Ice

Situation: In heavy snowstorms or when frigid winds are blowing and it is stormy or extremely cold.

Effect: Take 5+1d10 Ice damage, with a 20% chance of being afflicted with FREEZE.

■ GALE

Affinity: Force

Situation: Gusts are blowing, or there is a turbulent situation due to influences such as a typhoon, powerful ventilation system, etc.

Effect: Take 5+1d10 Force damage, with a 40% chance of Insta-kill if afflicted with STONE.

■ THUNDERSTORM

Affinity: Elec

Situation: Severe lightning strikes continuously. Primarily applicable in outdoor settings or if there happens to be a high-intensity discharge.

Effect: Take 5+1d10 Elec damage, with a 40% chance of being afflicted with SHOCK.

■ SANCTUARY

Affinity: Expel

Situation: A spiritually sanctified space, blessed and consecrated by a higher deity associated with Light. It could be within a high-density barrier that repels evil.

Effect: 20% chance that current HP will be halved. This HP reduction cannot be mitigated by Fate.

■ MAKAI

Affinity: Death

Situation: An otherworldly realm dominated by a higher deity aligned with the Dark. It may occur around rituals attempting to summon powerful evil deities or in vicinity to large-scale death ceremonies.

Effect: 20% chance of being afflicted with STONE.

■ SILENCE

Affinity: Curse

Situation: The use of magic becomes difficult in the surrounding area due to exorcism techniques, special barriers, or the presence of higher deities.

Effect: 20% chance of being afflicted with CLOSE.

■ POISON GAS

Affinity: Nerve

Situation: Toxic gases fill the area, natural or man-made.

Effect: Take 5+1d10 Nerve damage, with a 20% chance of being afflicted with POISON.

■ DISABLE (Nerve Gas / Physical Restraints)

Affinity: Nerve

Situation: Abnormalities in the nervous system due to inhaling nerve gas or being restrained, resulting in the inability to move.

Effect: 40% chance of being afflicted with BIND.

■ GRUDGE

Affinity: Mind

Situation: A strong resentment clings to this place, and as long as you stay here, you will gradually lose your mental balance. This may be applied when a powerful Haunt or Spirit appears as a BOSS.

Effect: 40% chance of being afflicted with PANIC.

■ TRIP

Affinity: Mind

Situation: Environmental circumstances, an intense euphoria induced by drugs, etc., disrupts mental balance, making it difficult to act.

Effect: 40% chance of being afflicted with HAPPY.

■ DAMAGE ZONE

Affinity: Almighty

Situation: Due to a magical trap, stepping into this zone results in an immediate 2d10+GP Almighty damage, and again every minute (6 combat rounds) spent within thereafter.

Effect: The GM chooses the GP of the Damage Zone when setting it, but recommended up to the highest Level PC of the party. Damage Zones can be nullified with a Core Shield.

Other Scene Effects

In addition to a Scene Affinity, the GM may set effects that influence an entire scene as appropriate. Below are examples.

■ COVER

Situation: In a terrain with numerous obstacles, indicating many places to take cover.

Effect: The "Dodge Focus" action grants +5 Physical Defense.

■ DARK ZONE

Situation: Terrain with significantly limited visibility, such as fog, darkness, or dense jungle.

Effect: -20% penalty on Luck checks to "Notice Something." Can be nullified with a Light Ball or Lightoma.

■ AIRBORNE

Situation: Flying through the air, ascending or descending cliffs, or falling for some reason.

Effect: Items that have "fallen to the ground" for any reason are permanently lost. The GM may decide that scenario-critical items will not "fall," or leave it up to a Luck check.

Combat

Combat

This world is governed by the survival of the fittest. To survive, one must fend off the challenges that come their way. Indeed, you must fight and rely on your own body and magical power.

Combat Scenes

Combats are played out as individual scenes.

When initiating a combat scene, the GM identifies which PCs and Demons are present and distinguishes between allies and enemies. Additionally, it should be declared in advance whether NPCs are involved in the battle.

Rounds

Combat progresses in units of time called "Rounds." 1 Round is completed when all participants in the battle have taken their turn to act once.

Formation

The Front & Back Rows

Characters in a party can arrange their positions in advance.

There are two positions: the "Front row" and the "Back row." Many melee attack skills can only be used by characters in the front row and can only target characters in the front row. Therefore, characters in the front row are more exposed to melee attacks compared to those in the back row and are likely to receive more attacks.

Minimum Actors in the Front Row

At least half of a party's characters must be in the front row. During this consideration, exclude DEAD characters. For example, a 6-person party with one DEAD character, must have at least 2 characters in the front row.

If, for some reason, there are not enough characters in the front row, immediately move any character in the back row to the front row. The decision of which character to move to the front row can be discussed and decided within the party.

Maximum Actors in the Front Row

If combat takes place in narrow passages, etc., the GM may choose to limit the maximum number of characters in the front row. If the minimum number of characters in the front row exceeds the maximum, the maximum takes precedence (e.g., in a party of 6 where the maximum front row is 2, it is acceptable to have 2 characters in the front row and 4 in the back row). If, for some reason, the number of characters in the front row exceeds the maximum, immediately move characters from the front row to the back row to fit within the maximum. The decision on who to move to the back row can be made through party discussion.

Moving Between the Rows

During their turn, characters may "Move" as an action to switch between the front and back rows. Moving requires one action and is treated as an Auto Judgement.

If a character's movement results in an insufficient number of characters in the front row, immediately move one character from the back row to the front row (including the character who just moved to the back row). In this case, the character being moved from the back row to the front row doesn't consume an action.

Summons

Characters summoned by Skills such as Demon Summoning can choose whether to be summoned to the front row or the back row (as a result, if there are not enough front liners, someone must be pushed to the front row). However, summoning that would overflow the number of characters in the front row cannot be performed.

Front Row & Targeting

If a Skill specifies "Front 1," "Front 2," or "Front Row" as the target, that Skill can only be used by characters in the front row and can only target characters in the front row.

Back Attack

If everyone in the party fails an Encounter Judgement, they must begin the battle with the front and back rows swapped.

Initiative

Initiative determines the order in which characters act during each Round of combat.

Initiative is rolled just before the start of combat and remains unchanged until the end of the battle.

Base Initiative

The Base Initiative for each character is calculated by (Agility + Level) / 2.

Initiative Roll

The Initiative for each character is determined by their Base Initiative + a Power roll.

The Power roll is usually 1d10. Another 1d10 is added for each "Extra Initiative" rank.

A Critical Encounter Judgement (p. 070), grants an extra +2d10. Characters who Fumble the Encounter Judgement do not perform a Power roll, and their Initiative equals their Base Initiative.

In case of tied results, the tied characters roll 1d10 against each other, and the one with the higher result goes first (if it's still a tie, keep rolling 1d10 until a winner is determined).

Actions

There are several types of actions during combat, all of which consume 1 action.

Melee Attack

This includes unarmed and melee weapon attacks, and the use of melee attack skills. They use a combination of your Strength and Fight Power.

Ranged Attack

This includes attacks using firearms, bows, thrown weapons, and the use of ranged attack skills. They use a combination of your Agility and Shoot Power.

Magic Attack

This refers to attacks made using magic attack skills. They use a combination of your Magic and Magic Power.

Support Magic

This refers to using support magic skills. The success is automatic, and if necessary, the power is calculated using Magic Power.

Conversation

This involves talking to and negotiating with a target character. The outcome is determined by your Conversation Judgement.

Assist

With a successful Luck Judgement, you encourage a target character and boost their next action's Judgement by +20%.

Use an Item

Use consumable item. This is automatically successful.

Item Exchange

Give one item to someone, receive it from someone else, or exchange it one-for-one. Alternatively, picking up one item from the ground. This is automatically successful.

Ready Weapon

Stowing one weapon and equipping another. Alternatively, loading ammunition into a equipped firearm. You cannot change armor during combat. This is automatically successful.

Focus

Specify one action to be taken next, and gain +20% Judgement. This is automatically successful.

Move

Moving from the front row to the back row, or from the back row to the front row. This is automatically successful.

Dodge Focus

Until your next turn, gain +20% to Dodge checks.

Minor Actions

The following are supportive actions that do not consume your Major Action. However, during a single turn, you cannot perform the same type of minor action more than once. For example, within one turn, you can "pass an item" and "summon a Demon" while also "Demon Transforming" yourself. However, you cannot transform into a Demon, use a Skill, and then immediately cancel the transformation as that would fall under the same category of using "Demon Transformation."

Demon Summoning

Summon one contracted Demon or dismiss a summoned Demon. You can also dismiss a currently summoned Demon and summon a different one. This is automatically successful.

Demon Transformation

Transform into a contracted Demon or revert the transformation. You can also revert the transformation and transform into a different Demon. This is automatically successful.

Toss an Item

Throw an item to someone. With a successful Luck check, you can pass one item. If you fail, and it's a consumable item, it is lost; otherwise, it falls to the ground.

Drop an Item

Gently place an item on the ground. Unlike "Toss," the item will not be lost. This is automatically successful.

Beast Eye / Dragon Eye

By using "Beast Eye" or "Dragon Eye," you can increase your available Major Actions.

Reactions

The following are passive actions performed in response to attacks from enemies. They do not require actions and are not considered proactive.

Dodge

Attempt to avoid an attack with an Evade Judgement.

Cover

Use the "Cover" skill to take attacks on behalf of another character.

Lucky

Use the "Lucky" skill if you have learned it. It allows you to negate enemy attacks directed at you.

Counter

If you have learned Counter skills, there is a chance that you can counterattack when being attacked. Counterattacks cannot be avoided nor countered.

Please note that you cannot Multi-Action with a counterattack.

Attacks

Using Skills categorized as attacks, such as unarmed or weapon attacks, "melee attacks," "ranged attacks," or "magic attacks," is referred to as an "attack."

All attacks can be evaded by an Evade Judgement.

When performing an attack, first, you make a Hit Judgement. For melee attacks, you use Strength and for magic attacks, you use Magic.

| Attack | Target Number |
|---------------|---------------|
| Melee | Strength TN |
| Ranged | Agility TN |
| Magic | Magic TN |

If you critically succeed on this check, the effect is doubled. In the case of damage-dealing effects, the target cannot reduce the damage further with Defense Points. If you critically fail, the attacker will randomly hit either themselves or an ally (if the target is "all," the effect extends to all allies, including oneself). If it hits anyone other than yourself, evasion is possible. You cannot avoid hitting yourself.

Dodging

If the attacker's Hit Judgement succeeds, you can attempt to "dodge" via an Evade Judgment. If successful, the attack is considered to have missed. If the attack was critical, it is downgraded to a "normal" hit. In the case of Critical Evade, the attack is considered to have been negated, even if it was a critical attack.

Damage

When a "damage dealing" Skill or regular attack hits, and the target fails to Evade, you inflict damage.

Damage is calculated by summing your base Power, weapon and Skill-based modifiers, and finally the Power roll.

| Attack Type | Damage Formula |
|----------------------|---|
| Unarmed | 1d10 + Base Melee Power |
| Unarmed Skill | 1d10 + Base Melee, & Skill Power |
| Weapon | 1d10 + Base Melee, & Weapon Power |
| Weapon Skill | 1d10 + Base Melee, Weapon, & Skill Power |
| Ranged | 1d10 + Base Ranged, & Weapon Power |
| Ranged Skill | 1d10 + Base Ranged, Weapon, & Skill Power |
| Magic Skill | 1d10 + Base Spell, & Skill Power |

Damage can be reduced by "Defense." Damage can also be multiplied by "Affinities."

"Strike" and "Gun" damage is reduced by Physical Defense.

Other damaging Affinities are reduced by Magical Defense.

Affinity

All attacks have some form of "Affinity." For example, a melee attack using bare hands would have the "Strike" affinity.

Characters have specific traits related to certain Affinities. These traits can increase or decrease the damage taken and the likelihood of suffering status effects.

The damage modifiers due to Affinity traits are applied to the damage before subtracting Defense Points.

If the Affinity traits are altered by Skills or equipment, they follow the priority order of "Repel > Drain > Nullify > Strong > Weak," with "Repel" being the highest priority.

Example: A Demon Weak to Fire is hit by an Agi attack. The total damage, including the Power roll, is 31, and the Demon's Magical Defense is 7. Due to its "Weak" Affinity vs Fire, the damage is doubled to 62. After subtracting the Magical Defense (7), the final damage amounts to 55 points. If this Demon had the "Resist Fire" Skill, it would instead have a "Resist" Affinity to Fire, and the damage would be reduced to 8 points $((31 / 2) - 7)$.

Some Skills like "Demon Transformation" or "Card Shield" completely override the user's current Affinity, including any changes from Armor or other Skills. For such Skills, follow the effects described in the Skill's description.

Effects of Affinity

| | |
|---------------|---|
| Resist | Damage & BS% are halved. |
| Null | No damage or BAD STATUS occur. |
| Drain | Cancels damage and heals HP equal to the damage. No BAD STATUS, |
| Repel | Cancels damage and returns the damage to the attacker. No BAD STATUS. |
| Weak | Damage & BS% are doubled. |

● Exception 1

- Resist / Weak / Null vs BAD STATUS

This Affinity does not affect damage but only influences the chance of BAD STATUS. This consideration is separate from, but in addition to, any modifications based on other Affinities.

● Exception 2

- Repel / Drain / Null / Resist / Weak vs "Magic"

This Affinity affects all attack Affinities (Fire, Ice, Elec, Force, Expel, Death, Curse, Nerve, and Mind) other than Sword, Gun, and Almighty.

BAD STATUS

BAD STATUS (BS) represents a highly unfavorable health condition for a character. Many BAD STATUS conditions result in incapacitation, putting the character's life in jeopardy.

BAD STATUS List

There are 12 BAD STATUS conditions, which are prioritized in a specific order.

● STONE

You have become petrified.

Unable to take any actions, including Evade.

Halves incoming damage except from Physical, Force, and Almighty attacks. If hit by a melee or ranged attack while petrified, there is a 30% chance of shattering, resulting in Death.

Cured at the end of combat, or via magic or items.

● FLY

You have been turned into a fly by Bael's Curse.

All Stats, except Agility, are treated as 1. All damage received is doubled. Affinities remain unchanged.

Cured only at the end of combat.

● PARALYZE

Attacks have a maximum Judgement of 25%, if higher.

Skills with Automatic success, such as healing and support magic, are not affected.

Cured only via magic or items.

● CHARM

You have been dominated by the opponent's magics.

You temporarily become an NPC under the control of the GM.

Cured at the end of combat, or via magic or items. Recovery Judgements can be made.

● POISON

You have been affected by poison, and are weakened.

The Power of all attacks is halved. During combat, lose 1d10 HP per Major Action taken. Outside of combat, lose 1d10 HP per scene.

Cured at the end of combat, or via magic or items. Recovery Judgements can be made.

● CLOSE

Your magical abilities have been sealed.

Normal magic and magic attack Skills cannot be used.

Cured only via magic or items.

● BIND

You have been disabled, similar to being restrained. Inflicted by Nerve-type attacks.

Unable to take any actions, including Evade. Melee and ranged attacks automatically become Critical hits.

Cured at the end of combat, or via magic or items. Recovery Judgements can be made.

● FREEZE

You have been frozen, and are unable to move.

Unable to take any actions, including Evade.

Melee and ranged attacks automatically become Critical hits. Physical damage from Strike and Gun attacks bypass any related Resist, Null, Drain, or Repel Affinity, and deal normal damage.

Cured at the end of combat. Recovery Judgements can be made. Recovery is Automatically successful after one failed attempt.

● SLEEP

You have fallen into a deep sleep, unable to wake up.

Unable to take any actions, including Evade. Restore [VT + L] HP & MP each turn.

Cured after taking any damage, at the end of combat, or via magic or items. Recovery Judgements can be made.

● PANIC

You have become confused, unable to act sensibly.

When declaring an action, there's a 50% chance it will be replaced by a different, abnormal action. Even a declaration of 'no action' may be replaced. Roll 1d10 on the PANIC Table and apply the result.

Cured at the end of combat, or via magic or items. Recovery Judgements can be made.

● SHOCK

You have been electrocuted, incapable of acting.

Unable to take any actions, including Evade.

Cured only at the end of combat. Recovery Judgements can be made. Recovery is Automatically successful after one failed attempt.

● HAPPY

You become enveloped in euphoria, unwilling to act.

Unable to take major actions, but Evading is possible.

Cured at the end of combat, or via magic or items.

Recovery Judgements can be made.

Special BAD STATUS

In addition to the above, there are two special BAD STATUS.

● DEAD

You have died. Your HP is 0.

Unable to take any form of action.

Cured via magic or items that can revive from death.

● CURSE

You have been cursed.

Inflicted by a curse, or Fumbled Judgement.

Firstly, the Automatic failure rate for Judgements expands to 86+.

When attempting other actions, there is a 30% chance of taking an unfavorable action instead. The specifics are up to the GM.

Cured only by visiting a Fountain of Life.

BAD STATUS Table

| Priority | Name | Affinity | Dodge | Recover | Effect | Recovery Timing |
|----------|----------|----------|-------|---------|--|---|
| 0 | DEAD | — | X | X | Dead. | Magic, items |
| 1 | STONE | Death | X | X | Can't act. Halves damage other than Physical, Force, and Almighty. 30% chance of Insta-kill when hit by melee or ranged attacks. | End of combat, magic, items |
| 2 | FLY | Death | O | X | Stats other than Agility become 1. All damage taken is x2. | End of combat |
| 3 | PARALYZE | Nerve | O | X | Attack-related checks against enemies cannot exceed 25%. Auto skills like healing and support magics are unaffected. | Magic, items |
| 4 | CHARM | Mind | O | O | Temporarily placed under the GM's control as an NPC. | Recovery check, end of combat, magic, items |
| 5 | POISON | Curse | O | X | Damage dealt is halved. Lose 1d10 HP per action taken, and per non-combat scene. | Magic, items |
| 6 | CLOSE | Curse | O | X | Can't use Magic skills. | Magic, items |
| 7 | BIND | Nerve | X | O | Can't act. Melee & ranged attacks Auto-Critical. | Recovery check, end of combat, magic, items |
| 8 | FREEZE | Ice | X | O | Unable to act. Melee & ranged attacks Auto-Critical. Physical damage ignores any non-Weak Affinities. | Recovery check, 2nd turn after, end of combat |
| 9 | SLEEP | Mind | X | O | Can't act. Restore [VT + L] HP & MP. | Recovery, damage taken, end of combat, magic, items |
| 10 | PANIC | Mind | ▲ | O | 50% chance of actions replaced with a roll on the PANIC Table below. Even choosing to do nothing is subject. | Recovery check, end of combat, magic, items |
| 11 | SHOCK | — | X | O | Can't act. | Recovery check, 2nd turn after, end of combat |
| 12 | HAPPY | Mind | O | O | Can't act. Standing about with a blissful smile. | Recovery check, end of combat, magic, items |
| * | CURSE | — | O | X | Actions have a 30% chance to be replaced with something unfavorable instead. Checks Auto-Fail on 86+. | Fountain of Life |

PANIC Table

| d10 | Action Description |
|-----|--|
| 1~2 | Macca toss. Lose 10% of your money, or waste your lowest-cost skill if you have none. |
| 3~4 | Zoned out. No actions may be taken, including Dodging. |
| 5~6 | Awkward conversation. Roll a Conversation check. Failure insults the partner, who attacks you once. A Critical grants an item. |
| 7~8 | Fell asleep. Afflicted with SLEEP. |
| 9~0 | Dancing, spinning, or other odd behaviors. Everyone laughs at you. |

BAD STATUS Chance

Most attacks that cause BAD STATUS specify a probability, such as "x% chance to inflict PARALYZE."

This is referred to as the BS%.

When a character receives an attack that causes BAD STATUS and fails to dodge it, they make a %Roll.

If the result is less than or equal to the BS%, they suffer the BAD STATUS.

If a PC was targeted, the player makes the %Roll.

For NPCs, the Gamemaster rolls.

If the attack causing the BAD STATUS scores a Critical, the BS% is doubled.

Likewise, if the Dodge check Fumbles, the BS% is also doubled.

Other factors, like Affinity, can also affect BS%.

All of these adjustments are cumulative.

However, BS% cannot be less than 5%, nor can it exceed 95%.

Example: A Demon weak against Ice, magic in general, and BS, receives a critical Mabufu hit, and also fumbles the dodge; the BS% will be multiplied by 32. Since it can't exceed 95, the final BS% is capped at 95%.

BAD STATUS Priority

When a character is subject to multiple BS, except for CURSE and DEAD, they do not stack.

Only the higher-ranking effect from the BS Chart persists.

BAD STATUS Recovery

BAD STATUS other than STONE, FLY, PARALYZE, POISON, CLOSE, CURSE, and DEAD are allowed a Recovery check every turn.

At the start of their turn, the character makes a Recovery check (usually the same as your Vitality TN) and if successful, recovers from the BAD STATUS.

If recovery is not achieved during battle, these automatically recover after the battle ends.

STONE and FLY automatically recover at the end of battle.

PARALYZE, POISON, CLOSE, CURSE, and DEAD do not recover naturally.

Appropriate items, magic, or facilities such as a Fountain of Life must be used.

Other Combat Rules

Fleeing

PCs can attempt to retreat from non-Boss battles. This is called "Fleeing."

When a party attempts to "Flee," the enemy side may choose whether or not to "block" the fleeing characters.

If no one interferes, the attempt is automatically successful. If all members of one side flee, the battle ends.

● Blocking Escape

If the enemy intends to block the escape, the fleeing side must pass a "Dodge" check to withdraw.

At this time, if there are more allies than enemies, a +20% bonus is applied to the check.

If the check scores a Critical, an additional ally can also escape.

However, the entire enemy group gets one melee attack against anyone that Fumbles.

A "Counter" cannot occur in response to this attack.

Surprise Checks

When encountering enemy demons, certain circumstances might provide an advantage or disadvantage to one side.

To simulate this, rules for Surprise, Back Attacks, and Ambushes are available.

● Surprise Checks

When encountering Demons or NPCs in situations with poor visibility or obstructing terrain (Dark Zones), a surprise attack may occur.

The check to see if a surprise attack occurs is called a "Surprise check."

Surprise checks are made using a Luck check.

The GM may also call for Surprise checks in situations outside of Dark Zones if visibility is obstructed or the situation is unexpected (e.g., finding demons behind a secret door or at the bottom of a pitfall).

The "Sharp Intuition" bonus is always applied to Surprise checks.

● DARK ZONES

Areas with poor visibility due to thick fog, darkness, blizzards, or obstructing terrain such as jungles are referred to as "Dark Zones."

Dark Zones apply a -20% penalty on Luck checks to "notice something," including Surprise checks.

Equipment or skills that nullify Dark Zones (like light orbs or flashlights) can cancel this penalty.

● The effect of Surprise checks

Characters who fail the Surprise check will start the battle suffering from SHOCK (no BS% is rolled).

Characters who Fumble suffer SHOCK, and do not add any Power dice to their Initiative roll.

Those who successfully pass the check are unaffected.

Scoring a Critical grants +2d10 to the Initiative roll.

And, on the first turn of battle, their "Flee" check will be automatically successful.

● Back Attack

If no characters on a side succeed their Surprise checks, they start the battle with their front and back rows swapped.

● Ambush

As a result actions in a previous scene, characters who are aware of the enemy's approach and lay in wait for an ambush automatically succeed in Surprise checks.

Holding Back

You may declare that you are "holding back," prior to making an attack roll.

Apply a -20% adjustment to the check.

If successful, no Power dice are rolled, and deal half the usual damage. Critical hits resolve as normal.

Item Drops

When enemy Demons are defeated, items may be obtained at the end of battle.

These are called item drops.

After the battle, a representative from the surviving PCs makes a %Roll. On a roll of 01, both the RARE and LOOT items are obtained; on 02~10, only the LOOT drops.

A roll of 11 or higher yields no items.

If any PC possesses the "Lucky Find" skill, they make a Luck check instead of the above roll.

If successful, LOOT is obtained; if a Critical is scored, the RARE item is also obtained.

The number of rolls is determined by how many different types of Demons were defeated.

For example, defeating 1 zombie or 10 zombies results in 1 roll, but defeating 1 zombie and 1 zombie dog allows 2 rolls to be made.

Macca Gains

If the party wins a battle, they gain Macca equal to the total experience points gained from the Demons they defeated.

NPC Demon Behavior Patterns

NPC Demons decide their actions randomly.

In this case, roll a d10 and use the Skill numbered.

On a roll of 10, non-Boss Demons choose a melee attack.

A Boss selects and uses the skills marked * as appropriate.

If the cost of using a skill cannot be paid, the demon will perform a melee attack.

Fleeing & Begging for Mercy

Non-Boss NPC Demons may "attempt to flee."

If their remaining HP or MP is a single digit and a 10 appears for their random action, that Demon will "attempt to flee."

If their attempt fails, they will initiate conversation and beg for mercy.

Boss Characteristics

Boss Traits

Boss Characters have their data modified in the following ways:

- **Can perform 2 actions per turn**
- **Max HP x 5**
- **Max MP x 2**
- **Immune to Insta-Kill, STONE, PARALYZE, POISON, CLOSE (Not subject to BAD STATUS that cannot be recovered from during combat)**
- **Not subject to certain effects that directly reduce HP (such as halving or reducing to 1)**
- **All other BS% are halved (PANIC, BIND, CHARM, HAPPY, SLEEP, SHOCK, FREEZE)**

- **Able to learn an Additional Skill every 10 levels.**

Add Melee Power

Add Spell Power

Add Ranged Power

Add Initiative

Dekaja

Dekunda

Null -- skills

Beast Eye

Dragon Eye (L30+)

--kaja / --kunda Skills

Tetrakarn (L50+)

Makarakarn (L50+)

Demon Summoning (one Demon of Encounter Rate A)

Megido (L20+)

Megidolaon (L60+)

Conversation

Rules of Conversation

The conversation rules are used to negotiate with NPCs or Demons and obtain information, items, Demon cards, or even avoid combat, often in exchange for compensation.

The GM should also consider using these rules for negotiation scenes that are significant to the scenario.

It's important to note that these rules are specifically for PC-initiated conversations with NPCs (for NPC-initiated conversations, refer to "Preemptive Conversation").

Conversations between PCs should occur through their own discussions and roleplay, rather than using these formal rules.

Times Conversation is Impossible

The following situations render Conversation impossible:

- The PC is affected by a BAD STATUS.
- The target is affected by a BAD STATUS.
- The Scene BGM is set to "Deathmatch."
- Any other situation where the GM deems Conversation impossible.

Additionally, the following situations severely restrict Conversation. Before engaging, roll a 1d10, and only on a 10 is Conversation able to proceed.

- The target is Dark aligned, and no PC has the "Jive Talk" skill.
- The current moon phase is "Full Moon."
- Any other situation where the GM deems Conversation difficult.

If a PC has the "Jive Talk" skill, they can normally converse and negotiate with Dark-aligned partners.

Initiating Conversation

Outside of combat scenes (where initiative determines action order), the GM can declare "This is now a conversation scene" based on the player's actions or the scenario's situation.

In combat scenes, the first PC able to act can choose whether to "fight or converse."

The initiating character must specify one conversation partner.

The GM may also have NPCs or Demons spontaneously initiate a "Preemptive Conversation," resulting in a conversation scene regardless of action order.

Conversation & Negotiation

A conversation scene consists of two parts: the "Conversation Part" and the "Negotiation Part."

In the "Conversation Part," the goal is to have a friendly conversation and garner a "Favor" of +1 or higher.

Once Favor reaches +1 or higher, the scene may proceed to the "Negotiation Part."

During the "Negotiation Part," the PC makes a specific request of the partner, and pays any demanded compensation in return.

Favor

Favor represents how much the conversation partner likes the PC, ranging from -1 to +3.

If Favor would drop below -1, increase Tension instead. If it rises above +3, it remains at +3.

| Favor | Condition |
|-------|--|
| -1 | Hostile. Cannot proceed to Negotiation. |
| +0 | Cautious. Cannot proceed to Negotiation. |
| +1 | Interested. Negotiation is possible. |
| +2 | Friendly. Negotiation is possible, with a +20% bonus to the Negotiation check. |
| +3 | Adoration. Negotiation is possible, and no compensation is required for the Negotiation check. |

Tension

Tension indicates the degree of emotional stress of the other party, which is represented by three levels: 0 (Calm), 1 (Uneasy), and 2 (Enraged).

Once the Tension level reaches 2, the target becomes enraged, and the conversation is immediately terminated.

If Tension falls below 0, it is set to 0; if it were to rise above 2, it stops at 2.

| Tension | Condition |
|---------|--|
| 0 | Calm: The other party is relaxed. |
| 1 | Uneasy: The other party is stressed and on guard. |
| 2 | Enraged: The other party is furious and terminates the conversation. |

Initial Favor & Tension when starting a Conversation

If there are no particular circumstances to the conversation, both Favor and Tension start at 0.

The GM may adjust the initial Favor and Tension as they see fit, depending on the situation.

However, if any PC possesses a Demon Card or contract with the same Demon as the conversation partner, initial Favor is increased by +2.

Partner's Attitude

When the Conversation Part begins, the GM consults the "Conversation Attitude Table" on Page 074, and either rolls 1d10 or chooses an appropriate attitude based on the situation.

PC's Response

Next, the PC engaged in conversation chooses a response to the partner's attitude. The Conversation Attitude Table provides 2 or 3 basic responses for each attitude, which the PC should select from.

Interrupting the Conversation

After the partner's attitude has been determined, another PC may interrupt and take over the conversation from that point. If an interruption occurs, the interrupting PC decides the Response. The PC who was interrupted can no longer participate in the conversation from that point onward.

Valid Keywords

Each Response has a set of "Valid Keywords." The PC should specify one of these Keywords.

If the PC possesses the specified Keyword, they gain a +20% bonus to the Conversation check.

Likewise, if the specified Keyword matches any of the partner's, the PC receives a +20% bonus. However, should the specified Keyword match the partner's "NG" Keyword, the final result of the check is adjusted by -1 Favor and +1 Tension.

Ad-libbing

If the GM allows, PCs may take actions that aren't listed in the Conversation Attitude Table. In this case, the player can designate one of the PC's Keywords as the Conversation Keyword. If this matches the other party's Keyword, add +1 Favor to the result of the Conversation check.

However, if it matches an NG Word, the Tension immediately rises to 2, ending the conversation.

Conversation Check

Adjust the Conversation check based on the Keywords and follow the instructions in the "Conversation Attitude Table" for the result:

If successful and Favor is +1 or more, it's possible to proceed to the "Negotiation Part."

A Critical grants an additional +1 Favor.

Automatic failures incur an additional +1 Tension. A Fumble sets Tension to 2, immediately terminating the conversation.

Continuing the Conversation

If the Conversation check fails, Favor remains at 0 or

lower, or the PCs want to further increase Favor, they can return to determining "Partner's Attitude" and continue the conversation.

However, if a PC fails the Conversation check, they must withdraw from the conversation, and another PC must take over.

Note, if choosing an attitude without rolling, the GM should select from attitudes that have not been chosen previously.

Negotiation Part

In the negotiation part, players first choose what they want to request from the opponent. Broadly speaking, PCs can request one of the following: "Information," "Macca," "Item," "Demon Card," "Skill Use," "Gem," or "Leave."

Note that it is impossible to request Demon Cards from Humans, Fiends, Machines, or Demons with an Encounter Rate of D or higher. You also cannot request a Demon Card if anyone in the party already has the same Demon Card in possession or contracted for "Demon Summoning" or "Demon Transformation."

Information: Obtain Scenario Keywords or clues from the partner.

Macca: Obtain Macca from the partner, then they leave. The Macca obtained is equal to the partner's Level x 10, or the Macca obtained when defeated. No compensation required.

Item: Obtain an item from the partner, then they leave. The item obtained is a consumable item of Encounter Rate A, or the same Loot as if the partner were defeated.

Demon Card: Obtain the partner's Demon Card, then they leave.

Skill Use: Have the partner use a non-attack skill once, then they leave. Cannot request skills that lack a suitable target or that would cause the partner's death (e.g., "Recarmdra").

Gem: Only available when using the skill "Stone Hunt." Obtain gems from the partner, then they leave.

Leave: To force the opponent to withdraw. No compensation required.

Once the request has been determined, the GM may roll on the "Compensation Table" or choose what the other party asks for as compensation.

However, if the request is for "Macca" or to "Leave," no compensation is necessary. Likewise, if Favor is +3, compensation is not required. If the PC paid the compensation (or is not required), another Conversation check is made. If Favor is +2 or higher, a +20% bonus is applied. If successful, the negotiation is concluded, and the partner agrees to the request. If a Critical is scored, the compensation paid is returned (except when the compensation was HP).

Failing this Conversation check or not providing the compensation causes the negotiation to fall through.

Also, except when HP is demanded, other PCs present can chip in to pay the compensation if needed (e.g., you have insufficient Macca).

Preemptive Conversation

When an NPC initiates negotiations with a PC, this is referred to as a "Preemptive Conversation."

This can occur at any point during combat, regardless of the current turn order.

Conversation's End & Combat Scenes

If a conversation starts during a combat scene, the GM decides whether the battle ends or continues when the conversation scene ends.

If the PC's request was for "information," the GM may decide that even if the negotiation is successful, the other party does not leave, and the combat continues.

If the conversation is cut short or negotiations break down, the GM decides whether the other party leaves or becomes unresponsive to further Conversation, continuing with combat.

In general, if the scene's BGM is set to "Silence," "Negotiation," or "Exploration," it is a good choice for the other party to leave, and for any other BGM, it is recommended to continue with combat.

Additionally, if it's a "Full Moon" or if the partner is Dark aligned, it is generally expected to resume combat.

If there are multiple groups of opponents, even if negotiations are successful with one group, the other group may choose to continue to fight.

If combat resumes after negotiation ends, characters who engaged in the conversation or negotiation lose their turn for that round.

Conversation Attitude Table

| d10 | Attitude | Behavior | Response | Effects | Valid Keywords | Pass | Fail |
|-----|----------------------|---|-------------------|--|--|----------------|----------------|
| 1 | Provocative | They are threatening you. | Keep Calm | — | Arrogant, Warlike, Battle, Noble | FAV+1 | TEN+1 |
| | | | Pretend to flinch | If Tension is 0, Favor +1 on a success | Hedonistic, Whimsical, Love, Lust | TEN-1 | FAV-1 |
| 2 | Frightened | They act reserved and convey fear. | Threaten | — | Delinquent, Mischievous | FAV+1 TEN+1 | TEN+1 |
| | | | Soothe | If Tension is 0, Favor +1 on a success | Selfish, Whimsical | TEN-1 | TEN+1 |
| 3 | Ignoring | They are wary or ignoring you. | Approach | — | Warlike, Arrogant, Hedonistic | FAV+1 | TEN+2 |
| | | | Smile | — | Peace, Benevolence | FAV+1 | FAV-1 |
| | | | Leave Alone | If the Conversation ends, leave | Solitude, Madness | FAV+1 | TEN+1 |
| 4 | Small Talk | Got anything interesting? | Do Tricks | +1d10 Hee-Ho, if the partner is Hee-Ho | Hee-ho, Art, Dance | FAV+1 | FAV-1 |
| | | | Drink | If Tension is 0, Favor +1 on a success | Alcohol, Offerings, Fertility | TEN-1 | TEN+1 |
| | | | Gossip | — | Any Keyword | FAV+1 | TEN+1 |
| 5 | Philosophical | Our paths aren't so far apart, don't you think? | Agree | +1d10 each to Alignments of the partner | Arrogant, Judgement, Diligence, Tenacity | FAV+1 | FAV-1 |
| | | | Disagree | +1d10 to one Alignment differing from the partner's | Knowledge, Wisdom, Fate of the World | FAV+1 TEN+1 | TEN+1 |
| 6 | Fate of the World | You claim to save this world? | Give your name | +1d10 Light | Salvation, Fate of the World, Noble | FAV+1 | FAV-1 |
| | | | Prove yourself | Pass a Strength, Magic, or Agility check for +20% to the Conversation check. | Martial Arts, Battle, Destruction | FAV+1 | FAV-1 TEN+1 |
| 7 | Temptation / Request | They give you a passionate look... | Seduce | Available only for the opposite sex | Lust, Hedonistic, Love | FAV+1 | FAV-1 |
| | | | Ignore | — | Solitude, Virtue | — | TEN+1 |
| | | | Pay | Refer to the Compensation Table | Hedonistic, Offerings, Selfish, Wealth | FAV+1 | TEN+1 |
| 8 | Nonsensical | They ramble about a topic only they understand, and seek your agreement. | Play Along | +1d10 each to Alignments of the partner | Madness, Devotion, Tenacity | FAV+1 | TEN+1 |
| | | | Go Against | +1d10 Hee-Ho | Dreams, Past Life, Hee-ho | FAV+1 TEN+1 | FAV-1 |
| 9 | Rowdy | They become angry / start making a ruckus. | Soothe | — | Benevolence, Peace, Mediation | TEN-1 | TEN+2 |
| | | | Prepare | +1d10 Chaos, don't lose your action if combat starts | Warlike, Battle, Destruction | — | TEN+2 |
| 0 | PC's Choice | You succeed in eliciting your desired reaction. Choose the Attitude you'd like the Demon to take. | | | | | |

Compensation Table

| d10 | Compensation | |
|-----|--------------|-------------------------------|
| 1 | HP | Partner's Level x 2 |
| 2 | MP | Partner's Level |
| 3~5 | Macca | (Partner's Level + 1d10) x 10 |
| 6~7 | Item | Life Stone |
| 8 | Item | Bead |
| 9 | Item | Gem → Random Gem Table |
| 0 | Alignment | Alignment Points +1d10 |

Random Gem Table

| d10 | Gem |
|-----|---|
| 1 | Anything shiny, such as a marble or a sea shell, will do. |
| 2 | Any Gem will do. |
| 3 | Amethyst |
| 4 | Aquamarine |
| 5 | Emerald |
| 6 | Onyx |
| 7 | Opal |
| 8 | Garnet |
| 9 | Roll 1d10: 1~4: Sapphire, 5~7: Diamond, 8~10: Turquoise. |
| 0 | Roll 1d10. 1~4: Topaz, 5~7: Pearl, 8~10: Ruby |

Conversation Tones

In a Demon's data, these speech patterns represents their typical personality, mental age, and gender.

Tones are written "Personality / Age / Gender."

Personality

There are several types of personalities.

"Personality" serves as a guideline for role-playing and doesn't necessarily have to be followed strictly.

It's meant to help set the tone.

■ Juvenile Boy

A childish young boy. He's crafty but fundamentally foolhardy. Mentally, seems younger than "Teenage Girls."

■ Teenage Girl

A young girl. Mentally, slightly more mature than "Juvenile Boys." This depicts the typical image of a teenager in human terms.

■ Delinquent

A young man with a bad attitude. A little scoundrel. Has a foul mouth and somewhat lacks wisdom.

■ Witch

A worldly young woman. She is capricious and has a gaze more colorful than necessary.

■ Gentleman

A man of higher class, ranging from young to middle-age. Uses less deceitful and derogatory language, but remains somewhat impudent.

■ Lady

A woman of higher class, ranging from young to middle-age. Speaks even more politely than a "Gentleman." Comes across as an imperious and selfish princess, but can be surprisingly timid.

■ Old Man

An elderly man. Wise and perceptive in sizing someone up, but somewhat timid and irresponsible.

■ Old Lady

An elderly woman. Unlike the "Old Man," she is very assertive. Often speaks in ways that show her age, and is generally mean-spirited.

■ Elder Beast

An aged beast. Speaks in broken language, but waxes philosophical. However when upset, it roars like a beast.

"WE Believe. The STRUGGLES of one ARE ULTIMATELY futile."

■ Heroic

Uses archaic and formal language reminiscent of sacred texts. Generally speaks in a condescending manner, but is assigned to high-level Demons befitting of that attitude.

■ Hee-Ho

A unique conversation type for Jack Frost and Jack-o'-Lantern. Similar to "Boy" but even more dim-witted and timid. Often ends sentences with "~ho."

"Ho~... You wanna be my friend, ho?"

■ Wilder

Possesses the capacity for human speech but is mentally deranged or extremely eccentric, resulting in an impression of incoherence. Only assigned to Demons of the "Wilder" race.

"I SHALL DEVOUR YOU WHOLE!"

■ Twisted

Speaks in words that are a mix between language and onomatopoeia. Barely capable of communication. Often consumed by madness, making conversation difficult.

"i'm, GONna eAt yA!"

■ Bushi

Speaks like a samurai. Assigned to male warrior-type demons or strong-willed female demons. Uses a blend of language between period dramas and common language, creating a indistinctly foreign feel.

■ Machine

Conversation pattern of artificial beings like robots and AI. Uses synthetic speech composed of simple words. Mostly limited to predetermined messages, making conversation impractical.

■ Gaeon

Conversation pattern of Gaeon cultists. They reject salvation from the one true God, and advocate for a return to nature based on the survival of the fittest.

■ Messiah

Conversation pattern of Messiah followers. They promote the purification of a chaotic world and call for devotion to the one true God.

Information Gathering

Handling an Approach

Approaches are procedures for simulating scenes where information is gathered. It involves the PC declaring the method of their information gathering at the start of the scene, making a Conversation check, and finally playing out the scene based on the results of that check. Skills and Contacts can be used here.

The steps for information gathering are as follows:

- [1] GM's Scope Specification
- [2] PC's Declaration
- [3] Conversation check
- [4] Play out the info-gathering scene

● Cycle

One set of this flow is called an information gathering scene, and the unit of time in which each player is able to play out one of these scenes is called a Cycle. At the start of the Approach phase, the Gamemaster specifies the number of Cycles available for information gathering.

[1] GM's Scope Specification

Once a PC declares their intention to start gathering information, the GM explains the possible scope for information gathering.

Usually, this is divided into the following patterns:

- Follow up on keywords already introduced in the scenario.
- Use Contacts.
- Use skills.
- Search for information without using skills.
- Visit fixed facilities, etc.aaaaaa

[2] PC's Declaration

The PC who wishes to gather information declares their method, and if they wish to use a skill.

[3] Conversation check

The actual check is made. Fate may be spent, and each applicable Keyword grants a +20% bonus.

In the case of a Fumble, the player should fail to acquire any information, or another applicable penalty.

[4] Play out the info-gathering scene

Based on the confirmed results, the scene where the info is acquired plays out. The information given is divided into three tiers, and the GM should convey the information according to the degree of success.

● Basic Info

Guaranteed information found via the method chosen by the PC. The minimum necessary information to resolve the scenario should be inferred at this stage.

● Bonus Info

Information obtained if the Conversation check is successful. This includes information and items that bring the player closer to the truth of the scenario or enable them to solve the problem in a better way.

For example, the weakness of a BOSS could be revealed at this tier.

● Service

Information obtained via scoring a Critical on the Conversation check, in addition to the above. Besides further information, this could also include items, macca, or recovery services.

Directing the Information Gathering Scene

What is provided during the info-gathering scene is determined based on the results of the Conversation check, and the scene is played out with the GM's direction.

The GM may freely present the info-gathering scene based on the PC's data and the situation of the session. As long as common sense and drama is maintained, some constraints of time and space can be ignored.

At this time, the GM may designate the relevant player as the Scene Player and entrust them with the direction of the info-gathering scene.

Ex: Kensaki the Fighter wants to use his Contact, the American Ambassador Thorman, to gather intel about a certain Demon. Since he has a relevant Keyword, he gets a +20% bonus and succeeds his Conversation check.

The GM could simply state that Thorman provides the Demon's weakness, or roleplay a phone call with Thorman, but decides to leave it to Kensaki's player.

Kensaki: Alright then, I'll visit the American Embassy in Akasaka.

GM: An ordinary Japanese martial artist might not easily get an audience with an ambassador, don't you think?

Kensaki: Ooh, I'll tell the gate guard, "Would you inform the ambassador that Ken is here to reminisce about Afghanistan."

GM: Since when have you been to Afghanistan? Well, never mind. After the guard makes the inquiry, he takes you to the ambassador's office.

"Kehn! You never cease to amaze me. This time Where's the war?"

Kensaki: "Right here," I laugh. "The NSA must already be aware, right? Of the strange happenings around Tokyo."

Fusion

Fusion

In the "Cathedral of Shadows," you can Fuse two or three different Demons and produce a new one. The resulting Demon inherits the skills of the combined Demons (referred to as "material Demons"), and becomes a more powerful entity.

Demons that can be used in Fusion

Normally, "Demon Cards" are used to Fuse Demons. In addition, other Demons in the following states may be used:

- Demons contracted by a Summoner
- Demons sealed in Mystic change weapons
- Demons contracted by Outsiders
- Demon PCs

Only one type of non-Card material Demon may be used at a time. You also cannot fuse Demons manifested in the real world, such as Demon PCs. Additionally, you cannot fuse Demons of the same "name" (e.g., Pixie and Pixie), even if their skills differ, they have undergone Mystic change, or are given a different name, such as Demon PC named "Maribel."

Fuse ID

The Fuse ID is a unique identifier used to determine the order of Demons during Fusion. For ELEMENTS, the ID begins with an "S," and for Dark Demons, it starts with a "D." Special processing occurs during Fusions involving such Demons.

The first digit(s) of the Fuse ID represents the Demon's initial level, followed by an alphanumeric code indicating the rank of their race (A1 is the highest, followed by A9, then B1, and so on, with C5 being the lowest). For Dark Demons, only numbers are used.

If the Fuse ID is "Invalid," that Demon cannot be used for Fusion.

Double Fusion

Double Fusion involves combining two different Demons and serves as the foundation of Demon Fusion. If neither material Demon is an Element nor Dark Demon and not of the same race, follow these steps:

(1) Refer to the intersection of the material Demons' races on the "Double Fusion Table" on pages 080~081 to determine the "resulting fused race." If the resulting race is "-", Fusion is not possible.

(2) Calculate the "temporary level" as [(total level of material Demons) / 2] + 3.

(3) The final fused Demon is chosen from the resulting fused race with the nearest level equal or above the temporary level.

(4) From each material Demon, inherit and learn [1 + (material Demon's Level / 10)] of their skills.

(5) Adjust various values according to the data after Fusion.

(5-1) For Demon PCs, adjust EXP according to the level of the final fused Demon.

(5-2) For Mystic change weapons, choose one skill from the final fused Demon to apply as the Mystic skill.

Inheriting Weapons

Skills like "Unarmed Attack," "Weapon Attack," and "Shooting Attack" are not inheritable as skills, but are basic attacks for Demons. However, all Demons can perform unarmed attacks (even if not listed as a skill).

Non-PC Demons who possess or inherit "Melee Use" can automatically use the "Weapon Attack" skill. The weapon's Hit modifier equals the Demon's Agility, and its Power modifier equals Strength + Level.

Non-PC Demons who possess or inherit "Ranged Use" can automatically use the "Ranged Attack" skill. The Hit modifiers and weapon Power are the same as melee weapons.

Restrictions on Affinity Change Skills

Only one Affinity change skill ("Resist --," "Null --," "Drain --," or "Repel --") may be inherited.

Enhanced Skills

If a skill is inherited multiple times or the final fused Demon already possesses an inherited skill, the Demon instead learns "Enhanced Skill" targeting that skill.

A Demon's Appearance and Skills

The appearance or physical traits of a Demon do not restrict skill inheritance or usage. Necessary organs (like "hands" for holding weapons or a "mouth" to emit breath attacks) can be imagined to be present, hidden until needed, or replaced by another means (e.g., tentacles instead of hands or emitting mysterious beams from eyes instead of a mouth). Skill names and imagery can be adjusted to fit the Demon's characteristics, but data and effects do not change. Obtain GM approval in such cases.

Rank UP / DOWN

Some special Fusions can rank a Demon up or down to another within the same race.

For a 1 Rank UP, the resulting Demon is the one immediately "before" the material Demon's entry in the listed data starting from page 120. For a 2 Rank UP, the Demon is two steps before. For a Rank DOWN, it is instead one step "after" the material Demon's entry.

If the resulting Demon exceeds the highest entry of its race it becomes the highest entry. If it would fall below the lowest, Fusion is not possible.

ELEMENT Fusion

If one material Demon is an ELEMENT, a special Fusion that ranks the other demon up or down to another of the same race occurs. Refer to the intersection of the ELEMENT and other Demon on the Fusion tables to determine the result.

If the Fusion result is "1 UP," the other Demon ranks up by one. For "2 UP," it ranks up by two. For "DOWN," it ranks down by one.

When two ELEMENTS fuse with each other (results ending with "#"), the "nearest level up to GP" of the resulting race becomes the final fused Demon.

After obtaining the resulting fused race, regardless of ranking UP / DOWN, or between ELEMENTS, skill inheritance and adjustment of various values follows the normal Double Fusion procedure.

Dark Fusion

Including Dark Demons in Fusion (cases marked as "Rejection" or "Cannibalization" in the Fusion table) results in unstable outcomes as the material Demons consume each other.

Rejection

- Fusion between a Dark Demon and a non-Dark Demon

This causes a strong repulsion between the material Demons, and in rare cases a Foul Slime may emerge.

Roll 1d10 on the "Fusion Rejection Table" and rank the corresponding Demon up or down based on the result. If the result is "Foul Slime," the resulting demon is Foul Slime regardless of the material Demons' race or level.

Cannibalization

- Fusion between two Dark Demons (excluding those of the same race)

When the Fusion table result is "EAT," the higher-level Demon absorbs the lower-level one, resulting in a 1 Rank UP. If levels are the same, the Demon with the higher priority Fuse ID (the y in Dxx-y) ranks up.

Absorption Fusion with FOUL Slime

When FOUL Slime fuses with another Dark Demon, it is fully absorbed.

The absorbing Demon remains unchanged, fully restores HP, MP, and BAD STATUS, and inherits one skill from the Slime (without losing any of its own skills).

If two Slimes fuse during Triple Fusion, described below, elect one as the "absorbing" Demon (they do not become Undead).

Special Fusion

When the Fuse ID ends with "+n," Special Fusion may occur. When two Demons with the same number after the "*" fuse, ignore the regular fusion rules and produce the corresponding Demon.

| ID Suffix | Material 1 | Material 2 | Fusion Result |
|-----------|------------------|------------------|------------------|
| *1 | LADY Durga | MEGAMI Parvati | LADY Kali |
| *1 | LADY Kali | MEGAMI Parvati | LADY Durga |
| *1 | LADY Kali | LADY Durga | MEGAMI Parvati |
| *2 | AMATSU Tsukuyomi | FURY Susanoo | AMATSU Amaterasu |
| *2 | AMATSU Amaterasu | FURY Susanoo | AMATSU Tsukuyomi |
| *2 | AMATSU Amaterasu | AMATSU Tsukuyomi | FURY Susanoo |
| *3 | AVATAR Barong | FEMME Rangda | FURY Shiva |

Devilkin Fusion

The fusion between a human and Demon, and becoming a Demon in body and soul, is known as "Devilkin Fusion" (refer to p. 055 "Devilkin Awakening").

Human PCs of level 40+ at Awakening Tier II can undergo Devilkin Awakening by fusing with a Demon Card, becoming "Devilkin." This initial fusion is called "Devilkin Fusion."

For Devilkin Fusion, Double Fusion with a Demon Card of GP+5 or lower is required. As an exception, Outsiders can directly fuse with their contracted Demon, even if its level exceeds GP+5. In either case, the Fusion Table is not used; the human becomes the material Demon used.

The Demon's stats and skills are adopted in full, but all human skills are retained, except "Demon Transformation."

The Demon's level is also adopted, and EXP is set to the minimum required for that level (per Awakening Tier III). From then on, the character will grow as a Demon PC. They no longer learn class skills, but Additional Skills for Demon PCs may be learned.

Devilkins can Fuse in the same way as Demon PCs. Apply the Fusion rules as a Demon PC, and treat them completely as a Demon PC from now on.

Triple Fusion

Fusing three different Demons simultaneously is more complex than Double Fusion, but often produces a more powerful Demon.

(1) Check the Fuse IDs of the material Demons to see if any include ELEMENT (S) or Dark Demons (D).

(2) Arrange the Demons in order: Dark → Normal (no S / D) → ELEMENT. If there are multiple Dark or normal Demons, order them by ascending Fuse ID.

(3) Fuse the Demons. If "Double Fusion" is mentioned, follow the normal Double Fusion procedure, except when calculating the temporary level.

(3-1) If no Dark or ELEMENT Demons are present, cross-reference the first two Demons using "Triple Fusion Table 1" to obtain a letter (A~V) or a race / ELEMENT name.

If a race / ELEMENT name was obtained, this is called "Related Triple Fusion." Fuse the obtained race / ELEMENT with the remaining third Demon via Double Fusion to determine the final fused Demon. If the result from "Triple Fusion Table 1" was not an ELEMENT, calculate the temporary level as $[(\text{total level of material Demons}) / 3] + 4$.

If a letter was obtained, proceed to "Triple Fusion Table 2" with the third Demon to determine the resulting fused race. Calculate the temporary level as $[(\text{total level of material Demons}) / 3] + 4$.

(3-2) If Dark or ELEMENT Demons are present, Double Fusion is used, starting with the first two Demons arranged in step 2. If necessary, calculate the temporary level as $[(\text{total level of those two material Demons}) / 2] + 3$ and produce a temporary fused Demon. Then, fuse that Demon with the remaining third Demon to determine the final fused Demon. If necessary, calculate the temporary level as $[(\text{total level of the temporary and third Demons}) / 2] + 3$.

(3-3) If all material Demons are ELEMENTS, choose any ELEMENT as the Fusion result.

(4) From each material Demon, inherit and learn [1 + (material Demon's Level / 10)] of their skills.

(5) Adjust various values according to the Fusion result data.

(5-1) For Demon PCs, adjust EXP according to the level of the resulting fused Demon.

(5-2) For Mystic change weapons, choose one skill from the resulting fused Demon to apply as the Mystic skill.

Max Level Restrictions

The Demon Cards used in Fusion, and the resulting fused Demons, are subject to the following level restrictions. No Demons or Cards exceeding this limit may be produced or used for Fusion.

- Demon Cards of a level up to GP+5 can be created, used in Fusion, or as a cost for skills that consume cards.
- Demon PCs can become Demons of a level within a range allowed by the GM (up to GP+5 is recommended).
- Summoners can contract and summon Demons up to their own level.
- Successor's Mystic change weapons, and Outsiders' Demon Transformation, can contract Demons up to their own [Level + Max Fate].
- In Devilkin Fusion, Demons of a level up to GP+5 can be Fused with. However, an Outsider may use any Demon they could make a contract with (see above).

Fusion Examples

Example 1: GP25

A FAIRY Pixie (L4) card and BEAST Nekomata (L20) card are fused together. The resulting fused race from the Double Fusion Table is "HOLY," with a temporary level of $[(4+20) / 2] + 3 = 15$. Searching for a HOLY of level 15 or higher in the Demon data yields Bastet (Level 28). Since the resulting level is within GP+5, the cards can be fused.

One skill is inherited from Pixie and three from Nekomata. Pixie's Dia and Nekomata's Mazan, Marin Karin, and Jump Kick are chosen. However, since Bastet already knows Marin Karin, the extra is replaced with "Enhanced Skill (Marin Karin)."

Example 2: GP10

A FAIRY Jack Frost, a Demon PC who has grown to level 10, attempts Triple Fusion with a FAIRY Goblin (L6) and BEAST Cait Sith (L5).

When arranged by ascending Fuse ID, they are FAIRY Jack Frost (5-A4), BEAST Cait Sith (5-A7), and FAIRY Goblin (6-A4).

The intersection of FAIRY and BEAST on Triple Fusion Table 1 is "P," leading to Triple Fusion Table 2. The intersection of "P" and "FAIRY" is "FURY," with a temporary level of $[(10+5+6) / 3] + 4 = 11$.

When searching for a FURY of level 11 or higher, the closest one is Chernobog at Level 39.

Despite some heartfelt persuasion, "+29 is close enough, ho. No problemho," the GM nonetheless rejects the Fusion.

Double Fusion Table

Temp. Level = [(Total Level of material Demons) / 2] + 3

| | Deity | Fury | Dragon | Lady | Kunitsu | Megami | Avatar | Holy | Herald | Amatsu | Avian | Fallen | Brute | Femme | Snake | Yoma | Beast | Night | Jirae | Fairy | Divine | Flight | | | |
|------------|---------|--------|---------|---------|---------|--------|------------|---------|---------|---------|--------|---------|---------|---------|---------|--------|---------|---------|---------|--------|---------|--------|---------|--------|--------|
| Deity | - | - | Fury | Megami | Fury | - | Fury | Avatar | - | - | Herald | Fury | Kunitsu | Lady | Dragon | Megami | Avatar | Yoma | Beast | Night | Jirae | Fairy | Divine | Flight | |
| Fury | - | - | Vile | - | Tyrant | Tyrant | Deity | Deity | Vile | Herald | Dragon | Vile | Vile | Kunitsu | Dragon | Avatar | Dragon | Vile | Dragon | Brute | Night | Brute | Megami | Fallen | |
| Dragon | Fury | Vile | - | Deity | Fury | Lady | Lady | Kunitsu | Fury | Deity | Fury | Drake | Kunitsu | Kunitsu | Dragon | Lady | Kunitsu | Snake | Vile | Avatar | Femme | Herald | Amatsu | Amatsu | |
| Lady | Megami | - | Deity | - | - | Dragon | Dragon | Megami | Megami | Deity | Megami | Tyrant | Dragon | Kunitsu | Drake | Megami | Snake | Fury | Femme | Femme | Femme | Herald | Megami | Megami | |
| Kunitsu | Fury | Tyrant | Fury | - | Gnome | Lady | Dragon | Fury | Fury | Deity | Amatsu | Snake | Snake | Fury | Lady | Femme | Snake | Lady | Snake | Megami | Dragon | Dragon | Dragon | Lady | |
| Megami | - | Tyrant | Lady | Dragon | Lady | - | Fury | Dragon | - | - | Dragon | Deity | Lady | Dragon | Dragon | Amatsu | Avatar | Tyrant | Lady | Yoma | Fallen | Tyrant | Tyrant | Fallen | |
| Avatar | Fury | Deity | Lady | Dragon | Dragon | Fury | Salamander | Megami | Deity | Deity | Amatsu | Beast | Snake | Snake | Night | Fury | Holy | Fury | Lady | Yoma | Holy | Holy | Snake | Avian | |
| Holy | Avatar | Deity | Kunitsu | Megami | Fury | Dragon | Megami | Flaemis | Avatar | Herald | Avatar | Brute | Beast | Beast | Snake | Dragon | Avatar | Dragon | Holy | Holy | Snake | Snake | Snake | Avian | |
| Herald | - | Vile | Fury | Megami | Fury | - | Deity | Avatar | - | Deity | Megami | Brute | Kunitsu | Lady | Dragon | Avatar | Dragon | Yoma | Snake | Yoma | Wild | Beast | Avatar | Avian | |
| Amatsu | - | Herald | Deity | Megami | Deity | Dragon | Deity | Herald | Deity | Undine | Herald | Flight | Flight | Avatar | Megami | Megami | Megami | Megami | Megami | Megami | Megami | Megami | Megami | Megami | Megami |
| Avian | Herald | Dragon | Fury | Dragon | Amatsu | Dragon | Deity | Avatar | Megami | Herald | Sylph | Yoma | Yoma | Night | Dragon | Snake | Holy | Fallen | Yoma | Yoma | Yoma | Yoma | Yoma | Divine | |
| Fallen | Fury | Vile | Drake | Tyrant | Snake | Deity | Deity | Brute | Divine | Yoma | Yoma | Flaemis | Jaki | Yoma | Femme | Night | Yoma | Haunt | Haunt | Yoma | Yoma | Yoma | Yoma | Divine | |
| Brute | Kunitsu | Vile | Kunitsu | Kunitsu | Snake | Lady | Snake | Beast | Kunitsu | Avatar | Night | Flaemis | Jaki | Beast | Yoma | Femme | Wild | Femme | Femme | Yoma | Jaki | Yoma | Yoma | Night | |
| Femme | Lady | Vile | Kunitsu | Vile | Fury | Dragon | Night | Lady | Megami | Fury | Megami | Yoma | Gnome | Jirae | Yoma | Undine | Night | Brute | Brute | Brute | Drake | Drake | Yoma | Femme | |
| Snake | Dragon | Dragon | Kunitsu | Dragon | Lady | Dragon | Kunitsu | Dragon | Dragon | Megami | Dragon | Femme | Jirae | Fallen | Undine | Brute | Avian | Kunitsu | Kunitsu | Holy | Drake | Drake | Kunitsu | Holy | |
| Yoma | Megami | Avatar | Lady | Megami | Femme | Amatsu | Fury | Dragon | Tyrant | Megami | Snake | Night | Femme | Fallen | Avian | Aeros | Holy | Fairy | Fairy | Holy | Fairy | Fairy | Fairy | Fallen | |
| Beast | Avatar | Dragon | Kunitsu | Snake | Snake | Avatar | Holy | Yoma | Avatar | Holy | Holy | Yoma | Wild | Femme | Holy | Brute | Flaemis | Brute | Brute | Holy | Flaemis | Brute | Brute | Fallen | |
| Night | Yoma | Vile | Snake | Fury | Lady | Tyrant | Beast | Wild | Yoma | Fallen | Fallen | Yoma | Jaki | Femme | Drake | Fairy | Flight | Beast | Beast | Yoma | Yoma | Yoma | Yoma | Brute | |
| Jirae | Kunitsu | Dragon | Vile | Femme | Snake | Lady | Lady | Snake | Megami | Kunitsu | Yoma | Haunt | Femme | Femme | Kunitsu | Fairy | Brute | Brute | Erthys | Brute | Erthys | Brute | Brute | Fairy | |
| Fairy | Night | Brute | Avatar | Femme | Megami | Yoma | Snake | Beast | Divine | Divine | Divine | Divine | Fallen | Fallen | Holy | Night | Holy | Yoma | Yoma | Aquans | Flight | Flight | Flight | Fallen | |
| Divine | Megami | Amatsu | Vile | Herald | Dragon | Fallen | Dragon | Avatar | Avian | Avian | Megami | Flight | Yoma | Avian | Holy | Avian | Fallen | Fallen | Brute | Brute | Brute | Brute | Sylph | Fairy | |
| Flight | Fallen | Lady | Amatsu | Megami | Lady | Fallen | Avian | Avian | Avian | Megami | Divine | Night | Femme | Avian | Femme | Fallen | Brute | Brute | Fairy | Fallen | Fallen | Night | Fairy | Fairy | |
| Salamander | 1UP | DOWN | 1UP | DOWN | DOWN | DOWN | 1UP | 2UP | 1UP | 1UP | 1UP | 2UP | 2UP | 2UP | 1UP | 1UP | 1UP | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | 1UP | |
| Undine | DOWN | DOWN | 1UP | 1UP | 1UP | 1UP | DOWN | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | |
| Sylph | DOWN | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | 2UP | 1UP | 1UP | 1UP | 1UP | 2UP | DOWN | DOWN | DOWN | 2UP | 2UP | DOWN | 2UP | 2UP | |
| Gnome | DOWN | DOWN | DOWN | 1UP | 1UP | DOWN | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | 2UP | 2UP | 1UP | DOWN | 2UP | 2UP | 2UP | 1UP | 1UP | 1UP | 1UP | DOWN | |
| Flaemis | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | 1UP | DOWN | DOWN | DOWN | 1UP | 1UP | 1UP | 1UP | DOWN | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | |
| Aquans | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | |
| Aeros | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | DOWN | DOWN | DOWN | 1UP | 1UP | 1UP | 1UP | 1UP | |
| Erthys | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | 1UP | 1UP | 1UP | 1UP | DOWN | 1UP | 1UP | 2UP | 1UP | 1UP | 1UP | 1UP | DOWN | |
| Tyrant | | | | | | | | | | | | | | | | | | | | | | | | | |
| Drake | | | | | | | | | | | | | | | | | | | | | | | | | |
| Haunt | | | | | | | | | | | | | | | | | | | | | | | | | |
| Spirit | | | | | | | | | | | | | | | | | | | | | | | | | |
| Foul | | | | | | | | | | | | | | | | | | | | | | | | | |
| Jaki | | | | | | | | | | | | | | | | | | | | | | | | | |
| Wild | | | | | | | | | | | | | | | | | | | | | | | | | |
| Wood | | | | | | | | | | | | | | | | | | | | | | | | | |
| Undead | | | | | | | | | | | | | | | | | | | | | | | | | |
| Vile | | | | | | | | | | | | | | | | | | | | | | | | | |
| Raptor | | | | | | | | | | | | | | | | | | | | | | | | | |

Fusion Rejection Table

| d10 | Rejection |
|-----|------------------------------|
| 1 | Foul Slime |
| 2 | Non-Dark Demon DOWN one rank |
| 3 | Dark Demon DOWN one rank |
| 4~6 | Non-Dark Demon UP one rank |
| 7~9 | Dark Demon UP one rank |
| 0 | Non-Dark Demon UP two ranks |

Rejection

| | | | |
|-------------|----------------|---------------|---|
| - | Invalid Fusion | # | Highest level demon below GP |
| 1UP | 1 Rank UP | Reject | Roll 1d10 on the Fusion Rejection Table |
| 2UP | 2 Ranks UP | EAT | The Demon with the higher level (or later Fuse ID) goes 1 rank UP |
| DOWN | 1 Rank DOWN | | |

Fusion Rejection Table

| d10 | |
|------------|------------------------------|
| 1 | Foul Slime |
| 2 | Non-Dark Demon DOWN one rank |
| 3 | Dark Demon DOWN one rank |
| 4~6 | Non-Dark Demon UP one rank |
| 7~9 | Dark Demon UP one rank |
| 0 | Non-Dark Demon UP two ranks |

Rejection

| | Salamander | Undine | Sylph | Gnome | Flaemis | Aquans | Aeros | Erthyas | Tyrant | Drake | Haunt | Spirit | Foul | Jaki | Wilder | Wood | Undead | Vile | Raptor | |
|-------------------|------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| Deity | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Fury | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Dragon | 1UP | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Lady | DOWN | 1UP | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Kunitsu | DOWN | 1UP | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Megami | DOWN | 1UP | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Avatar | 1UP | DOWN | DOWN | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Holy | 2UP | 1UP | DOWN | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Herald | 1UP | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Amatsu | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Avian | 1UP | 1UP | 2UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Fallen | 2UP | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Brute | 2UP | 2UP | 1UP | 2UP | 1UP | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Femme | 1UP | 2UP | 1UP | 2UP | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Snake | 2UP | 1UP | 1UP | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Yoma | 1UP | 1UP | 2UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Beast | 2UP | 1UP | DOWN | 2UP | 1UP | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Night | DOWN | 1UP | 1UP | 2UP | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Jirae | 1UP | 2UP | DOWN | 2UP | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Fairy | DOWN | 2UP | 2UP | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Divine | 2UP | 2UP | 2UP | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Flight | 1UP | 1UP | 2UP | DOWN | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Salamander | - | Herald# | Fury# | Avatar# | Fallen# | Divine# | Fallen# | Divine# | Fallen# | Divine# | Fallen# | Divine# | Fallen# | Divine# | Fallen# | Divine# | Fallen# | Divine# | Fallen# | Divine# |
| Undine | Herald# | - | Megami# | Lady# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# |
| Sylph | Fury# | Megami# | - | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# |
| Gnome | Avatar# | Lady# | Dragon# | - | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# | Yoma# | Dragon# |
| Flaemis | Fallen# | Divine# | Fallen# | Yoma# | - | Divine# | Yoma# | Beast# | Fallen# | Divine# | Fallen# | Divine# | Fallen# | Divine# | Fallen# | Divine# | Fallen# | Divine# | Fallen# | Divine# |
| Aquans | Divine# | Femme# | Yoma# | Femme# | Divine# | - | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# |
| Aeros | Fallen# | Yoma# | Avian# | Night# | Yoma# | - | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# |
| Erthyas | Holy# | Tyrant# | Night# | Jirae# | Beast# | Jirae# | Fairy# | - | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# | Fairy# | Jirae# |
| Tyrant | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Drake | 1UP | 2UP | 1UP | 2UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Haunt | DOWN | 1UP | 1UP | 2UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Spirit | DOWN | 1UP | 1UP | 2UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Foul | DOWN | 1UP | 1UP | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Jaki | DOWN | 2UP | DOWN | 2UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Wilder | 1UP | 1UP | DOWN | 2UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP |
| Wood | DOWN | 2UP | 1UP | 2UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP |
| Undead | DOWN | 1UP | 1UP | 2UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Vile | 1UP | DOWN | DOWN | 1UP | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN | DOWN |
| Raptor | 1UP | 1UP | 2UP | DOWN | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP | 1UP |

Triple Fusion Table 1

| | Deity | Fury | Dragon | Lady | Kunitsu | Megami | Avatar | Holy | Herald | Amatsu | Avian | Fallen | Brute | Femme | Snake | Yoma | Beast | Night | Jirae | Fairy | Divine | Flight |
|---------|-------|--------|---------|------|---------|--------|------------|---------|--------|--------|--------|---------|-------|--------|---------|-------|---------|--------|--------|--------|--------|--------|
| Deity | - | A | D | A | A | - | F | F | C | - | E | C | G | G | D | B | F | B | G | B | C | E |
| Fury | A | - | I | - | Tyrant | A | K | K | H | A | J | H | L | L | I | G | K | G | L | G | H | J |
| Dragon | D | I | - | I | I | D | U | U | Q | D | T | Q | K | K | Kunitsu | N | U | N | K | N | Q | T |
| Lady | A | - | I | - | - | A | K | K | H | A | J | H | L | L | I | G | K | G | L | G | H | J |
| Kunitsu | A | Tyrant | I | - | Gnome | A | K | K | H | A | J | H | L | L | I | G | K | G | L | G | H | J |
| Megami | - | A | D | A | A | - | F | F | C | - | E | C | G | G | D | B | F | B | G | B | C | E |
| Avatar | F | K | U | K | K | F | Salamander | Megami | S | F | V | S | K | K | U | P | Holy | P | K | P | S | V |
| Holy | F | K | U | K | K | F | Megami | Flaemis | S | F | V | S | K | K | U | P | Yoma | P | K | P | S | V |
| Herald | C | H | Q | H | H | C | S | S | - | C | R | Divine | H | H | Q | M | S | M | H | M | Avian | R |
| Amatsu | - | A | D | A | A | Undine | E | C | C | Undine | E | C | G | G | D | B | F | B | G | B | C | E |
| Avian | E | J | T | J | J | E | V | V | R | E | Sylph | R | J | J | T | O | V | O | J | O | R | Amatsu |
| Fallen | C | H | Q | H | H | C | S | S | Divine | C | R | Flaemis | H | H | Q | M | S | M | H | M | Flight | R |
| Brute | G | L | K | L | L | G | K | K | H | G | J | H | Gnome | Jirae | K | G | K | G | Femme | G | H | J |
| Femme | G | L | K | L | L | G | K | K | H | G | J | H | Jirae | Undine | K | G | K | G | Brute | G | H | J |
| Snake | D | I | Kunitsu | I | I | D | U | U | Q | D | T | Q | K | K | Undine | N | U | N | K | N | Q | T |
| Yoma | B | G | N | G | G | B | P | P | M | B | O | M | G | G | N | Aeros | P | Fairy | G | Night | M | O |
| Beast | F | K | U | K | K | F | Holy | Yoma | S | F | V | S | K | K | U | P | Flaemis | P | K | P | S | V |
| Night | B | G | N | G | G | B | P | P | M | B | O | M | G | G | N | Fairy | P | Erthys | G | Yoma | M | O |
| Jirae | G | L | K | L | L | G | K | K | H | G | J | H | Femme | Brute | K | G | K | G | Erthys | G | H | J |
| Fairy | B | G | N | G | G | B | P | P | M | B | O | M | G | G | N | Night | P | Yoma | G | Aquans | M | O |
| Divine | C | H | Q | H | H | C | S | S | Avian | C | R | Flight | H | H | Q | M | S | M | H | M | Sylph | R |
| Flight | E | J | T | J | J | E | V | V | R | E | Amatsu | R | J | J | T | O | V | O | J | O | R | Aeros |

A ~ V Go to Triple Fusion Table 2
 - Invalid Fusion
 Related Triple Fusion: Got to Double Fusion Table

Triple Fusion Table 2

Temp. Level = [(Total Level of material Demons) / 3] + 4

| | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V |
|----------------|--------|--------|---------|--------|--------|---------|---------|--------|--------|--------|---------|---------|--------|--------|---------|---------|--------|--------|---------|--------|---------|---------|
| Deity | Deity | Tyrant | Herald | Megami | Amatsu | Dragon | Kunitsu | Vile | Fury | Amatsu | Avatar | Kunitsu | Herald | Lady | Megami | Dragon | Avian | Megami | Dragon | Amatsu | Lady | Dragon |
| Fury | Fury | Deity | Tyrant | Fury | Amatsu | Dragon | Vile | Deity | Avatar | Amatsu | Avatar | Vile | Megami | Megami | Dragon | Deity | Megami | Amatsu | Dragon | Amatsu | Megami | Dragon |
| Dragon | Tyrant | Fury | Tyrant | Lady | Herald | Deity | Fury | Avatar | Vile | Amatsu | Kunitsu | Avatar | Tyrant | Lady | Megami | Kunitsu | Vile | Amatsu | Kunitsu | Lady | Avatar | Deity |
| Lady | Fury | Deity | Tyrant | Fury | Amatsu | Dragon | Vile | Deity | Avatar | Amatsu | Avatar | Vile | Megami | Megami | Dragon | Deity | Megami | Amatsu | Dragon | Amatsu | Megami | Dragon |
| Kunitsu | Fury | Deity | Tyrant | Fury | Amatsu | Dragon | Vile | Deity | Avatar | Amatsu | Avatar | Vile | Megami | Megami | Dragon | Deity | Megami | Amatsu | Dragon | Amatsu | Megami | Dragon |
| Megami | Deity | Tyrant | Herald | Megami | Amatsu | Dragon | Kunitsu | Vile | Fury | Amatsu | Avatar | Kunitsu | Herald | Lady | Megami | Deity | Avian | Megami | Dragon | Amatsu | Lady | Dragon |
| Avatar | Dragon | Fury | Kunitsu | Fury | Dragon | Drake | Dragon | Dragon | Deity | Dragon | Vile | Kunitsu | Amatsu | Lady | Kunitsu | Avatar | Lady | Amatsu | Avatar | Tyrant | Kunitsu | Holy |
| Holy | Dragon | Fury | Kunitsu | Fury | Dragon | Drake | Dragon | Dragon | Deity | Dragon | Vile | Kunitsu | Amatsu | Lady | Kunitsu | Avatar | Lady | Amatsu | Avatar | Tyrant | Kunitsu | Holy |
| Herald | Tyrant | Fury | Deity | Avian | Dragon | Kunitsu | Dragon | Avian | Fury | Lady | Avatar | Amatsu | Herald | Fury | Amatsu | Kunitsu | Deity | Megami | Avian | Amatsu | Deity | Amatsu |
| Amatsu | Deity | Tyrant | Herald | Megami | Amatsu | Dragon | Kunitsu | Vile | Fury | Amatsu | Avatar | Megami | Herald | Lady | Megami | Dragon | Avian | Megami | Dragon | Amatsu | Lady | Dragon |
| Avian | Herald | Lady | Fury | Lady | Herald | Dragon | Herald | Fury | Amatsu | Lady | Avatar | Amatsu | Amatsu | Fury | Amatsu | Kunitsu | Deity | Megami | Avian | Herald | Deity | Megami |
| Fallen | Tyrant | Fury | Deity | Avian | Dragon | Kunitsu | Dragon | Avian | Fury | Lady | Avatar | Amatsu | Herald | Fury | Amatsu | Kunitsu | Deity | Megami | Avian | Amatsu | Deity | Amatsu |
| Brute | Avian | Fury | Dragon | Vile | Avian | Avatar | Kunitsu | Lady | Dragon | Fury | Avatar | Vile | Lady | Avatar | Herald | Kunitsu | Megami | Amatsu | Holy | Lady | Dragon | Kunitsu |
| Femme | Avian | Fury | Dragon | Vile | Avian | Avatar | Kunitsu | Lady | Dragon | Fury | Avatar | Vile | Lady | Avatar | Herald | Kunitsu | Megami | Amatsu | Holy | Lady | Dragon | Kunitsu |
| Snake | Tyrant | Fury | Tyrant | Lady | Herald | Deity | Fury | Avatar | Vile | Amatsu | Kunitsu | Avatar | Tyrant | Lady | Megami | Kunitsu | Vile | Amatsu | Kunitsu | Lady | Avatar | Deity |
| Yoma | Tyrant | Fury | Lady | Fury | Herald | Kunitsu | Lady | Amatsu | Megami | Herald | Dragon | Vile | Megami | Lady | Herald | Fury | Lady | Megami | Kunitsu | Fury | Tyrant | Kunitsu |
| Beast | Dragon | Fury | Kunitsu | Fury | Dragon | Drake | Dragon | Dragon | Deity | Dragon | Vile | Kunitsu | Amatsu | Lady | Kunitsu | Avatar | Lady | Amatsu | Avatar | Tyrant | Kunitsu | Holy |
| Night | Tyrant | Fury | Lady | Fury | Herald | Kunitsu | Lady | Amatsu | Megami | Herald | Dragon | Vile | Megami | Lady | Kunitsu | Fury | Lady | Megami | Kunitsu | Fury | Tyrant | Kunitsu |
| Jirae | Avian | Fury | Dragon | Vile | Avian | Avatar | Kunitsu | Lady | Dragon | Fury | Avatar | Vile | Lady | Avatar | Herald | Kunitsu | Megami | Amatsu | Holy | Lady | Dragon | Kunitsu |
| Fairy | Tyrant | Fury | Lady | Fury | Herald | Kunitsu | Lady | Amatsu | Megami | Herald | Dragon | Vile | Megami | Lady | Herald | Kunitsu | Megami | Amatsu | Holy | Lady | Dragon | Kunitsu |
| Divine | Tyrant | Fury | Deity | Avian | Dragon | Kunitsu | Dragon | Avian | Fury | Lady | Avatar | Amatsu | Herald | Fury | Amatsu | Kunitsu | Deity | Megami | Avian | Amatsu | Deity | Amatsu |
| Flight | Herald | Lady | Fury | Lady | Herald | Dragon | Herald | Fury | Amatsu | Megami | Dragon | Megami | Amatsu | Megami | Herald | Dragon | Amatsu | Avian | Dragon | Herald | Deity | Megami |

Cool-down

Cool-down

After the game ends, there are several things left to do. Collectively, these are referred to as the "Cool-down." One of these tasks is "Character Assessment."

Character Assessment

Assess the conduct of each character from during the game.

An "Impression Sheet" (p. 295) is distributed to each player, where they fill in their player and character name at the top.

Then the sheets are passed clockwise, and impressions, comments, and Alignment assessments are written for the player and character whose name is on the sheet. After finishing, pass the sheet again, and when yours returns to you, the process is complete.

Alignment Assessment

For Alignment assessment, select from the following:

- **LAW**
Ordered, consistent, adhered to rules, and was rational.
- **CHAOS**
Driven by emotions, passionate, artistic, and full of inspiration.
- **LIGHT**
Filled with benevolence, upheld justice, saved and healed people, and dispelled darkness.
- **DARK**
Cruel, vicious, inhumane, and self-righteous. Deceived and tormented others. Self-destructive.
- **NEUTRAL**
Balanced, acted impartially between people, showed restraint, and was modest.
- **HEE-HO**
Comical, entertained other players, elicited laughter, and played into gags.

Directing the Information Gathering Scene

Once the impression sheets are complete, the GM compiles them and instructs each player to roll 1d10 for the Alignment they were most assessed as. They gain Alignment points equal to the roll.

After doing so, the highest Alignment becomes that PC's Alignment.

Directing the Information Gathering Scene

Alignment assessments are numerical representations of how other characters perceive the PC, and serves as flavor rules to support a story in the style of "Shin Megami Tensei."

The GM can choose whether to reflect these values in the session's context or not.

However, if there are many PCs with a Dark alignment, it likely indicates a more brutal session, so it's something to be aware of.

Directing the Information Gathering Scene

The GM should verify the contents of the impression sheets, and then return them to the players as "souvenirs."

One more time, Cool-down

The above is an essential process to follow after a game.

But afterwards, if time allows, it's beneficial to reflect on the session and spend some time chatting.

Cooling-down refers to the period returning breathing and circulation to a normal level after exercise. It's the part where you transition from the session back to everyday life.

Part 4

DATA



Skills

● Types of Skills

Melee Attack: Skills that target enemies with melee weapons or the physical body. Strength-based accuracy, and uses Melee Power. Costs HP.

Ranged Attack: Skills that target enemies with ranged weapons. Agility-based accuracy, and uses Ranged Power. Costs HP.

Magic Attack: Skills that target enemies with spells. Magic-based accuracy, and uses Spell Power. Costs MP.

Support Magic: Skills used to support allies or hinder enemies. Automatically successful. If power is required, Spell Power is used. Costs MP.

Minor: Auxiliary skills that can be used separately from your turn's major action. You can't use the same Minor skill more than once per turn. Automatically successful.

Counter: Skills used instead of dodging when receiving an enemy's attack. They allow you to counterattack the opponent. Counter skills cannot be countered, nor dodged.

Instant: Skills that can interrupt and change the result of a check or other effects.

Passive: Skills that are always in effect when learned. These include increasing the number of dice for power rolls, or increasing HP or MP. No cost is required.

Info: Skills mainly used in information gathering scenes, to obtain information or procure items.

● Skill Data

/■: Skills with a "" in front of its name are "Limited-use" skills and can only be used once per scenario (if the skill can be learned multiple times, it may be used as many times as it has been learned).

Name: The name of the skill.

Cost: The cost to use the skill. Skills that cannot be paid for cannot be used. If the payment of the cost results in HP dropping to 0, the character becomes DEAD after resolving the skill's effect.

Target: The target of the Skill. When using a skill that affects multiple targets, the check and power are rolled only once and applied to all targets.

1: Targets a single enemy or ally.

2: Targets up to 2 enemies (usable even if there is only 1 enemy).

F 1: Targets a single enemy in the front row. Can only be used if the user is in the front row.

F Row: Targets all enemies in the front row. Can only be used if the user is in the front row.

Row: Targets all enemies or allies in a row.

All: Targets all enemies or all allies.

TN: The Stat used for the base target number. Skills with a specified percentage (such as "Counterattack") use that as the TN. If it says "Auto," it automatically succeeds. Skills with "Auto" cannot be Multi-actioned.

TN Mod: Target number modifier. "Weapon" refers to the Hit Mod of melee weapons, while "Firearm" and "Bow" refer to the respective ranged weapon's Hit Mod.

Power: The base power used. If a fixed value is specified, the power is static and does not add power rolls unless stated otherwise.

Power Mod: Power modifier. "Wep" refers to the Power Mod of melee weapons, while "Gun" and "Bow" refer to the respective ranged weapon's Power Mod. If it says "Fang" or "Claw," "Enhanced Fang" or "Enhanced Claw" can be added.

Affinity: The Affinity of the attack. Power may be modified based on the opponent's Affinities.

Effect: The effect of the skill.

● About Special Skills

Skills: These skills can only be used once per scenario. Distinguish when they have been used by marking them with a check or another method. If the skill can be acquired multiple times, it can be used as many times as it has been acquired.

Skills with multiple targets: When a skill affects multiple targets, the check and power are rolled once and applied to each target.

Automatic checks: Skills with a target number of "Auto" will automatically succeed when the cost is paid. Critical hits and fumbles do not occur with Auto skills. Also, they cannot be multi-actioned.

Buff / Debuff Skills: Skills that enhance or reduce abilities can be stacked up to four times (4d10) for a single parameter. Any additional effects beyond the 4th are ignored. These skills do not use Spell power or Power rolls. For example, if "Roar" is used after "Randomizer," three stacks of Melee power reduction are applied, leaving room for more one stack from a "Tarunda" effect.

Bufs and debuffs affect all enemies or allies and are considered to affect the entire scene, including characters that are DEAD, or may enter the scene after the fact.

Bufs can be negated with Dekaja and debuffs can be removed with Dekunda.

NPC Skills: Some skills cannot be used by PCs, nor their summoned Demons or Demons they've transformed into. Similarly, "BOSS Skills" can only be used by Bosses.

Counter Skills: Counter skills such as "Backfist," "Counter," "Retaliate," and "Avenge" are only usable when the user is the target of a Strike attack, and replaces a Dodge reaction. "Backfist" allows the user to both dodge and counter an enemy's attack if the check succeeds, but "Counter," "Retaliate," and "Avenge" do not allow the user to dodge. Counterattacks target only the initial attacker and require both the user and the opponent to be in the front row. Counterattacks cannot be countered, nor dodged. The use of Counter skills is optional. Alos, Counter skills cannot be multi-actioned.

Skills that consume All HP: These skills take effect in exchange for the user's life, causing the user to become DEAD after use. The user cannot survive by means of effects like "Endure" or those that prevent Insta-kill.a

Melee Attack

Skills that perform Melee attacks, both unarmed and with weapons.
Made using Strength checks and Melee Power.

Natural

Attacks using natural means such as breath or tails. They inflict damage and BAD STATUS.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|------------------------|-------|--------|----|-----|-------|-----|----------|---|
| ■ Constrict | 8 HP | 1 F | ST | — | Melee | 12 | Strike | Deal Strike damage to 1 front row foe, with a 40% chance to BIND. |
| ■ Tail | 10 HP | F Row | ST | — | Melee | — | Strike | Deal Strike damage to front row foes. |
| ■ Fire Breath | 9 HP | Row | ST | — | Melee | 20 | Fire | Deal Fire damage to 1 row of foes. |
| ■ Fireball | 25 HP | All | ST | — | Melee | 15 | Fire | Deal Fire damage to all foes. |
| ■ Ice Breath | 9 HP | Row | ST | — | Melee | 10 | Ice | Deal Ice damage to 1 row of foes, with a 20% chance to FREEZE. |
| ■ Ice Bound | 25 HP | All | ST | — | Melee | 10 | Ice | Deal Ice damage to all foes, with a 10% chance to FREEZE. |
| ■ Poison Breath | 8 HP | Row | ST | — | Melee | 10 | Curse | Deal Curse damage to 1 row of foes, with a 20% chance to POISON. |
| ■ Wing Flap | 9 HP | Row | ST | — | Melee | 15 | Force | Deal Force damage to 1 row of foes, with a 30% chance to Insta-kill targets afflicted with STONE. |
| ■ Acid | 20 HP | 1 | ST | — | Melee | 30 | Curse | Deal Curse damage to 1 foe, with a 40% chance to POISON. |

Unarmed

Attacks using bare hands or body slams. Power increases with "Enhanced Fang" & "Enhanced Claw."

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|------------------------------|-------|--------|----|-----|-------|-----|----------|---|
| ■ Straight Punch | 5 HP | 1 F | ST | — | Melee | 10 | Strike | Deal Strike damage to 1 front row foe. Critical Power x3, instead of x2. |
| ■ Tekken Punch | 10 HP | 1 F | ST | — | Melee | 20 | Strike | Deal Strike damage to 1 front row foe. Critical Power x3, instead of x2. |
| ■ Kick | 4 HP | 1 F | ST | — | Melee | 10 | Strike | Deal Strike damage to 1 front row foe. |
| ■ Lunge | 6 HP | 1 F | ST | — | Melee | 15 | Strike | Deal Strike damage to 1 front row foe. |
| ■ Dharma Kaeshi | 20 HP | 1 F | ST | — | Melee | 40 | Strike | Deal Strike damage to 1 front row foe. |
| ■ Jump Kick | 12 HP | 1 | ST | — | Melee | 18 | Strike | Deal Strike damage to 1 foe. |
| ■ Roundhouse Kick | 12 HP | 1 F | ST | — | Melee | 10 | Strike | Perform two Strike attacks on 1 front row foe, each dealing damage. Both attacks require Hit and Dodge checks. Multi-Action disabled. |
| ■ Iron Punch | 10 HP | F Row | ST | — | Melee | 10 | Strike | Deal Strike damage to front row foes. |
| ■ Berserk | 18 HP | F Row | ST | — | Melee | 18 | Strike | Deal Strike damage to front row foes. |
| ■ Tempest | 25 HP | F Row | ST | — | Melee | 30 | Strike | Deal Strike damage to front row foes. |
| ■ Body Slam | 6 HP | 1 F | ST | — | Melee | 10 | Strike | Deal Strike damage to 1 front row foe, with a 30% chance to SHOCK. |
| ■ Thunder Kick | 16 HP | 1 F | ST | — | Melee | 36 | Strike | Deal Strike damage to 1 front row foe, with a 20% chance to SHOCK. |
| ■ Hell Thrust | 20 HP | 1 F | ST | — | Melee | 30 | Strike | Deal Strike damage to 1 front row foe, with a 40% chance to SHOCK. |
| ■ Pressure Point | 10 HP | 1 F | ST | — | Melee | 10 | Strike | Deal Strike damage to 1 front row foe, with a 20% chance to BIND. |
| ■ Boddhisattva's Palm | 15 HP | 1 F | ST | — | Melee | 30 | Strike | Deal Strike damage to 1 front row foe, with a 40% chance to BIND. |
| ■ Squash | 22 HP | 1 F | ST | — | Melee | 25 | Strike | Deal Strike damage to 1 front row foe, with a 10% chance to Insta-kill. |
| ■ Hades Blast | 33 HP | All | ST | — | Melee | 50 | Strike | Deal Strike damage to all foes, with a 10% chance to Insta-kill. |
| ■ Piercing Blow | 20 HP | 1 F | ST | — | Melee | 10 | Strike | Deal Strike damage to 1 front row foe. Ignores Physical Defense. |
| ■ Akasha Arts | 50 HP | All | ST | — | Melee | — | Strike | Deal Strike damage to all foes. Ignores Physical Defense. |
| ■ Vacuum Throw | 27 HP | 1 | ST | — | Melee | 20 | Almighty | Deal Almighty damage to 1 foe. |
| ■ Landslide | 99 HP | All | ST | — | Melee | 40 | Almighty | Deal Almighty damage to all foes. |

Weapon

Melee attacks made using a weapon. A melee weapon's modifiers can be added to the attack.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|-----------------------------|-------|--------|----|-----|-------|---------|----------|---|
| ■ One Cut | 8 HP | 1 F | ST | Wep | Melee | Wep +16 | Strike | Deal Strike damage to 1 front row foe, with a 10% chance to Insta-kill. Multi-Action disabled. |
| ■ Certain Kill | 10 HP | 1 F | ST | Wep | — | — | Strike | Perform a Strike attack on 1 front row foe, with a 20% chance to Insta-kill. Multi-Action disabled. |
| ■ Mighty Gust | 13 HP | 1 F | ST | Wep | Melee | Wep +33 | Strike | Deal Strike damage to 1 front row foe. |
| ■ Brutal Slash | 13 HP | 1 F | ST | Wep | Melee | Wep +38 | Strike | Deal Strike damage to 1 front row foe. |
| ■ Guillotine Cut | 17 HP | 1 F | ST | Wep | Melee | Wep +40 | Strike | Deal Strike damage to 1 front row foe, with a 40% chance to PARALYZE. |
| ■ Dark Sword | 20 HP | 1 F | ST | Wep | Melee | Wep +46 | Strike | Deal Strike damage to 1 front row foe, with a 40% chance to CLOSE. |
| ■ Stasis Blade | 20 HP | 1 F | ST | Wep | Melee | Wep +45 | Strike | Deal Strike damage to 1 front row foe, with a 60% chance to BIND. |
| ■ Spin Slash | 10 HP | 1 F | ST | Wep | Melee | Wep +15 | Strike | Deal Strike damage to up to two front row foes. |
| ■ Cleave | — | F Row | ST | Wep | Melee | Wep | Strike | Deal Strike damage to front row foes. |
| ■ Heat Wave | 10 HP | F Row | ST | Wep | Melee | Wep +10 | Strike | Deal Strike damage to front row foes. |
| ■ Deathbound | 25 HP | F Row | ST | Wep | Melee | Wep +45 | Strike | Deal Strike damage to front row foes. |
| ■ Venom Zapper | 33 HP | F Row | ST | Wep | Melee | Wep +43 | Strike | Deal Strike damage to front row foes, with a 20% chance to POISON. |
| ■ Chaos Blade | 33 HP | F Row | ST | Wep | Melee | Wep +43 | Strike | Deal Strike damage to front row foes, with a 30% chance to PANIC. |
| ■ Showtime | — | All | ST | Wep | Melee | Wep | Strike | Deal Strike damage to all foes. |
| ■ Sakura Dance | — | All | ST | Wep | Melee | Wep | Strike | Deal Strike damage to all foes, with a 20% chance to CHARM. |
| ■ Hassohappa | 33 HP | All | ST | Wep | Melee | Wep +57 | Strike | Deal Strike damage to all foes. |
| ■ Vacuum Slash | 5 HP | 1 | ST | Wep | Melee | Wep +15 | Force | Deal Force damage to 1 foe, with a 50% chance to Insta-kill targets afflicted with STONE. |
| ■ Flame Sword | — | 1 F | ST | Wep | Melee | Wep | Fire | Deal Fire damage to up to two front row foes. |
| ■ Cloud-flash Strike | — | F Row | ST | Wep | Melee | Wep | Almighty | Deal Almighty damage to front row foes. |

Fang

Biting attacks made with fangs. "Enhanced Fang" strengthens these skills.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|--------------|-------|--------|----|-----|-------|----------|----------|---|
| ■ Suck | 5 HP | 1 F | ST | — | Melee | Fang | Strike | Deal Strike damage to 1 front row foe, and restore your HP by 1/4 the amount reduced from the target. |
| ■ Feral Bite | 10 HP | 1 F | ST | — | Melee | Fang +25 | Strike | Deal Strike damage to 1 front row foe. |
| ■ Venom Bite | 17 HP | 1 F | ST | — | Melee | Fang +27 | Strike | Deal Strike damage to 1 front row foe, with a 50% chance to POISON. |
| ■ Charm Bite | 17 HP | 1 F | ST | — | Melee | Fang +21 | Strike | Deal Strike damage to 1 front row foe, with a 50% chance to CHARM. |
| ■ Stone Bite | 20 HP | 1 F | ST | — | Melee | Fang +24 | Strike | Deal Strike damage to 1 front row foe, with a 50% chance to STONE. |
| ■ Stun Bite | 17 HP | 1 F | ST | — | Melee | Fang +24 | Strike | Deal Strike damage to 1 front row foe, with a 50% chance to PARALYZE. |
| ■ Hell Fang | 15 HP | 1 F | ST | — | Melee | Fang +45 | Strike | Deal Strike damage to 1 front row foe. |

Claw

Scratching attacks made with claws. "Enhanced Claw" strengthens these skills.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|--------------|-------|--------|----|-----|-------|----------|----------|---|
| ■ Feral Claw | 6 HP | 1 F | ST | — | Melee | Claw +12 | Strike | Deal Strike damage to 1 front row foe. |
| ■ Venom Claw | 15 HP | 1 F | ST | — | Melee | Claw +21 | Strike | Deal Strike damage to 1 front row foe, with a 40% chance to POISON. |
| ■ Stun Claw | 15 HP | 1 F | ST | — | Melee | Claw +24 | Strike | Deal Strike damage to 1 front row foe, with a 40% chance to PARALYZE. |
| ■ Iron Claw | 12 HP | 1 F | ST | — | Melee | Claw +36 | Strike | Deal Strike damage to 1 front row foe. |

Self-destruct

Skills that deals massive damage in exchange for the user's life. Checks are automatically successful.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|-----------------|--------|--------|------|-----|-------|-----|----------|---|
| □ Self-Destruct | All HP | All | Auto | — | Melee | 24 | Strike | Deal Strike damage to all allies & foes in exchange for the user's death. |
| □ Sacrifice | All HP | All | Auto | — | Melee | 44 | Strike | Deal Strike damage to all foes in exchange for the user's death. |
| □ Kamikaze | All HP | 1 | Auto | — | Melee | 78 | Almighty | Deal Almighty damage to 1 foe in exchange for the user's death. |

Ranged Attack

Skills that perform Ranged attacks using firearms, bows, or thrown weapons. Made using Agility checks and Ranged Power.

Firearm

Ranged skills using a firearm. Each attack consumes a specified number of bullets.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|--------------------|-------|--------|----|-----|--------|---------|----------|--|
| ■ Super Shot | 5 HP | 1 | AG | Gun | Ranged | Gun +8 | Gun | Attack 1 foe using a gun, dealing Gun damage. Consumes 1 bullet. |
| ■ Double Tap | 8 HP | 1 | AG | Gun | Ranged | Gun | Gun | Attack 1 foe twice using a gun, each dealing Gun damage. Consumes 2 bullets. Both attacks require Hit and Dodge checks. Multi-Action disabled. |
| ■ Rapid Fire | 10 HP | 2 | AG | Gun | Ranged | Gun | Gun | Attacks up to 2 foes using a gun, each dealing Gun damage. Consumes up to 2 bullets. |
| ■ Bullseye | 15 HP | 1 | AG | Gun | Ranged | Gun | Gun | Attack 1 foe using a gun, dealing Gun damage. Ignores Physical Defense. Consumes 1 bullet. |
| ■ Black & White | 15 HP | 1 | AG | Gun | Ranged | Gun +15 | Gun | Attack 1 foe using a gun, dealing Gun damage, with a 20% chance to SHOCK. Consumes 1 bullet. |
| ■ Make My Day | 18 HP | 1 | AG | Gun | Ranged | Gun +36 | Gun | Attack 1 foe using a gun, dealing Gun damage. Ignores Physical Defense. Consumes 1 bullet. |
| ■ Suppressive Fire | 20 HP | All | AG | Gun | Ranged | Gun | Gun | Attack all foes using a gun, dealing Gun damage, with a 20% chance to PANIC. Consumes 1 bullet per targeted foe. |
| ■ Quick & Dead | 25 HP | All | AG | Gun | Ranged | Gun +25 | Gun | Attack all foes using a gun, dealing Gun damage. Consumes 1 bullet per targeted foe. |

Thrown

Attacks using thrown needles / projectiles that inflict damage & BAD STATUS. Items need not be prepared beforehand.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|---------------|-------|--------|----|-----|--------|-----|----------|---|
| ■ Needle Rush | 5 HP | 1 | AG | — | Ranged | 10 | Strike | Deal Strike damage to 1 foe. |
| ■ Toxic Sting | 8 HP | 1 | AG | — | Ranged | 10 | Curse | Deal Curse damage to 1 foe, with a 40% chance to POISON. |
| ■ Stun Needle | 8 HP | 1 | AG | — | Ranged | 10 | Nerve | Deal Nerve damage to 1 foe, with a 40% chance to PARALYZE. |
| ■ Arid Needle | 13 HP | 1 | AG | — | Ranged | 26 | Death | Deal Death damage to 1 foe, with a 50% chance to STONE. |
| ■ Amaha Dance | 26 HP | 1 | AG | — | Ranged | 46 | Force | Deal Force damage to 1 foe, with a 50% chance to Insta-kill targets afflicted with STONE. |

Bow

Ranged skills using a bow. Each attack consumes a specified number of arrows.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|----------------------|-------|--------|----|-----|--------|---------|----------|--|
| ■ Archery | 6 HP | 1 | AG | Bow | Ranged | Bow +10 | Strike | Attack 1 foe using a bow, dealing Strike damage. Consumes 1 arrow. |
| ■ Intimidating Arrow | 7 HP | 1 | AG | Bow | Ranged | Bow +7 | Strike | Attack 1 foe using a bow, dealing Strike damage, with a 20% chance to SHOCK. Consumes 1 arrow. |
| ■ Mind's Eye Arrow | 7 HP | 1 | AG | Bow | Ranged | Bow +7 | Mind | Attack 1 foe using a bow, dealing Mind damage. This attack does not consume arrows. |
| ■ Sleeve Binding | 10 HP | 1 | AG | Bow | Ranged | Bow +10 | Strike | Attack 1 foe using a bow, dealing Strike damage, with a 20% chance to BIND. Consumes 1 arrow. |

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|--------------------------------|-------|--------|----|-----|--------|---------|----------|---|
| ■ Thousand League Arrow | 10 HP | 1 | AG | Bow | Ranged | Bow +10 | Strike | Attack 1 foe using a bow, dealing Strike damage. Ignores Physical Defense. Consumes 1 arrow. |
| ■ Banishing Arrow | 10 HP | 1 | AG | Bow | Ranged | Bow +15 | Expel | Attack 1 foe using a bow, inflicting Expel damage, with a 20% chance to Insta-kill. Consumes 1 arrow. |
| ■ Flame Arrow | 15 HP | 1 | AG | Bow | Ranged | Bow +15 | Fire | Attack 1 foe using a bow, dealing Fire damage. Consumes 1 arrow. |
| ■ Sixfold Arrows | 17 HP | All | AG | Bow | Ranged | Bow | Strike | Attack all foes using a bow, dealing Strike damage. Consumes 6 arrows. |
| ■ Divine Wrath Arrow | 20 HP | 1 | AG | Bow | Ranged | Bow +40 | Almighty | Attack 1 foe using a bow, dealing Almighty damage. Consumes 1 arrow. |

Magic Attack

Skills that perform Magic attacks. Made using Magic checks and Spell Power.

Fire

Magic that deals Fire damage.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|---------------------|-------|--------|----|-----|-------|-----|----------|------------------------------------|
| ■ Agi | 3 MP | 1 | MG | — | Spell | 15 | Fire | Deal Fire damage to 1 foe. |
| ■ Agilao | 8 MP | 1 | MG | — | Spell | 40 | Fire | Deal Fire damage to 1 foe. |
| ■ Agidyne | 15 MP | 1 | MG | — | Spell | 80 | Fire | Deal Fire damage to 1 foe. |
| ■ Maragi | 8 MP | Row | MG | — | Spell | 10 | Fire | Deal Fire damage to 1 row of foes. |
| ■ Maragion | 20 MP | Row | MG | — | Spell | 30 | Fire | Deal Fire damage to 1 row of foes. |
| ■ Maragidyne | 40 MP | All | MG | — | Spell | 60 | Fire | Deal Fire damage to 1 row of foes. |
| ■ Hellfire | 18 MP | All | MG | — | Spell | 15 | Fire | Deal Fire damage to all foes. |
| ■ Prominence | 30 MP | All | MG | — | Spell | 40 | Fire | Deal Fire damage to all foes. |
| ■ Ragnarok | 60 MP | All | MG | — | Spell | 80 | Fire | Deal Fire damage to all foes. |

Ice

Magic that deals Ice damage. Has a chance to inflict FREEZE.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|------------------------|-------|--------|----|-----|-------|-----|----------|--|
| ■ Bufu | 3 MP | 1 | MG | — | Spell | 10 | Ice | Deal Ice damage to 1 foe, with a 20% chance to FREEZE. |
| ■ Bufula | 8 MP | 1 | MG | — | Spell | 30 | Ice | Deal Ice damage to 1 foe, with a 20% chance to FREEZE. |
| ■ Bufudyne | 15 MP | 1 | MG | — | Spell | 60 | Ice | Deal Ice damage to 1 foe, with a 20% chance to FREEZE. |
| ■ Mabufu | 8 MP | Row | MG | — | Spell | 5 | Ice | Deal Ice damage to 1 row of foes, with a 10% chance to FREEZE. |
| ■ Mabufula | 20 MP | Row | MG | — | Spell | 20 | Ice | Deal Ice damage to 1 row of foes, with a 10% chance to FREEZE. |
| ■ Mabufudyne | 40 MP | All | MG | — | Spell | 50 | Ice | Deal Ice damage to all foes, with a 10% chance to FREEZE. |
| ■ Absolute Zero | 25 MP | All | MG | — | Spell | 30 | Ice | Deal Ice damage to all foes, with a 10% chance to FREEZE. |

Elec

Magic that deals Elec damage. Has a chance to inflict SHOCK.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|--------------------|-------|--------|----|-----|-------|-----|----------|--|
| ■ Zio | 3 MP | 1 | MG | — | Spell | 10 | Elec | Deal Elec damage to 1 foe, with a 20% chance to SHOCK. |
| ■ Zionga | 8 MP | 1 | MG | — | Spell | 30 | Elec | Deal Elec damage to 1 foe, with a 20% chance to SHOCK. |
| ■ Ziodyne | 15 MP | 1 | MG | — | Spell | 60 | Elec | Deal Elec damage to 1 foe, with a 20% chance to SHOCK. |
| ■ Mazio | 8 MP | Row | MG | — | Spell | 5 | Elec | Deal Elec damage to 1 row of foes, with a 10% chance to SHOCK. |
| ■ Mazionga | 20 MP | Row | MG | — | Spell | 20 | Elec | Deal Elec damage to 1 row of foes, with a 10% chance to SHOCK. |
| ■ Maziodyne | 40 MP | All | MG | — | Spell | 50 | Elec | Deal Elec damage to all foes, with a 10% chance to SHOCK. |
| ■ Shock | 9 MP | All | MG | — | Spell | 5 | Elec | Deal Elec damage to all foes, with a 10% chance to SHOCK. |
| ■ Shockwave | 25 MP | All | MG | — | Spell | 30 | Elec | Deal Elec damage to all foes, with a 10% chance to SHOCK. |

Force

Magic that deals Force damage. Has a change to Insta-kill foes afflicted with STONE.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|--------------------|-------|--------|----|-----|-------|-----|----------|---|
| ■ Zan | 3 MP | 1 | MG | — | Spell | 10 | Force | Deal Force damage to 1 foe, with a 50% chance to Insta-kill vs STONE. |
| ■ Zanma | 8 MP | 1 | MG | — | Spell | 30 | Force | Deal Force damage to 1 foe, with a 50% chance to Insta-kill vs STONE. |
| ■ Zandyne | 15 MP | 1 | MG | — | Spell | 60 | Force | Deal Force damage to 1 foe, with a 50% chance to Insta-kill vs STONE. |
| ■ Mazan | 8 MP | Row | MG | — | Spell | 5 | Force | Deal Force damage to 1 row of foes, with a 30% chance to Insta-kill vs STONE. |
| ■ Mazanma | 20 MP | Row | MG | — | Spell | 20 | Force | Deal Force damage to 1 row of foes, with a 30% chance to Insta-kill vs STONE. |
| ■ Mazandyne | 40 MP | All | MG | — | Spell | 50 | Force | Deal Force damage to all foes, with a 30% chance to Insta-kill vs STONE. |
| ■ Tornado | 25 MP | All | MG | — | Spell | 30 | Force | Deal Force damage to all foes, with a 30% chance to Insta-kill vs STONE. |
| ■ Wet Wind | 30 MP | All | MG | — | Spell | 60 | Force | Deal Force damage to all foes, with a 30% chance to Insta-kill vs STONE. |

Almighty

Magic that deals Almighty damage.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|-----------------------|-------|--------|----|-----|-------|-----|----------|--|
| ■ Megido | 15 MP | All | MG | — | Spell | 15 | Almighty | Deal Almighty damage to all foes. |
| ■ Megidola | 30 MP | All | MG | — | Spell | 30 | Almighty | Deal Almighty damage to all foes. |
| ■ Megidolaon | 60 MP | All | MG | — | Spell | 60 | Almighty | Deal Almighty damage to all foes. |
| ■ Mouth of God | 10 MP | 1 | MG | — | — | — | Almighty | Perform an Almighty attack on the foe with the lowest Magic Stat, with a 100% chance to Insta-kill. Not usable by PCs or their Demons. |

Expel

Expel attacks that have a chance to Insta-kill or cut HP.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|--------------------|-------|--------|----|-----|-------|-----|----------|--|
| ■ Hama | 6 MP | 1 | MG | — | — | — | Expel | Perform an Expel attack one 1 foe, with a 40% chance to Insta-kill. |
| ■ Hamaon | 10 MP | 1 | MG | — | — | — | Expel | Perform an Expel attack one 1 foe, with a 60% chance to Insta-kill. |
| ■ Mahama | 15 MP | Row | MG | — | — | — | Expel | Perform an Expel attack on 1 row of foes, with a 20% chance to Insta-kill. |
| ■ Mahamaon | 25 MP | All | MG | — | — | — | Expel | Perform an Expel attack on all foes, with a 30% chance to Insta-kill. |
| ■ Holy Symbol | 8 MP | 1 | MG | — | Spell | 5 | Expel | Deal Expel damage to 1 foe. |
| ■ Violet Flash | 10 MP | 1 | MG | — | Spell | 50 | Expel | Deal Expel damage to 1 foe. |
| ■ Radiance | 30 MP | All | MG | — | Spell | 50 | Expel | Deal Expel damage to all foes. |
| ■ Divine Scripture | 10 MP | All | MG | — | — | — | Expel | Perform an Expel attack on all allies and foes, with a 10% chance to SHOCK. |
| ■ Holy Light | 25 MP | All | MG | — | — | — | Expel | Perform an Expel attack on all allies and foes, with a 30% chance to SHOCK. |
| ■ Thunderclap | 12 MP | All | MG | — | — | — | Expel | Perform an Expel attack on all foes with a 100% chance to cut their current HP by 1/2. This HP reduction cannot be mitigated by Fate. |
| ■ Holy Wrath | 36 MP | All | MG | — | — | — | Expel | Perform an Expel attack on all foes, with a 100% chance to cut their current HP to 1/5. This HP reduction cannot be mitigated by Fate. |
| ■ God's Judgement | 15 MP | 1 | MG | — | — | — | Expel | Perform an Expel attack on the foe with the lowest Magic Stat, with a 100% chance to Insta-kill. Not usable by PCs or their Demons. |

Death

Death attacks that have a chance to Insta-kill.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|----------------|-------|--------|----|-----|-------|-----|----------|---|
| ■ Mudo | 6 MP | 1 | MG | — | — | — | Death | Perform a Death attack on 1 foe, with a 40% chance to Insta-kill. |
| ■ Mudoon | 10 MP | 1 | MG | — | — | — | Death | Perform a Death attack on 1 foe, with a 60% chance to Insta-kill. |
| ■ Mamudo | 15 MP | Row | MG | — | — | — | Death | Perform a Death attack on 1 row of foes, with a 20% chance to Insta-kill. |
| ■ Mamudoon | 25 MP | All | MG | — | — | — | Death | Perform a Death attack on all foes, with a 30% chance to Insta-kill. |
| ■ Hell's Eye | 10 MP | 1 | MG | — | — | — | Death | Perform a Death attack on 1 foe, with a 70% chance to Insta-kill. |
| ■ Evil Eye | 8 MP | 1 | MG | — | — | — | Death | Perform a Death attack on 1 foe, with a 100% chance to reduce their HP to 1. This HP reduction cannot be mitigated by Fate. |
| ■ Petra Eyes | 6 MP | 1 | MG | — | — | — | Death | Perform a Death attack on 1 foe, with a 50% chance to inflict STONE. |
| ■ Bael's Curse | — | All | MG | — | — | — | Death | Perform a Death attack on all foes, with a 60% chance to inflict FLY. |

Curse

Curse attacks that have a chance to inflict BAD STATUS like POISON or CLOSE.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|----------------|-------|--------|----|-----|-------|-----|----------|--|
| ■ Poison Mist | 8 MP | All | MG | — | — | — | Curse | Perform a Curse attack on all foes, with a 20% chance to inflict POISON. |
| ■ Deathtouch | 4 MP | 1 F | MG | — | Spell | 5 | Curse | Deal Curse damage to 1 front row foe, and restore your HP by the amount reduced from the target. |
| ■ Makatranda | 2 MP | 1 | MG | — | Spell | — | Curse | Deal Curse damage to 1 foe's MP, and restore your MP by the amount reduced from the target. |
| ■ Makajama | 4 MP | 1 | MG | — | — | — | Curse | Perform a Curse attack on 1 foe, with a 40% chance to inflict CLOSE. |
| ■ Makajamaon | 11 MP | All | MG | — | — | — | Curse | Perform a Curse attack on all foes, with a 20% chance to inflict CLOSE. |
| ■ Mute Gaze | 10 MP | 1 | MG | — | — | — | Curse | Perform a Curse attack on 1 foe, with a 50% chance to inflict CLOSE. |
| ■ Fool's Voice | 18 MP | All | MG | — | — | — | Curse | Perform a Curse attack on all foes, with a 40% chance to inflict CLOSE. |
| ■ Dismal Tune | 30 MP | All | MG | — | Spell | 50 | Curse | Deal Curse damage to all foes, with a 10% chance to inflict CLOSE. |

Nerve

Nerve attacks that have a chance to inflict BIND or PARALYZE.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|--------------------|-------|--------|----|-----|-------|-----|----------|---|
| ■ Shibaboo | 5 MP | 1 | MG | — | — | — | Nerve | Perform a Nerve attack on 1 foe, with a 65% chance to BIND. |
| ■ Scan | 8 MP | 2 | MG | — | — | — | Nerve | Perform a Nerve attack on up to 2 foes, with a 40% chance to BIND. |
| ■ Bind Voice | 14 MP | All | MG | — | Spell | 5 | Nerve | Deal Nerve damage to all foes, with a 20% chance to BIND. |
| ■ Paral Eyes | 5 MP | 1 | MG | — | — | — | Nerve | Perform a Nerve attack on 1 foe, with a 40% chance to PARALYZE. |
| □ Devil's Kiss (♂) | — | 1 | MG | — | — | — | Nerve | Perform a Nerve attack on a female human, with a 100% chance to PARALYZE. |
| □ Devil's Kiss (♀) | — | 1 | MG | — | — | — | Nerve | Perform a Nerve attack on a male human, with a 100% chance to PARALYZE. |
| □ Devil's Smile | — | All | MG | — | — | — | Nerve | Perform a Nerve attack on all humans, with a 50% chance to PARALYZE. |

Mind

Skills that interfere with a foe's mind, with a chance to inflict various BAD STATUS.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|----------------|-------|--------|----|-----|-------|-----|----------|---|
| ■ Hapilma | 2 MP | 1 | MG | — | — | — | Mind | Perform a Mind attack on 1 foe, with a 40% chance to inflict HAPPY. |
| ■ Happy Step | 22 MP | All | MG | — | — | — | Mind | Perform a Mind attack on all foes, with a 40% chance to inflict HAPPY. |
| ■ Pulinpa | 5 MP | 1 | MG | — | — | — | Mind | Perform a Mind attack on 1 foe, with a 60% chance to inflict PANIC. |
| ■ Sonic Wave | 9 MP | All | MG | — | — | — | Mind | Perform a Mind attack on all foes, with a 20% chance to inflict PANIC. |
| ■ Panic Voice | 8 MP | All | MG | — | — | — | Mind | Perform a Mind attack on all foes, with a 30% chance to inflict PANIC. |
| ■ Wild Dance | 18 MP | All | MG | — | — | — | Mind | Perform a Mind attack on all foes, with a 60% chance to inflict PANIC. |
| ■ Tentarafu | 15 MP | Row | MG | — | Spell | 30 | Mind | Deal Mind damage to 1 row of foes, with a 20% chance to inflict PANIC. |
| ■ Mirage | — | All | MG | — | Spell | 30 | Mind | Deal Mind damage to all foes, with a 20% chance to inflict PANIC. |
| ■ Lullaby | 6 MP | 1 | MG | — | — | — | Mind | Perform a Mind attack on 1 foe, with a 70% chance to inflict SLEEP. |
| ■ Dormina | 9 MP | Row | MG | — | — | — | Mind | Perform a Mind attack on 1 row of foes, with a 30% chance to inflict SLEEP. |
| ■ Eternal Rest | 16 MP | All | MG | — | — | — | Mind | Perform a Mind attack on all foes, with a 100% chance to Insta-kill targets afflicted by SLEEP. |
| ■ Marin Karin | 8 MP | 1 | MG | — | — | — | Mind | Perform a Mind attack on 1 foe, with a 40% chance to inflict CHARM. |

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|---------------------|-------|--------|----|-----|-------|-----|----------|--|
| ■ Sexy Gaze | 5 MP | 1 | MG | — | — | — | Mind | Perform a Mind attack on 1 foe, with a 50% chance to inflict CHARM. |
| ■ Sexy Dance | 12 MP | All | MG | — | — | — | Mind | Perform a Mind attack on all foes, with a 20% chance to inflict CHARM. |
| ■ Evil Shine | 36 MP | All | MG | — | — | — | Mind | Perform a Mind attack on all foes, with a 60% chance to inflict CHARM. |

Support Magic

Support magic skills that restore HP, improve parameters, and more. Checks are automatically successful, but often uses Spell Power.

Healing

Healing magic that restores the target's HP. Checks are automatically successful.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|---------------------------|-------|--------|------|-----|----------|-------|----------|--|
| ■ Dia | 3 MP | 1 | Auto | — | Spell | 10 | — | Restore the HP of 1 ally by the Power result. |
| ■ Diarama | 7 MP | 1 | Auto | — | Spell | 30 | — | Restore the HP of 1 ally by the Power result. |
| ■ Diarahan | 15 MP | 1 | Auto | — | — | — | — | Fully restore the HP of 1 ally. |
| ■ Media | 12 MP | All | Auto | — | Spell | 5 | — | Restore the HP of all allies by the Power result. |
| ■ Mediarama | 20 MP | All | Auto | — | Spell | 25 | — | Restore the HP of all allies by the Power result. |
| ■ Medirarahan | 35 MP | All | Auto | — | — | — | — | Fully restore the HP of all allies. |
| ■ Makatora | 10 MP | 1 | Auto | — | 10 | — | — | Restore the MP of 1 ally by 10. |
| ■ Herbal Remedy | 5 MP | 1 | Auto | — | Spell | 10 | — | Restore the HP of all allies by the Power result, and cure POISON. |
| ■ Eternal Prayer | 50 MP | All | Auto | — | — | — | — | Fully restore the HP of all allies, and cure BAD STATUS other than FLY & DEAD. |
| □ Earth's Blessing | — | 1 | Auto | — | — | — | — | Fully restore the HP of 1 ally, and cure BAD STATUS other than DEAD. |
| ■ First Aid | 3 MP | 1 | Auto | — | Luck | Level | — | Restore the HP of 1 ally by the Power result. The Power roll is (1 + "Item Expert" Rank)÷10. |
| ■ Card Revive | Card | 1 | Auto | — | See Text | — | — | Restore the HP & MP of 1 ally equal to x2 the level of the sacrificed Demon card. |
| □ Absorption | Card | Self | Auto | — | Spell | — | — | Absorb a Demon card of the same race, or Foul Slime, and restore your own HP & MP by the Power result. |

Cure

Magic that cures the target's BAD STATUS. Checks are automatically successful.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|---------------------|--------|--------|------|-----|-------|-----|----------|--|
| ■ Patra | 5 MP | 1 | Auto | — | — | — | — | Cure BIND, SLEEP, PANIC, and HAPPY for 1 ally. |
| ■ Me Patra | 12 MP | All | Auto | — | — | — | — | Cure BIND, SLEEP, PANIC, and HAPPY for all allies. |
| ■ Closedi | 5 MP | 1 | Auto | — | — | — | — | Cure CLOSE for 1 ally. |
| ■ Posumudi | 5 MP | 1 | Auto | — | — | — | — | Cure POISON for 1 ally. |
| ■ Paraladi | 5 MP | 1 | Auto | — | — | — | — | Cure PARALYZE for 1 ally. |
| ■ Petradi | 5 MP | 1 | Auto | — | — | — | — | Cure STONE for 1 ally. |
| ■ Recarm | 20 MP | 1 | Auto | — | Spell | 10 | — | Revive 1 dead character, and restore their HP by the Power result. |
| ■ Samarecarm | 35 MP | 1 | Auto | — | — | — | — | Revive 1 dead character and fully restore their HP. |
| □ Recarmdra | All HP | All | Auto | — | — | — | — | Fully restore the HP & MP of all allies participating in the battle. However, the skill user loses all of their HP and dies. |

Debuff

Decreases the parameters of all enemies. Each parameter can be decreased up to 4 times.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|---------------------|-------|--------|------|-----|-------|-----|----------|--|
| ■ Tarunda | 12 MP | All | Auto | — | — | — | — | Decrease the Melee & Ranged Power of all foes by 1d10 until the end of battle. |
| ■ Makanda | 12 MP | All | Auto | — | — | — | — | Decrease the Spell Power of all foes by 1d10 until the end of battle. |
| ■ Sukunda | 12 MP | All | Auto | — | — | — | — | Decrease all TNs of all foes by 1d10 until the end of battle. |
| ■ Rakunda | 12 MP | All | Auto | — | — | — | — | Decrease the Physical & Magical Defense of all foes by 1d10 until the end of battle. |
| ■ Dekunda | 10 MP | All | Auto | — | — | — | — | Remove Debuff effects from all allies. |
| ■ Roar | 40 MP | All | Auto | — | — | — | — | Decrease the Melee, Spell, & Ranged Power of all foes by 2d10 until the end of battle. Treated as 2 decreases. |
| ■ Taunt | 20 MP | All | Auto | — | — | — | — | Decrease the Physical & Magical Defense of all foes by 1d10, and increase their Melee, Spell, & Ranged Power by the same amount until the end of battle. |
| ■ Randomizer | 48 MP | All | Auto | — | — | — | — | Decrease the Melee, Spell, & Ranged Power, all TNs, and Physical & Magical Defense of all foes by 1d10 until the end of battle. |
| ■ Fog Breath | 30 HP | All | Auto | — | — | — | — | Decrease the target number of checks of all foes by 2d10 until the end of battle. Treated as 2 decreases. |

Buff

Increases the parameters of all allies. Each parameter can be increased up to 4 times.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|-----------------------|-------|--------|------|-----|-------|-----|----------|---|
| ■ Tarukaja | 12 MP | All | Auto | — | — | — | — | Increase the Melee & Ranged Power of all allies by 1d10 until the end of battle. |
| ■ Makakaja | 12 MP | All | Auto | — | — | — | — | Increase the Spell Power of all allies by 1d10 until the end of battle. |
| ■ Sukukaja | 12 MP | All | Auto | — | — | — | — | Increase all TNs of all allies by 1d10 until the end of battle. |
| ■ Rakukaja | 12 MP | All | Auto | — | — | — | — | Increase the Physical & Magical Defense of all allies by 1d10 until the end of battle. |
| ■ Dekaja | 10 MP | All | Auto | — | — | — | — | Remove Buff effects from all allies. |
| ■ Dark Breath | 6 MP | Self | Auto | — | — | — | — | Increases the Spell Power, and Physical & Magical Defense of the user by 1d10 until the end of the battle. Not usable by PCs or their Demons. |
| ■ Power Breath | 6 MP | Self | Auto | — | — | — | — | Increases the Melee & Ranged Power, and all TNs of the user by 1d10 until the end of the battle. Not usable by PCs or their Demons. |

Protection

Other magic with supportive effects.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|-------------------|-------|--------|------|-----|-------|-----|----------|---|
| ■ Tetraja | 15 MP | All | Auto | — | — | — | — | Grant all allies Null Expel & Death. The effect lasts until it nullifies one attack or the battle ends. |
| ■ Makarakarn | 45 MP | All | Auto | — | — | — | — | Grant Repel Phys to all allies until the end of the next round. |
| ■ Tetrakarn | 45 MP | All | Auto | — | — | — | — | Grant Repel Magic to all allies until the end of the next round. |
| ■ Trafuri | 25 MP | All | Auto | — | — | — | — | Everyone can escape from combat. Not usable during Boss battles. |
| ■ Card Charge | Card | Self | Auto | — | — | — | — | Choose 1 skill possessed by the Demon of the sacrificed card. Until the end of the battle, the user gains a corresponding Mystic Attack skill. |
| ■ Card Shield | Card | Self | Auto | — | — | — | — | Until the end of the battle, the user loses their original Affinities (including Affinity changes due to equipment and skills) and assumes the Affinities of the sacrificed Demon Card. |
| ■ Charge | 5 MP | Self | Auto | — | — | — | — | Double the Power of the user's next Melee attack. This effect is canceled after performing an action. |
| ■ Fire Wall | — | All | Auto | — | — | — | — | Grant all allies Null Ice until the end of the next round. |
| ■ Water Wall | — | All | Auto | — | — | — | — | Grant all allies Null Fire until the end of the next round. |
| ■ Shock Treatment | — | 1 | LK | — | 40 | — | — | Add +40% to an ally's next Vitality or BS Recovery check. |
| ■ Liftoma | 12 MP | All | Auto | — | — | — | — | Protect all allies from Damage Zones until the end of the scene. |
| ■ Lightoma | 10 MP | All | Auto | — | — | — | — | Protect all allies from Dark Zones until the end of the scene. |
| □ Absorption | Card | Self | Auto | — | Spell | — | — | Absorb a Demon card of the same race, or Foul Slime, and restore your own HP & MP by the Power result. |

NPC-only

Special actions exclusive to NPC Demons. They may not be used by PCs or their Demons.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|-------------|------|--------|------|-----|-------|-----|----------|---|
| ■ Rest | — | Self | Auto | — | — | — | — | Restore the HP & MP of the user by 1d10 (no explosions on 10). Not usable by PCs or their Demons. |
| □ Escape | — | Self | Auto | — | — | — | — | The user leaves the battle. Not usable by PCs or their Demons. |
| □ Call Ally | — | 1 | Auto | — | — | — | — | During combat, summon the same target Demon to join the fight. Not usable by PCs or their Demons. |

Minor/Counter/Instant

Skills that provide minor actions or influence checks. These skills do not expend your action. Some can interrupt even when it's not your turn.

Minor

Skills that may be performed as a minor action during your turn.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|--------------------------------|--------|--------|------|-----|-------|-----|----------|---|
| ■ Resilience | 10 HP | Self | VT | 20 | — | — | — | Used in place of a normal BS Recovery check to recover from CHARM, BIND, FREEZE, SLEEP, PANIC, SHOCK, and HAPPY. |
| ■ Card Skill | Card | Self | Auto | — | — | — | — | This round, you may use 1 skill possessed by the Demon of the sacrificed card, at no cost. |
| ■ Demon Summoning | 1 Fate | Self | Auto | — | — | — | — | Summon a contracted Demon. The summoned Demon takes action independently from the summoner and will act according to the summoner's commands. If the Demon uses an MP-costing skill, the summoner pays the cost. |
| ■ Demon Transformation | 1 Fate | Self | Auto | — | — | — | — | Manifest a contracted demon within your own body. Use the Demon's stats, skills, values, and affinities, but your HP and MP remain unchanged. While transformed, your original affinities and the effects of any equipped weapons and armor are lost. |
| ■ Beast Eye | — | Self | Auto | — | — | — | — | Gain 1 additional action this round. Usable only once per round. Boss exclusive skill. |
| ■ Dragon Eye | — | Self | Auto | — | — | — | — | Gain 3 additional actions this round. Usable only once per round. Boss exclusive skill. |
| □ I thought this might happen. | — | Self | Auto | — | — | — | — | Allows you to retroactively purchase 1 item of Encounter Rate A. You must immediately pay the required cost to obtain it. Learnable multiple times. |

Counter

Skills used in place of a normal Dodge check to counterattack an attacker.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|-------------|-------|--------|-------|-----|-------|---------|----------|---|
| ■ Backfist | 12 HP | 1 F | Dodge | — | Melee | 10 | Strike | Used instead of Dodge when hit by a Strike attack. Dodge the attack, and deal Strike damage to the attacker. Counter skills cannot be dodged nor countered. |
| ■ Counter | — | 1 F | 50% | — | Melee | Wep | Strike | Used instead of Dodge when hit by a Strike attack. Deal Strike damage to the attacker. Counter skills cannot be dodged nor countered. |
| ■ Retaliate | — | 1 F | 50% | — | Melee | Wep | Strike | Used instead of Dodge when hit by a Strike attack. Deal Strike damage to the attacker. Ignores Physical Defense. Counter skills cannot be dodged nor countered. |
| □ Avenge | — | 1 F | Auto | — | Melee | Wep +50 | Strike | Used instead of Dodge when hit by a Strike attack. Dodge the attack, and deal Strike damage with x2 Power to the attacker. Counter skills cannot be dodged nor countered. |

Instant

Skills that manipulate check results or damage. Can be used to interrupt checks or attacks.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|-----------------|------|--------|------|-----|-------|-----|----------|---|
| □ Cover | — | 1 | Auto | — | — | — | — | Transfer the damage and additional effects of an attack against an ally to yourself. |
| □ Lucky | — | Self | Auto | — | — | — | — | Completely negate damage and additional effects of an attack made against you. Learnable multiple times. |
| □ Bright Might | — | Self | Auto | — | — | — | — | Changes a successful Melee attack into a Critical. Learnable multiple times. |
| □ Endure | — | Self | Auto | — | — | — | — | When an attack would reduce your HP to 0 or lower, instead of becoming DEAD your HP is set to 1. Not usable while afflicted with STONE. |
| □ Ruler of Fate | — | 1 | Auto | — | — | — | — | Allow an ally to re-roll one check or dice roll. |

Data

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|----------------------------|------|--------|------|-----|-------|-----|----------|--|
| □ Brilliant Vision | — | 1 | Auto | — | — | — | — | Change another character's failed check or Fumble into a success. |
| □ Clever Scheme | — | 1 | Auto | — | — | — | — | Add +40% to an ally's next action. This effect lasts until they perform an action other than Focus, or the battle or scene ends. Learnable multiple times. |
| □ Mind's Eye | — | Self | Auto | — | — | — | — | Change a failed Surprise check into a success. |
| □ Detective's Hunch | — | Self | Auto | — | — | — | — | Change a failed check made to notice something into a success. |
| □ Proper Care | — | 1 | Auto | — | — | — | — | Cancel the occurrence of BAD STATUS for an ally. However, DEAD cannot be prevented if their HP is 0 or lower. Learnable multiple times. |

Negotiation

Skills used to interrupt Negotiation scenes and Conversation checks.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|---------------------------------|------|--------|------|-----|-------|-----|----------|---|
| □ Intimidate | — | Self | Auto | — | — | — | — | Change a Conversation check with an NPC of Encounter Rate of A into a Critical. |
| □ Under-the-table | — | Self | Auto | — | — | — | — | Pay your partner's "Macca compensation," and gain +20% to your Conversation checks in this scene. |
| □ Kinship | — | Self | Auto | — | — | — | — | Change a failed Conversation check into a success. Only usable if your partner is of the same race. |
| □ Negotiator | — | Self | Auto | — | — | — | — | Add +20% to your Conversation target number and re-roll. |
| □ Groundwork | — | Self | Auto | — | — | — | — | Change a failed Conversation check with an NPC of Encounter Rate B or higher into a success. |
| □ Leading Question | — | Self | Auto | — | — | — | — | Use when negotiations break down, and elicit 1 piece of info from your partner. |
| □ Art of Persuasion | — | Self | Auto | — | — | — | — | Change a failed Conversation check into a success. |
| □ Letter of Introduction | — | Self | Auto | — | — | — | — | Treat the target NPC as one of your Contacts. |

Battle

Skills that are usable at the beginning or end of a battle.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|----------------------|--------|--------|------|-----|-------|-----|----------|--|
| □ Trapor | 25 MP | All | Auto | — | — | — | — | Allow the user and their companions to either enter or exit a scene. If used during combat, it has the same effect as Trafuri. Requires GM permission. |
| □ Riberama | 8 MP | All | Auto | — | — | — | — | Force an encounter with a Demon of Encounter Rate A. Requires GM permission. |
| □ Estoma | 40 MP | All | Auto | — | — | — | — | Cancel an encounter with a Demon of Encounter Rate A. Requires GM permission. |
| ■ Card Hunt | 1 Fate | 1 | Auto | — | — | — | — | Use when a Demon is defeated, and turn them into a card. |
| ■ Lucky Find | — | Self | LK | — | — | — | — | End of battle item acquisition can be determined by a Luck check. |
| ■ Medic | — | — | — | — | — | — | — | Restore the HP of all allies by 1d10 after a battle. |
| □ Life Aid | — | Self | Auto | — | — | — | — | Fully recover HP after a battle. |
| □ Mana Aid | — | Self | Auto | — | — | — | — | Fully recover MP after a battle. |
| □ Victory Cry | — | Self | Auto | — | — | — | — | Fully recover HP & MP after a battle. |

Passive

Skills that are always in effect once learned.

Multiplier

Increase the multiplier in the calculation of max HP and MP.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|---------------------|------|--------|----|-----|-------|-----|----------|--|
| ■ Life Bonus | — | — | — | — | — | — | — | HP multiplier becomes x5 (7 for Demons). |
| ■ Life Gain | — | — | — | — | — | — | — | HP multiplier becomes x6 (8 for Demons). |
| ■ Life Surge | — | — | — | — | — | — | — | HP multiplier becomes x7 (9 for Demons). |
| ■ Mana Bonus | — | — | — | — | — | — | — | MP multiplier becomes x3 (4 for Demons). |
| ■ Mana Gain | — | — | — | — | — | — | — | MP multiplier becomes x4 (5 for Demons). |
| ■ Mana Surge | — | — | — | — | — | — | — | MP multiplier becomes x5 (6 for Demons). |

Enhancement

Enhance the power of attacks and other effects.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|---------------------------|------|--------|----|-----|-------|-----|----------|---|
| ■ Forte | — | — | — | — | — | — | — | Choose 1 Keyword. Gain a +20% bonus on non-combat actions related to that Keyword. |
| ■ Keen Intuition | — | — | — | — | — | — | — | Add +10% to checks (Luck, usually) made to notice something. |
| ■ Jive Talk | — | — | — | — | — | — | — | Enables Negotiation with Dark Demons. |
| ■ Stone Hunt | — | — | — | — | — | — | — | Enables Negotiating for gems from Demons. |
| ■ Might | — | — | — | — | — | — | — | Melee attacks score a Critical at 20% of the attack TN. |
| ■ Enhanced Dodge | — | — | — | — | — | — | — | Add +5% to Dodge checks. |
| ■ Add Melee Power | — | — | — | — | — | — | — | Add +1d10 to Melee Power rolls. Can be learned multiple times. |
| ■ Add Spell Power | — | — | — | — | — | — | — | Add +1d10 to Spell Power rolls. Can be learned multiple times. |
| ■ Add Ranged Power | — | — | — | — | — | — | — | Add +1d10 to Ranged Power rolls. Can be learned multiple times. |
| ■ Add Initiative | — | — | — | — | — | — | — | Add +1d10 to Power rolls for Initiative. Can be learned multiple times. |
| ■ Item Expert | — | — | — | — | — | — | — | Add +1d10 to Power rolls when using a consumable item with a base Power. Can be learned multiple times. |
| ■ Enhanced Skill | — | — | — | — | — | — | — | Specify 1 Skill. Add +10% to the skill's target number and +1d10 to its Power roll. |

Affinity Change Gain resistances against specific types attacks.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|----------------|------|--------|----|-----|-------|-----|----------|---|
| ■ Resist Phys | — | — | — | — | — | — | — | Gain the Affinity: Resist Strike and Resist Gun. |
| ■ Resist Fire | — | — | — | — | — | — | — | Gain the Affinity: Resist Fire. |
| ■ Resist Ice | — | — | — | — | — | — | — | Gain the Affinity: Resist Ice. |
| ■ Resist Elec | — | — | — | — | — | — | — | Gain the Affinity: Resist Elec. |
| ■ Resist Force | — | — | — | — | — | — | — | Gain the Affinity: Resist Force. |
| ■ Resist Expel | — | — | — | — | — | — | — | Gain the Affinity: Resist Expel. |
| ■ Resist Death | — | — | — | — | — | — | — | Gain the Affinity: Resist Death. |
| ■ Resist Curse | — | — | — | — | — | — | — | Gain the Affinity: Resist Curse. |
| ■ Resist Nerve | — | — | — | — | — | — | — | Gain the Affinity: Resist Nerve. |
| ■ Resist Mind | — | — | — | — | — | — | — | Gain the Affinity: Resist Mind. |
| ■ Null Phys | — | — | — | — | — | — | — | Gain the Affinity: Null Strike and Null Gun. |
| ■ Null Fire | — | — | — | — | — | — | — | Gain the Affinity: Null Fire. |
| ■ Null Ice | — | — | — | — | — | — | — | Gain the Affinity: Null Ice. Null FREEZE. |
| ■ Null Elec | — | — | — | — | — | — | — | Gain the Affinity: Null Elec. |
| ■ Null Force | — | — | — | — | — | — | — | Gain the Affinity: Null Force. |
| ■ Null Expel | — | — | — | — | — | — | — | Gain the Affinity: Null Expel. |
| ■ Null Death | — | — | — | — | — | — | — | Gain the Affinity: Null Death. Null STONE. |
| ■ Null Curse | — | — | — | — | — | — | — | Gain the Affinity: Null Curse. Null CLOSE, and POISON. |
| ■ Null Nerve | — | — | — | — | — | — | — | Gain the Affinity: Null Nerve. Null BIND, and PARALYZE. |
| ■ Null Mind | — | — | — | — | — | — | — | Gain the Affinity: Null Mind. Null HAPPY, CHARM, SLEEP, and PANIC. |
| ■ Drain Phys | — | — | — | — | — | — | — | Gain the Affinity: Drain Strike and Null Gun. |
| ■ Drain Fire | — | — | — | — | — | — | — | Gain the Affinity: Drain Fire. |
| ■ Drain Ice | — | — | — | — | — | — | — | Gain the Affinity: Drain Ice. Null FREEZE. |
| ■ Drain Elec | — | — | — | — | — | — | — | Gain the Affinity: Drain Elec. |
| ■ Drain Force | — | — | — | — | — | — | — | Gain the Affinity: Drain Force. |
| ■ Drain Expel | — | — | — | — | — | — | — | Gain the Affinity: Drain Expel. |
| ■ Drain Death | — | — | — | — | — | — | — | Gain the Affinity: Drain Death. Null STONE. |
| ■ Drain Curse | — | — | — | — | — | — | — | Gain the Affinity: Drain Curse. Null CLOSE, and POISON. |
| ■ Drain Nerve | — | — | — | — | — | — | — | Gain the Affinity: Drain Nerve. Null BIND, and PARALYZE. |
| ■ Drain Mind | — | — | — | — | — | — | — | Gain the Affinity: Drain Mind. Null HAPPY, CHARM, SLEEP, and PANIC. |
| ■ Repel Phys | — | — | — | — | — | — | — | Gain the Affinity: Repel Strike and Null Gun. |
| ■ Repel Fire | — | — | — | — | — | — | — | Gain the Affinity: Repel Fire. |
| ■ Repel Ice | — | — | — | — | — | — | — | Gain the Affinity: Repel Ice. Null FREEZE. |
| ■ Repel Elec | — | — | — | — | — | — | — | Gain the Affinity: Repel Elec. |
| ■ Repel Force | — | — | — | — | — | — | — | Gain the Affinity: Repel Force. |
| ■ Repel Expel | — | — | — | — | — | — | — | Gain the Affinity: Repel Expel. |
| ■ Repel Death | — | — | — | — | — | — | — | Gain the Affinity: Repel Death. Null STONE. |
| ■ Repel Curse | — | — | — | — | — | — | — | Gain the Affinity: Repel Curse. Null CLOSE, and POISON. |
| ■ Repel Nerve | — | — | — | — | — | — | — | Gain the Affinity: Repel Nerve. Null BIND, and PARALYZE. |
| ■ Repel Mind | — | — | — | — | — | — | — | Gain the Affinity: Repel Mind. Null HAPPY, CHARM, SLEEP, and PANIC. |

Demon-only Passive skills that strengthen a Demon's abilities.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|----------------------|------|--------|----|-----|-------|-----|----------|---|
| ■ Fire Boost | — | — | — | — | — | — | — | x1.5 the Power of Fire attacks, before adding Power rolls. |
| ■ Ice Boost | — | — | — | — | — | — | — | x1.5 the Power of Ice attacks, before adding Power rolls. |
| ■ Elec Boost | — | — | — | — | — | — | — | x1.5 the Power of Elec attacks, before adding Power rolls. |
| ■ Force Boost | — | — | — | — | — | — | — | x1.5 the Power of Force attacks, before adding Power rolls. |
| ■ Physical Endurance | — | — | — | — | — | — | — | Add Vitality to Physical Defense. |
| ■ Magical Endurance | — | — | — | — | — | — | — | Add Magic to Magical Defense. |
| ■ Enhanced Claw | — | — | — | — | — | — | — | Add +5 to the Power of unarmed attacks and Claw skills. |
| ■ Enhanced Fang | — | — | — | — | — | — | — | Add +5 to the Power of unarmed attacks and Fang skills. |
| ■ Melee Use | — | — | — | — | — | — | — | Demons with this skill can equip 1 melee weapon. |
| ■ Ranged Use | — | — | — | — | — | — | — | Demons with this skill can equip 1 ranged weapon. |

Info Gathering

Skills used in Approach scenes to obtain information, items, etc.

Info/Procure

Skills for gathering information and procuring items.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|-----------------------------|------|--------|------|-----|-------|-----|----------|--|
| ■ Analyze | — | 1 | LK | — | Level | — | — | Add a Power roll to the user's level. View the data of 1 Demon with a level below the Power result. When used as an Info skill, a Luck check is made. In combat, this check is automatically successful. |
| ■ Mapper | 8 MP | Self | MG | — | — | — | — | Analyze the surrounding map and obtain 1 piece of info or discover a trap. |
| ■ Library | 8 MP | Self | LK | — | — | — | — | Info skill. Obtain specific information from books. |
| ■ Computer User | 8 MP | Self | LK | — | — | — | — | Enables the use of computers and simple programs. When used as an Info skill, Information is obtained by surfing the Internet, and minor uses of hacking. |
| □ Think Like a Snake | — | Self | Auto | — | — | — | — | Obtain 1 piece of info. Can be learned multiple times. |
| □ Covert Action | — | Self | Auto | — | — | — | — | Conduct an undercover investigation and obtain 1 piece of info or discover a trap. Can be learned multiple times. |
| □ Local Fixer | — | Self | Auto | — | — | — | — | Buy 1 purchasable item of Encounter Rate A at half price. This item cannot be sold. |
| □ Buying Power | — | Self | Auto | — | — | — | — | Obtain 1 purchasable item of Encounter Rate A. This item cannot be sold and is lost at the end of the session. |
| □ Seduce | — | Self | Auto | — | — | — | — | Talk to an NPC of the opposite sex and obtain 1 piece of info, or consumable item of Encounter Rate A. |
| □ Herbalist | — | Self | Auto | — | — | — | — | Obtain 1 of the following when used: Medicine, Dis-Poison, Dis-Paralyze, Dis-Charm, Dis-Close, or Dis-Stone. |
| □ Fairy Ring | — | Self | Auto | — | — | — | — | Obtain 1 piece of info. |
| □ Voice of the Earth | — | Self | Auto | — | — | — | — | Talk to the Elements, Jirae, and Fairies and obtain 1 piece of info, or item of Encounter Rate A. |

General

Skills that represent general actions used outside of combat.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|-----------------------|--------|--------|------|-----|-------|-----|----------|--|
| ■ Athletics | 3 HP | Self | AG | — | — | — | — | A skill that demonstrates proficiency in sports, not martial arts. Possessing this skill is considered equivalent to being at the top level in a prefectural tournament. |
| ■ Survival | 4 MP | Self | VT | — | — | — | — | Grants the skills necessary to survive in the wilderness. Can withstand the harsh conditions of outdoor living. |
| ■ Maneuver | 1 MP | Self | AG | 20 | — | — | — | Specify a particular vehicle. Checks made while maneuvering that vehicle can use "Agility TN +20%." |
| ■ Demon Fusion | 1 Fate | Self | Auto | — | — | — | — | You can perform Demon Fusion without visiting the "Cathedral of Shadows." Not usable during combat. |

Items

In the following pages, we will introduce data on equipment and consumable items that PCs can use.

Equipment

Equipment includes weapons and armor, which provide various benefits to PCs while equipped.

● Common Data between Weapon & Armor

GP: The recommended GP for the item to appear. Generally, items with GP below this value can be freely bought and sold.

VT: The "Vitality" required to equip the item. If a character's Vitality is equal to or greater than this value, they can equip it.

Sex: If the item is exclusively for males or females, the gender is specified. Characters of a different gender cannot use it.

AL: If an Alignment is specified, the character must have 10+ points in the specified Alignment, and it must be their highest Alignment, in order to use the item.

Buy: The price to buy the item, in Macca.

Sell: The price for selling the item to a shop or otherwise, in Macca.

Equip Skills: Special skills that can be used while the item is equipped. These cannot be used if the item is not equipped. The data of Equip skills are read in the same way as normal skills (p. 086).

Weapons

Each Human PC can equip up to two weapons. While some equipment may require both hands to use or need to be set on the ground, it is assumed that they can be quickly repositioned or prepared for use alongside other weapons. Additionally, a character's handedness does not affect weapon equipment or usage.

Equipped weapons are considered prepared at the start of combat, even if normally stored under a hat or in a holster during normal activities.

● Weapon Data

Type: Broadly divided as melee and ranged weapons, ranged weapons are further divided into bows, pistols, shotguns, thrown, and more.

Hit: The value added to the check when using the weapon to attack.

Power: The value added to the attack's power when using the weapon.

Capacity: The number of rounds a firearm can hold at once.

Ammo: The number of bullets or arrows per set. The listed price is for one set of ammo.

● Special Rules for Ranged Weapons

Firearms consume a specified number of bullets per Ranged skill (usually 1). Firearms can load ammo up to its listed Capacity, and cannot make ranged attacks if insufficient. Reloading requires an action.

Bows and thrown weapons do not require an action to load but consume arrows or the weapon itself per attack. Thrown weapons with the "Boomerang" Equip skill do not expend the weapon.

Among the Ranged skills, Bow skills can only be used if a bow is equipped, and Firearm skills can only be used with pistols or rifles. Heavy and FA (Full-auto) firearms, and shotguns, cannot use Firearm skills.

● Special Weapons

Classified as "special weapons," these items are equipped as weapons but are not generally used for attacks. They can only be used via their Equip skills.

Armor

Armor is divided into five categories: Full Body, Head, Torso, Arms, Legs, and Accessories. Each part can equip one item, except accessories which allow up to two to be equipped. However, "Full Body" armor cannot be used in combination with any other type of armor except for Accessories.

● Armor Data

P. Def: Raises Physical Defense.

M. Def: Raises Magical Defense.

Melee: Raises base Melee power.

INIT: Raises base Initiative.

The modifications to these values is cumulative from all equipped armor (Note, the required Vitality is not cumulative).

Consumable Items

Consumable items automatically take effect when used and are typically one-time use unless otherwise specified.

Each consumable item has its effect described in a format similar to skills. If "Spell" is listed in the power field, the base Spell power of the character using it is added.

Items classified as "Instant" are used to interrupt something, such as when receiving damage from an attack, and do not require an action to use.

Weapons

Melee weapons

| | | | | | | | | | | | | | | | | |
|-------------------------------|---|-------------|---------------|-----------|------------|--------------|------------|-----------------|--|-----------|------------|-----------|------------|--------------|------------|-------------|
| Wooden Sword | A bamboo sword used for Kendo practice. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 1 | 1 | — | — | 15 | -10 | 4 | 2 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Fragile (30) | Passive | — | — | — | — | — | — | — | If the final Power exceeds 30, it will break. | | | | | | | |
| Bamboo Sword | A wooden sword used for Kendo practice. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 1 | 2 | — | — | 10 | 2 | 6 | 3 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Fragile (50) | Passive | — | — | — | — | — | — | — | If the final Power exceeds 50, it will break. | | | | | | | |
| Bo-staff | A long staff used in staff-fighting techniques. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 1 | 3 | — | — | 10 | -5 | 10 | 5 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Reach Attack | Melee | — | 1 | ST | 10 | Melee | -5 | Strike | Deal Strike damage to 1 foe, regardless of formation. | | | | | | | |
| ■ Fragile (30) | Passive | — | — | — | — | — | — | — | If the final Power exceeds 30, it will break. | | | | | | | |
| Attack Knife | A large, sturdy knife. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 2 | 1 | — | — | 3 | 6 | 20 | 10 |
| Tonfa | A striking weapon used in Okinawan karate. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 2 | 2 | — | — | 0 | 6 | 30 | 15 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Physical Defense (1) | Passive | — | — | — | — | — | — | — | While equipped, add +1 to Physical Defense. | | | | | | | |
| Spike Rod | A spiked club. A barbaric weapon. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 3 | 6 | — | — | 10 | 12 | 40 | 20 |
| Machete | A large knife for cutting through jungle growth. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 3 | 3 | — | — | 4 | 8 | 50 | 25 |
| Imitation Sword | An ornamental katana with a blunted blade. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 3 | 3 | — | — | 10 | 5 | 40 | 20 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Fragile (50) | Passive | — | — | — | — | — | — | — | If the final Power exceeds 50, it will break. | | | | | | | |
| Three-section Staff | A special weapon with three inter-connecting rods. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 3 | 4 | — | — | 20 | 0 | 300 | 150 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Multi Attack | Melee | — | 2 F | ST | 20 | Melee | 0 | Strike | Deal Strike damage to up to 2 front row foes. | | | | | | | |
| Foil | A sword used for fencing. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 4 | 2 | — | — | 5 | 9 | 400 | 200 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Fragile (50) | Passive | — | — | — | — | — | — | — | If the final Power exceeds 50, it will break. | | | | | | | |
| Katana | A curved, single-edged sword with a beautiful blade pattern. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 5 | 3 | — | — | 5 | 10 | 300 | 150 |
| Battle Hammer | A large construction hammer reinforced for combat use. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 6 | 6 | — | — | -5 | 20 | 100 | 50 |
| Kodachi | A small katana. Lightweight and easy to use. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 7 | 2 | — | — | 2 | 13 | 250 | 125 |
| Scorpion Whip | A battle whip with a stinger-like protrusion resembling a scorpion's tail. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 7 | 3 | F | — | 8 | 12 | 1000 | 500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Multi Attack | Melee | — | 2 F | ST | 8 | Melee | 12 | Strike | Deal Strike damage to up to 2 front row foes. | | | | | | | |
| Bizen Dagger | A small dagger usable only by women. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 8 | 2 | F | — | 12 | 18 | 800 | 400 |
| Qinglong Dao | A Chinese-style sword with a wide, thin blade. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 8 | 6 | — | — | 5 | 21 | 360 | 180 |
| Ninjato | A straight sword used by ninjas. Ninjas can purchase it regardless of GP. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 9 | 2 | — | — | 10 | 14 | 320 | 160 |
| Chainsaw | Electric saw. Originally intended for work, it can also be used for combat. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 9 | 7 | — | — | 0 | 30 | 500 | 250 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Malfunction | Passive | — | — | — | — | — | — | — | If an automatic failure occurs, the item breaks and cannot be used until it is repaired. | | | | | | | |
| Claymore | A two-handed sword from the medieval period. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 10 | 5 | — | — | 7 | 20 | 500 | 250 |

SHIN MEGAMI TENSEI
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|--|--|-------------|---------------|-----------|------------|--------------|------------|-----------------|---|-----------|------------|-----------|------------|--------------|------------|-------------|
| Sengoku Katana | A heavy and practical katana crafted during the Sengoku period. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 11 | 4 | — | — | 10 | 21 | 600 | 400 |
| Athame Knife | A magical dagger blessed by moonlight, given only to those who have contributed to Fairyland in some way. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 12 | 1 | — | — | 5 | 22 | Special | 500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Magical Defense (5) | Passive | — | — | — | — | — | — | — | While equipped, add +5 to Magical Defense. | | | | | | | |
| Slicer | A blood-stained surgical scalpel once wielded by Jack the Ripper. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 12 | 3 | M | D | 10 | 18 | Special | 2200 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Consecutive Attack | Melee | — | 1 F | ST | 10 | Melee | 18 | Strike | Perform two Strike attacks on 1 front row foe, each dealing damage. Both attacks require Hit and Dodge checks. Multi-Action disabled. | | | | | | | |
| Kiku-ichimonji | A legendary sword said to have been favored by Okita Soji of the Shinsen-gumi. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 13 | 4 | — | — | 10 | 23 | 2100 | 1050 |
| Guillotine Axe | A Chaos-only weapon, this cursed axe is drenched in the blood of the executed. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 14 | 12 | — | C | 0 | 32 | Special | 2000 |
| Demon Blade Nihil | A cursed sword that thirsts for blood. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 15 | 1 | — | — | 10 | 50 | Special | 200 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Nihil's Curse | Passive | — | — | — | — | — | — | — | The wielder is cursed and cannot equip any other weapons. If the curse is lifted, this weapon is lost. While equipped, the character loses their original Affinities and gains "Weak to Mind & Expel" and "Weak to BAD STATUS." Affinity changes from skills or other armor are applied as usual. | | | | | | | |
| Shadow Needle | A slim, needle-like knife with a sharp point. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 15 | 3 | — | — | 3 | 22 | 3000 | 1500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Might (Wep) | Passive | — | — | — | — | — | — | — | Scores a Critical on 1/5 of the attack TN (does not stack with other "Critical" effects). | | | | | | | |
| Tomoe's Naginata | A large naginata said to have been used by Tomoe Gozen, a female warrior during the Genpei War. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 16 | 4 | F | — | 17 | 26 | Special | 3000 |
| Wolf Fang Pole | A long, Chinese-made combat staff. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 16 | 16 | — | — | 20 | 32 | 750 | 375 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Staff Technique | Melee | — | 1 | ST | 20 | Melee | 32 | Strike | Deal Strike damage to 1 foe, regardless of formation, with a 20% chance to inflict SHOCK. | | | | | | | |
| Gladus | A Roman military sword, relatively short and wide. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 17 | 3 | — | — | 0 | 29 | 540 | 270 |
| Zanbato | A massive sword designed during the Sengoku period to cut down both a warlord and his horse. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 17 | 10 | — | — | 12 | 42 | 5000 | 2500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Cleave | Melee | — | F Row | ST | 12 | Melee | 42 | Strike | Deal Strike damage to front row foes. | | | | | | | |
| Crimson Lotus Whip | Requires 4+ Agility. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 20 | 5 | — | — | 15 | 25 | 2000 | 1000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Multi Attack | Melee | — | 2 F | ST | 15 | Melee | 25 | Strike | Deal Strike damage to up to 2 front row foes. | | | | | | | |
| Heat Glaive | A melee weapon developed for powered suits. The tip burns with plasma. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 21 | 12 | — | — | 10 | 24 | Special | 400 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Flame Wave | Melee | — | F Row | ST | 10 | Melee | 24 | Fire | Deal Fire damage to front row foes. | | | | | | | |
| ■ Flamethrower | Melee | — | 1 | ST | 10 | Melee | 24 | Fire | Deal Fire damage to 1 foe, regardless of formation. | | | | | | | |
| Spirit Wave Kodachi | A small sword imbued with magical power. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 22 | 4 | — | — | 5 | 20 | 8000 | 4000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Cleave | Melee | — | F Row | ST | 5 | Melee | 20 | Strike | Deal Strike damage to front row foes. | | | | | | | |
| Plasma Sword | A beam sword acquired by the Messiah Church from the U.S. military. Special equipment for Temple Knights, and cannot be used unless both Law and Light at 20 or above. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 22 | 7 | — | Special | 20 | 41 | Special | 15000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Judgment Blade | Melee | — | 1 F | ST | 20 | Melee | 41 | Expel | Deal Expel damage to 1 front row foe. | | | | | | | |
| Kotetsu | A legendary sword said to have been used by Kondo Isami of the Shinsen-gumi. Now it is General Gotou's favorite blade. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Melee | 23 | 5 | — | — | 10 | 32 | Special | 3000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Extra Contact: "General Gotou," & "Self-Defense Forces" | Passive | — | — | — | — | — | — | — | While in possession, gain "General Gotou" and "Self-Defense Forces" as Contacts. | | | | | | | |

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| Crescent Moon Blade | A renowned blade that boasts a terrifying sharpness. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Cleave | Melee | — | F Row | ST | 5 | Melee | 30 | Strike | Deal Strike damage to front row foes. | | | | | | |
| Headhunter's Spoon | A giant, spoon-shaped weapon. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Curse of the Headhunters | Passive | — | — | — | — | — | — | — | The wielder is cursed and unable to equip firearms. If the curse is lifted, this weapon is lost. Scores a Critical on 1/5 of the attack TN (does not stack with other "Critical" effects). | | | | | | |
| Kodachi of Light | A small divine blade that radiates light, said to be kept secret by the Yoma and Fairies of the dark. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Sakura Flash | Melee | — | 1 F | ST | 20 | Melee | 45 | Strike | Deal Strike damage to 1 front row foe, with a 20% chance to inflict CHARM. | | | | | | |
| Cat o' Nine Tails | A nine-tailed whip used for torture, said to have been used by the Inquisition. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Whip Storm | Melee | — | All | ST | 20 | Melee | 18 | Strike | Deal Strike damage to all foes, with a 10% chance to inflict SHOCK. | | | | | | |
| Bizen Osafune | A famous blade. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Reach Attack | Melee | — | 1 | ST | 10 | Melee | 50 | Strike | Deal Strike damage to 1 foe, regardless of formation. | | | | | | |
| Kamudo's Blade | A sword blessed by the ancient gods of Yamato for a warrior. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Piercing Attack | Melee | — | 1 | ST | 15 | Melee | 45 | Strike | Deal Strike damage to 1 foe. Ignores Physical Defense. | | | | | | |
| Magic Blade Muramasa | A renowned sword forged by the legendary swordsmith Masamune during the Sengoku period. Feared as a "magical sword" after injuring members of the Tokugawa clan, it also became a symbol of rebellion. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ All Attack | Melee | — | All | ST | 0 | Melee | 65 | Strike | Deal Strike damage to all foes. | | | | | | |
| Tokkosho | A mythical weapon of Indian origin. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Lightning Bolt | Melee | — | 1 F | ST | 0 | Melee | 60 | Elec | Deal Elec damage to 1 front row foe, with a 40% chance to inflict SHOCK. | | | | | | |
| Murasame-maru | A sword with a blade perpetually covered in frost. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Ice Blade | Melee | — | 1 F | ST | 5 | Melee | 47 | Ice | Deal Ice damage to 1 front row foe, with a 20% chance to inflict FREEZE. | | | | | | |
| Sonic Blade | A magic sword imbued with the spirit of wind. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Sonic Boom | Melee | — | All | ST | 5 | Melee | 44 | Force | Deal Force damage to all foes, with a 30% chance to Insta-kill targets afflicted with STONE. | | | | | | |
| Rose Rapier | A beautiful rapier. Requires 10+ Luck. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Delicate | Passive | — | — | — | — | — | — | — | Attacks with this weapon are not affected by the "Charge" skill. | | | | | | |
| Seven Star Sword | An ancient divine sword engraved with the Big Dipper constellation. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Multi Attack | Melee | — | 2 F | ST | 30 | Melee | 77 | Strike | Deal Strike damage to up to 2 front row foes. | | | | | | |
| Kuchinawa's Blade | A magic sword associated with a snake deity. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Poison Blow | Melee | — | F Row | ST | 5 | Melee | 70 | Strike | Deal Strike damage to front row foes, with a 20% chance to inflict POISON. | | | | | | |

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| Memento Meido | A magical sword possessed by the Oni who serve Lord Enma. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 40 | 8 | M | L | 15 | 80 | Special | 75000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Multi Attack | Melee | — | 2 F | ST | 15 | Melee | 80 | Strike | Deal Strike damage to up to 2 front row foes. | | | | | | |
| Gae Bolg | The magical spear wielded by Cu Chulainn. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 41 | 9 | M | — | 40 | 90 | Special | 83000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Multi Attack | Melee | — | 2 F | ST | 40 | Melee | 90 | Strike | Deal Strike damage to up to 2 front row foes. | | | | | | |
| Ame-no-Nuboko | The spear used by Megami Izanami to create Japan during the birth of the land. It is said that the wielder of this spear has the power to recreate the world. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 42 | 25 | F | L | 10 | 100 | Special | 330000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Multi Attack | Melee | — | 2 F | ST | 10 | Melee | 100 | Strike | Deal Strike damage to up to 2 front row foes. | | | | | | |
| Flying Vajra | A Buddhist ritual implement with three claws. It flies according to its master's command. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 43 | 5 | — | — | 5 | 87 | Special | 50000 |
| Yatsuka Blade | The divine sword of the Amatsu. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 43 | 8 | — | N | 0 | 115 | Special | 350000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Cleave | Melee | — | F Row | ST | 0 | Melee | 115 | Strike | Deal Strike damage to front row foes. | | | | | | |
| Kikusui Kodachi | A famous short sword. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 44 | 4 | F | — | 15 | 88 | Special | 32000 |
| Deathbringer | A magic sword from hell, inhabited by Fallen Ose. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 48 | 14 | — | C | 15 | 90 | Special | 120000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Cleave | Melee | — | F Row | ST | 15 | Melee | 90 | Strike | Deal Strike damage to front row foes. | | | | | | |
| ■ Tarukaja | Support | 12 MP | All | Auto | — | — | — | — | Increase the Melee & Ranged Power of all allies by 1d10 until the end of battle. | | | | | | |
| Reaper's Bell | The bell attached to the staff of Fiend Daisojou, associated with death. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 48 | 20 | — | C | 10 | 120 | Special | 666000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Instantaneous Enlightenment | Melee | — | All | ST | 10 | Melee | 120 | Death | Deal Death damage to all foes, with a 10% chance to Insta-kill. | | | | | | |
| Futsu-no-Mitama | A divine sword forged by the sword god Futsu-no-Mitama. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 50 | 5 | — | N | 30 | 100 | Special | 29000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Cleave | Melee | — | F Row | ST | 30 | Melee | 100 | Strike | Deal Strike damage to front row foes. | | | | | | |
| Meifu Hadzuki | A legendary sword guarded by Dragon Vritra. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 56 | 14 | — | N | 10 | 155 | Special | 440000 |
| Valhalla Sword | A sword named after Valhalla, the hall of warriors guarded by Deity Odin, crafted with the sole purpose of immense destructive power. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 57 | 10 | — | C | 15 | 130 | Special | 380000 |
| Kusanagi no Tsurugi | The sacred sword of the Imperial Family, said to have been wielded by Yamato Takeru. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 60 | 10 | — | — | 10 | 125 | Special | 18000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Dragonbane | Melee | — | F Row | ST | 10 | Melee | 125 | Strike | Deal Strike damage to front row foes, with a 30% chance to Insta-kill Snakes, Dragons, and Drakes. | | | | | | |
| Conqueror Blade | The bearer of this sword is granted the right to meet Tyrant Lucifer, king of the Fallen. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 60 | 13 | — | — | 5 | 135 | Special | 140000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Extra Contact: "Tyrant Lucifer" | Passive | — | — | — | — | — | — | — | While in possession, gain "Tyrant Lucifer" as a Contact. | | | | | | |
| Longinus | The spear used during the crucifixion of Christ. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 60 | 15 | — | D | 20 | 165 | Special | 520000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Crucifixion | Melee | — | 1 | ST | 20 | Melee | 165 | Strike | Deal Strike damage to 1 foe, regardless of formation. Against Divine, Fallen, and Heralds, the damage is x2 with a 20% chance to Insta-kill. | | | | | | |
| Lotus Wand | The magical scepter wielded by the Fairy king Oberon. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 61 | 8 | — | N | 15 | 130 | Special | 510000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ A Midsummer Night's Dream | Melee | — | F Row | ST | 15 | Melee | 130 | Mind | Deal Mind damage to foes in the front. | | | | | | |
| ■ Add Spell Power | Passive | — | — | — | — | — | — | — | Add +1d10 to Spell Power rolls. Can be learned multiple times. | | | | | | |
| Luna Blade | A magic sword empowered by the moon. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 62 | 14 | — | — | 5 | 140 | Special | 470000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| □ Bright Might | Instant | — | Self | Auto | — | — | — | — | Changes a successful Melee attack into a Critical. Can be learned multiple times. | | | | | | |

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| Purifying Fan | A magical fan. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 63 | 12 | F | — | 5 | 120 | Special | 490000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ All Attack | Melee | — | All | ST | 5 | Melee | 120 | Strike | Deal Strike damage to all foes. | | | | | | |
| Sol Blade | A magic sword that radiates the brilliance of the sun. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 66 | 14 | F | — | 40 | 160 | Special | 550000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ All Attack | Melee | — | All | ST | 0 | Melee | 255 | Strike | Deal Strike damage to all foes. | | | | | | |
| Stradivari | A demonic violin awaiting Fiend David. Requires 10+ Luck. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 67 | 10 | — | C | 0 | 255 | Special | 666000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ All Attack | Melee | — | All | ST | 0 | Melee | 255 | Strike | Deal Strike damage to all foes. | | | | | | |
| Ame-no-Murakumo | The divine sword of the Imperial Family. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 68 | 15 | — | N | 10 | 180 | Special | 570000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ All Attack | Melee | — | All | ST | 10 | Melee | 180 | Strike | Deal Strike damage to all foes. | | | | | | |
| Fujinken | A sword imbued with the power of wind. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 70 | 10 | — | — | 5 | 155 | Special | 600000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Wind Cutter | Melee | — | F Row | ST | 5 | Melee | 155 | Force | Deal Force damage to front row foes, with a 60% chance to Insta-kill targets afflicted with STONE. | | | | | | |
| Karyuken | A sword imbued with the power of a fire dragon. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 70 | 12 | — | — | 10 | 210 | Special | 620000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Flame Slash | Melee | — | 2 F | ST | 10 | Melee | 210 | Fire | Deal Fire damage to up to 2 front row foes. | | | | | | |
| Raijinken | A sword imbued with the power of lightning. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 70 | 12 | — | — | 5 | 170 | Special | 600000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Thunderclap | Melee | — | F Row | ST | 5 | Melee | 170 | Elec | Deal Elec damage to front row foes, with a 40% chance to inflict SHOCK. | | | | | | |
| Angel's Trumpet | A trumpet used by Fiend Trumpeter to announce the coming of the apocalypse. Only Heralds and Fiends can use it. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 70 | 25 | — | L | 10 | 200 | Special | 666000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Apocalypse | Passive | — | — | — | — | — | — | — | While equipped, add +X to Magical Defense. | | | | | | |
| Hinokagutsuchi | A sword imbued with the fiery power of Kagutsuchi, the god of fire. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 75 | 12 | — | — | 10 | 200 | Special | 650000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Fire of Kagutsuchi | Melee | — | All | ST | 10 | Melee | 200 | Fire | Deal Fire damage to all foes. | | | | | | |
| Masakado's Blade | A sacred sword wielded by Masakado, the guardian spirit of Tokyo. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 75 | 15 | — | N | 10 | 195 | Special | 640000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Cloud-flash Strike | Melee | — | All | ST | 10 | Melee | 195 | Almighty | Deal Almighty damage to all foes. | | | | | | |
| Tennou Tsurugi | A sword that represents the protection of Herald Metatron. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 75 | 18 | — | L | 10 | 190 | Special | 640000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Cloud-flash Strike | Melee | — | All | ST | 10 | Melee | 190 | Almighty | Deal Almighty damage to all foes. | | | | | | |
| Kurikara's Blade | A royal sword of chaos that represents the protection of the Asura Lord. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Melee | 75 | 20 | — | C | 15 | 190 | Special | 640000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Cloud-flash Strike | Melee | — | All | ST | 15 | Melee | 190 | Almighty | Deal Almighty damage to all foes. | | | | | | |

Bows

| | | | | | | | | | | | | | | | |
|-----------------------|---|-------------|---------------|-----------|------------|--------------|-------------|-----------------|---|------------|-----------|------------|--------------|------------|-------------|
| Bow | A bow used to shoot arrows. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Bow | 2 | 1 | — | — | 5 | 8 | 100 | 50 |
| Azusa Bow | A bow made by a master craftsman. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Bow | 5 | 3 | — | — | 5 | 12 | 250 | 100 |
| Tengu Bow | A powerful bow said to have been gifted by the tengu. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Bow | 8 | 5 | — | — | 8 | 18 | 1000 | 500 |
| Shigeto Bow | A powerful, legendary bow. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Bow | 12 | 7 | — | — | 3 | 24 | 2000 | 1000 |
| Ashwood Bow | A magical bow made from an ash branch blessed by fairies. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Bow | 22 | 4 | F | N | 10 | 45 | Special | 2000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Might (Wep) | Passive | — | — | — | — | — | — | — | Scores a Critical on 1/5 of the attack TN (does not stack with other "Critical" effects). | | | | | | |
| Ursa Major Bow | A magical bow blessed by the stars. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | Bow | 27 | 6 | — | — | 8 | 54 | Special | 3000 |

SHIN MEGAMI TENSEI 真・女神転生TRPG

| | | | | | | | | | | | | | | | | |
|-------------------------------|--|-------------|---------------|-----------|------------|--------------|------------|-----------------|--|-----------|------------|-----------|------------|--------------|------------|-------------|
| Warrior's Bow | A legendary strong bow passed down by the Plains Indians, capable of piercing any armor. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Bow | 32 | 10 | M | — | 12 | 65 | Special | 3500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Piercing Shot | Ranged | — | 1 | AG | 12 | Ranged | 65 | Strike | Deal Strike damage to 1 foe. Ignores Defense. | | | | | | | |
| Divine Archer's Bow | The divine bow used by Nezha, as depicted in "Fengshenanyi." | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Bow | 40 | 15 | — | — | 15 | 80 | Special | 5000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Miraculous Arrow | Ranged | — | Row | AG | 15 | Ranged | 80 | Strike | Deal Strike damage to 1 row of foes. Consumes 1 arrow. | | | | | | | |
| Crescent Moon Bow | A bow blessed by Artemis, goddess of the moon. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | Bow | 48 | 7 | F | — | 20 | 92 | Special | 15000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Arrow of Retribution | Ranged | 20 HP | 1 | AG | 20 | Ranged | 132 | Almighty | Attack 1 foe using a bow, dealing Almighty damage. Consumes 1 arrow. | | | | | | | |

Firearms

| | | | | | | | | | | | | | | | | | |
|------------------------------------|--|-------------|---------------|-----------|------------|--------------|------------|-----------------|---|-----------|------------|-----------|------------|--------------|-----------------|------------|-------------|
| Modified Air Gun | An illegally modified air gun. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Full Auto | 1 | 2 | — | — | 10 | 0 | 200 | 100 | 50 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Full Auto (Row) | Ranged | — | Row | AG | 10 | Ranged | 0 | Gun | Deal Gun damage to 1 row of foes. Consumes 10 bullets. | | | | | | | | |
| New Nambu | The official service revolver used by Japanese police. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 3 | 1 | — | — | 5 | 9 | 5 | 200 | 100 |
| Hunting Gun | A double-barrel shotgun. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Shotgun | 4 | 3 | — | — | 12 | 8 | 2 | 300 | 150 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Scattershot (2) | Ranged | — | 2 F | AG | 12 | Ranged | 8 | Gun | Deal Gun damage to up to 2 front row foes. Consumes 1 bullet. | | | | | | | | |
| Black Star / Tokarev | The Chinese version of the "Tokarev," a former Soviet military handgun. Commonly found through yakuza channels. It's powerful and easy to obtain, but has poor accuracy. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 4 | 3 | — | — | -7 | 20 | 8 | 250 | 125 |
| S&W M36 Chief's Special | A short-barrel revolver model developed by S&W for detectives, designed to fit snugly in both hands. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 5 | 1 | — | — | 2 | 15 | 5 | 240 | 120 |
| SIG Sauer | A semi-automatic pistol made by SIG Sauer, adopted by the JSDF. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 5 | 1 | — | — | 0 | 16 | 9 | 300 | 150 |
| Glock 17 | An Austrian-made mid-sized pistol, known for its plastic frame and ease of use. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 6 | 2 | — | — | 5 | 16 | 17 | 420 | 210 |
| Mossberg 500 | pump-action shotgun commonly used for self-defense and by law enforcement in the U.S. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Shotgun | 6 | 5 | — | — | 8 | 10 | 5 | 500 | 250 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Scattershot (F Row) | Ranged | — | F Row | AG | 8 | Ranged | 10 | Gun | Deal Gun damage to the front row of foes. Consumes 1 bullet. | | | | | | | | |
| Derringer | A small pistol that has seen use since the Wild West. It has two barrels and is small enough to be hidden in the palm of your hand. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 7 | 1 | — | — | 3 | 5 | 2 | 300 | 150 |
| Beretta M92F | A semi-automatic pistol with a laser sight. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 7 | 2 | — | — | 10 | 17 | 15 | 1800 | 900 |
| M16 | The standard assault rifle of the U.S. military. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Full Auto | 8 | 4 | — | — | 0 | 12 | 50 | 650 | 500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Full Auto (All) | Ranged | — | All | AG | 0 | Ranged | 12 | Gun | Deal Gun damage to all foes. Consumes 10 bullets. | | | | | | | | |
| FN Five-seveN | A new generation handgun produced by FN. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 8 | 4 | — | — | 5 | 25 | 20 | 700 | 350 |
| Colt Anaconda | A large Colt revolver that uses .44 magnum ammunition. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 9 | 6 | — | — | 8 | 28 | 5 | 500 | 250 |
| Desert Eagle | A large Israeli-made pistol. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 9 | 7 | — | — | 3 | 30 | 8 | 600 | 300 |
| S&W AirLite | A small, super-lightweight magnum revolver made from scandium. Anyone can equip it, but due to its light frame, the recoil is strong and accuracy is low. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 10 | 1 | — | — | -10 | 24 | 5 | 800 | 400 |
| Ruger Super Redhawk | A powerful revolver chambered for the .480 Casull, primarily used for hunting. It is said that its strong recoil can break your wrist. Uses special bullets. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Pistol | 11 | 9 | — | — | -5 | 50 | 6 | 2000 | 1000 |
| Uzi | An Israeli-made submachine gun. Compact and highly versatile, but consumes a lot of ammunition. | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | | Full Auto | 12 | 5 | — | — | 8 | 22 | 20 | 1500 | 750 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Full Auto (All) | Ranged | — | All | AG | 8 | Ranged | 22 | Gun | Deal Gun damage to all foes. Consumes 10 bullets. | | | | | | | | |

Data

| | | | | | | | | | | | | | | | | |
|------------------------------|--|-------------|---------------|-----------|------------|--------------|-------------|-----------------|--|------------|-----------|------------|--------------|-----------------|------------|-------------|
| SPAS-12 | A military shotgun. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Shotgun | 13 | 5 | — | — | 12 | 27 | 6 | 1000 | 500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Scattershot (F Row) | Ranged | — | F Row | AG | 12 | Ranged | 27 | Gun | Deal Gun damage to the front row of foes. Consumes 1 bullet. | | | | | | | |
| FN P90 | A Belgian-made assault rifle, known for its unique short design. It has a large magazine capacity and high sustained firepower. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Full Auto | 14 | 5 | — | — | 10 | 30 | 50 | 2500 | 1250 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Full Auto (All) | Ranged | — | All | AG | 10 | Ranged | 30 | Gun | Deal Gun damage to all foes. Consumes 10 bullets. | | | | | | | |
| MP5 | H&K's best-selling SMG. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Full Auto | 15 | 4 | — | — | 10 | 28 | 30 | 4000 | 2000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Full Auto (All) | Ranged | — | All | AG | 10 | Ranged | 28 | Gun | Deal Gun damage to all foes. Consumes 10 bullets. | | | | | | | |
| UDAR | A .50 caliber revolver developed by the Russian Ministry of Internal Affairs for anti-mafia operations. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Pistol | 15 | 7 | — | — | 2 | 41 | 5 | 2200 | 1100 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Grenade Launcher | Ranged | — | All | AG | 5 | Ranged | 26 | Gun | Deal Gun damage to all foes. Consumes 1 bullet. | | | | | | | |
| Grenade Launcher | A large-caliber firearm that launches grenades. Effective for area suppression and used by various military forces. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Heavy | 16 | 10 | — | — | 5 | 26 | 5 | 1800 | 900 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Grenade Launcher | Ranged | — | All | AG | 5 | Ranged | 26 | Gun | Deal Gun damage to all foes. Consumes 1 bullet. | | | | | | | |
| Browning M2 | A light machine gun used as a squad support weapon by the U.S. military, particularly the Marine Corps. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Full Auto | 18 | 8 | — | — | 15 | 30 | 100 | 10000 | 5000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Full Auto (All) | Ranged | — | All | AG | 15 | Ranged | 30 | Gun | Deal Gun damage to all foes. Consumes 10 bullets. | | | | | | | |
| M249 Minimi | A new type of light machine gun used by the U.S. military as a squad support weapon, particularly by the Marine Corps. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Full Auto | 20 | 6 | — | — | 8 | 42 | 100 | 15000 | 7500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Full Auto (All) | Ranged | — | All | AG | 8 | Ranged | 42 | Gun | Deal Gun damage to all foes. Consumes 10 bullets. | | | | | | | |
| Gyrojet | A specialized handgun designed to fire large-caliber rocket-propelled rounds. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Heavy | 21 | 12 | — | — | 20 | 50 | 2 | 2000 | 1000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Gyrojet | Ranged | — | Row | AG | 20 | Ranged | 50 | Gun | Deal Gun damage to 1 row of foes. Consumes 1 bullet. | | | | | | | |
| Barrett M90 | An anti-tank rifle that fires 20mm armor-piercing rounds. Its specialized ammunition is 10x more expensive than Standard Rounds. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Rifle | 22 | 14 | — | — | 10 | 66 | 1 | 5000 | 2500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Cursed Gun | Passive | — | — | — | — | — | — | — | The wielder of this weapon is cursed and cannot equip other firearms. If the curse is lifted, this weapon is lost. Each turn, just before their own action, the wielder has a 20% chance of being CHARM'd and coming under the GM's control. | | | | | | | |
| Colt Thunderer | A cursed revolver said to have been used by Billy the Kid. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Pistol | 23 | 6 | — | D | 20 | 55 | 10 | 10000 | 5000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Cursed Gun | Passive | — | — | — | — | — | — | — | The wielder of this weapon is cursed and cannot equip other firearms. If the curse is lifted, this weapon is lost. Each turn, just before their own action, the wielder has a 20% chance of being CHARM'd and coming under the GM's control. | | | | | | | |
| Kiraihou | A large portable tube (cannon) said to be wieldable only by Oni. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Heavy | 24 | 16 | M | — | 0 | 80 | 1 | 35000 | 17500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Cannon | Ranged | — | All | AG | 0 | Ranged | 80 | Gun | Deal Gun damage to all foes. Consumes 1 bullet. | | | | | | | |
| M134 Minigun | A rotary machine gun with eight barrels, primarily used for anti-aircraft. It's smaller than a cannon, hence the name "minigun." | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Full Auto | 25 | 18 | — | — | -20 | 125 | 200 | 150000 | 75000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Full Auto (All) | Ranged | — | All | AG | -20 | Ranged | 125 | Gun | Deal Gun damage to all foes. Consumes 10 bullets. | | | | | | | |
| Golden Gun | A legendary automatic pistol said to have been used by an infamous assassin. Allegedly made entirely of pure gold. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Pistol | 27 | 5 | — | — | 20 | 55 | 8 | 50000 | 25000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Iron Musket | Ranged | — | All | AG | 10 | Ranged | 60 | Gun | Deal Gun damage to all foes. Consumes 1 bullet. | | | | | | | |
| Kunitomo Rifle | The finest matchlock rifle from Kunitomo Village, a famous Edo-period gunsmithing area. It is said to be the most powerful sniper rifle, imbued with the vengeful spirits of Sengoku warlords. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Rifle | 30 | 12 | — | — | 10 | 60 | 1 | 100000 | 50000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Iron Musket | Ranged | — | All | AG | 10 | Ranged | 60 | Gun | Deal Gun damage to all foes. Consumes 1 bullet. | | | | | | | |
| Reaper Colt | A revolver possessed by the Grim Reaper. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Pistol | 33 | 12 | — | — | 30 | 77 | 6 | Special | 21000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Continuous Beam | Ranged | — | Row | AG | 5 | Ranged | 90 | Fire | Deal Fire damage to 1 row of foes. Consumes 10 bullets. | | | | | | | |
| ■ Concentrated Beam | Ranged | — | 1 | AG | 5 | Ranged | 90 | Fire | Deal Fire damage to 1 foe. Consumes 10 bullets. | | | | | | | |
| Zillionium Gun | A portable laser gun. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Rifle | 35 | 12 | — | — | 5 | 90 | 100 | 200000 | 100000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Continuous Beam | Ranged | — | Row | AG | 5 | Ranged | 90 | Fire | Deal Fire damage to 1 row of foes. Consumes 10 bullets. | | | | | | | |
| ■ Concentrated Beam | Ranged | — | 1 | AG | 5 | Ranged | 90 | Fire | Deal Fire damage to 1 foe. Consumes 10 bullets. | | | | | | | |

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|-----------------------|--|-------------|---------------|-----------|------------|--------------|-------------|-----------------|--|------------|-----------|------------|--------------|-----------------|------------|-------------|
| Giga Smasher | A localized battlefield suppression weapon developed for anti-demon warfare. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Heavy | 40 | 22 | — | — | 10 | 100 | 5 | 80000 | 40000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Missile | Ranged | — | All | AG | 10 | Ranged | 100 | Gun | Deal Gun damage to all foes. Consumes 1 bullet. | | | | | | | |
| Railgun | The ultimate rifle that fires super-hardened projectiles accelerated by magnetic force. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Heavy | 45 | 25 | — | — | 15 | 150 | 40 | 200000 | 100000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Railgun | Ranged | — | All | AG | 15 | Ranged | 150 | Gun | Deal Gun damage to all foes. Ignores Defense. Consumes 10 bullets. | | | | | | | |
| Peacemaker | The ultimate revolver infused with the curses of the chaos gods and the vengeful spirits of hell. A gun capable of destroying the world. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Pistol | 50 | 12 | — | C | 5 | 170 | 6 | Special | 200000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Wormwood | Ranged | — | All | AG | 5 | Ranged | 170 | Gun | Deal Gun damage to all foes. Consumes 1 bullet. | | | | | | | |
| Royal Pocket | A small magical handgun guarded by Lady Diana. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Pistol | 55 | 6 | F | — | 10 | 140 | 6 | Special | N/A |
| Megido Fire | The last resort created by the One True God to cleanse the world. A gun with "Almighty" Affinity. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
| | | | | | | | Heavy | 99 | 25 | — | L | 20 | 320 | 30 | Special | 150000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Wrath of God | Ranged | — | All | AG | 20 | Ranged | 320 | Almighty | Deal Almighty damage to all foes. Consumes 1 bullet. | | | | | | | |

Bullets & Arrows

| | | | | | | | | | | | | | | | | |
|---------------------------|---|-------------|---------------|-----------|------------|--------------|-------------|-----------------|---|------------|-----------|------------|--------------|------------|------------|-------------|
| Standard Bullets | Standard ammunition. 10 shots. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | QTY | Buy | Sell |
| | | | | | | | Ammo | 1 | — | — | — | — | — | 10 | 10 | 5 |
| Shotshell | Ammunition for shotguns. 10 shots. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | QTY | Buy | Sell |
| | | | | | | | Ammo | 5 | — | — | — | — | — | 10 | 30 | 15 |
| .480 Casull Rounds | Special ammunition for the Ruger Super Redhawk. 10 shots. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | QTY | Buy | Sell |
| | | | | | | | Ammo | 12 | — | — | — | — | — | 10 | 100 | 50 |
| Holy Shot | A silver bullet blessed by the Messiah Church. 1 shot. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | QTY | Buy | Sell |
| | | | | | | | Ammo | 15 | — | — | — | — | — | 1 | Special | 250 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Holy Shot | Ranged | — | 1 | AG | Gun | Ranged | Gun | Expel | Deal Expel damage to 1 foe, with a 20% chance to Insta-kill. Consumes 1 bullet. | | | | | | | |
| Arrows | For use with a bow. 10 shots. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | QTY | Buy | Sell |
| | | | | | | | Ammo | 1 | — | — | — | — | — | 10 | 10 | 5 |
| Expel Arrow | For use with a bow. 1 shot. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | QTY | Buy | Sell |
| | | | | | | | Ammo | 5 | — | — | — | — | — | 1 | Special | 50 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Expel Arrow | Ranged | — | 1 | AG | Bow | Ranged | Bow | Expel | Deal Expel damage to 1 foe, with a 10% chance to Insta-kill. Consumes 1 arrow. | | | | | | | |

Thrown Weapons

| | | | | | | | | | | | | | | | | |
|---------------------------|---|-------------|---------------|-----------|------------|--------------|-------------|-----------------|---|------------|-----------|------------|--------------|------------|-------------|--|
| Throwing Knife | A slender knife designed for throwing. Not usable in melee combat. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell | |
| | | | | | | | Thrown | 3 | 1 | — | — | 0 | 7 | 20 | 10 | |
| Aluminum Dart | Reinforced throwing darts. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell | |
| | | | | | | | Thrown | 5 | 1 | — | — | 5 | 9 | 40 | 20 | |
| Shuriken | An iron weapon designed exclusively for throwing. Comes in various shapes such as stars, crosses, and rod-shaped. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell | |
| | | | | | | | Thrown | 6 | 1 | — | — | 0 | 20 | 50 | 25 | |
| Jet Bola | An African hunting tool with weights attached to the end of a three-pronged cord. This is an enhanced, high-tech variant. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell | |
| | | | | | | | Thrown | 8 | 5 | — | — | 10 | 12 | 80 | 40 | |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Bola | Ranged | — | 1 | AG | 10 | Ranged | 12 | Strike | Deal Strike damage to 1 foe, with a 20% chance to inflict BIND. | | | | | | | |
| Hand Grenade | A throwable explosive. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell | |
| | | | | | | | Thrown | 12 | 4 | — | — | 10 | 24 | 100 | 50 | |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Hand Grenade | Ranged | — | All | AG | 10 | Ranged | 24 | Gun | Deal Gun damage to all foes. | | | | | | | |
| Chakram (War Ring) | A war ring used in medieval India, made of a metal ring with a sharpened edge, thrown while spinning. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell | |
| | | | | | | | Thrown | 15 | 4 | — | — | 10 | 25 | 250 | 125 | |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Trick Play | Ranged | — | Row | AG | 10 | Ranged | 25 | Strike | Deal Strike damage to 1 row of foes. | | | | | | | |
| ■ Boomerang | Passive | — | — | — | — | — | — | — | The weapon returns to the wielder's hand after being thrown. | | | | | | | |

| Cursed Gear | A strange weapon crafted in medieval Italy. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
|-----------------------|---|------|------|--------|----|--------|-------|--------|---|--------|----|-----|-------|-----|------|
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Cursed Gear | Ranged | — | Row | AG | 5 | Ranged | 32 | Strike | Deal Strike damage to 1 row of foes, with a 20% chance to inflict POISON. | | | | | | |
| ■ Boomerang | Passive | — | — | — | — | — | — | — | The weapon returns to the wielder's hand after being thrown. | | | | | | |
| Fuma Shuriken | An 8-bladed shuriken favored by the Fuma ninja. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Boomerang | Passive | — | — | — | — | — | — | — | The weapon returns to the wielder's hand after being thrown. | | | | | | |
| Spin Wheel | A high-tech autonomous combat boomerang with controlled flight. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Trick Play | Ranged | — | Row | AG | 8 | Ranged | 44 | Strike | Deal Strike damage to 1 row of foes. | | | | | | |
| ■ Boomerang | Passive | — | — | — | — | — | — | — | The weapon returns to the wielder's hand after being thrown. | | | | | | |
| Sudarshana | The sacred discus of Deity Vishnu. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Sacred Discus Dance | Ranged | — | All | AG | 20 | Ranged | 125 | Strike | Deal Strike damage to all foes. | | | | | | |
| ■ Boomerang | Passive | — | — | — | — | — | — | — | The weapon returns to the wielder's hand after being thrown. | | | | | | |

Special Weapons

| Scripture | A holy book belonging to a specific mythos or deity. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
|------------------------|---|-------|------|--------|----|-----|-------|-------|--|--------|----|-----|-------|-----|------|
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Magical Defense (3) | Passive | — | — | — | — | — | — | — | While equipped, add +3 to Magical Defense. | | | | | | |
| Stun Gun | A self-defense weapon that delivers a high-voltage electric shock upon contact. It is non-lethal. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Stun Gun | Melee | — | 1 F | 50% | — | — | — | Elec | Perform an Elec attack on 1 front row foe, with a 20% chance to inflict SHOCK. | | | | | | |
| Kagura Bells | A class-restricted item for "Shrine Maidens." | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| □ Kagura Bells | Magic | — | 1 | Auto | — | — | — | Expel | Perform an Expel attack on 1 foe, with a 20% chance to Insta-kill. | | | | | | |
| Riot Shield | Reinforced plastic shield for riot control. Limited to "SDF Officers." | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Physical Defense (5) | Passive | — | — | — | — | — | — | — | While equipped, add +5 to Physical Defense. | | | | | | |
| Magic Weapon | - | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Enhanced Magic Skill | Passive | — | — | — | — | — | — | — | Specify 1 Magic attack skill. While equipped, add +10% to the skill's target number and +1d10 to its Power roll. | | | | | | |
| Speed Loader | A device that instantly changes the magazine of a pistol. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Quick Load | Minor | 10MP | Self | Auto | — | — | — | — | Reload your equipped pistol as a minor action. | | | | | | |
| Aspergillum | A tool that disperses holy water imbued with purification powers. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Magic Defense (3) | Passive | — | — | — | — | — | — | — | While equipped, add +X to Magical Defense. | | | | | | |
| ■ Mahama | Magic | 15 MP | Row | MG | — | — | — | Expel | Perform an Expel attack on 1 row of foes, with a 20% chance to Insta-kill. | | | | | | |
| Banner of Courage | A flag with the power to inspire allies. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Tarukaja | Support | 12 MP | All | Auto | — | — | — | — | Increase the Melee & Ranged Power of all allies by 1d10 until the end of battle. | | | | | | |
| Tide-Calling Bead | A magical bead said to cause water to well up. | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | |
| ■ Water Wall | Support | — | All | Auto | — | — | — | — | Grant all allies Null Fire until the end of the next round. | | | | | | |

Armor

Full Body Armor

| | | | | | | | | | | | | | | | | |
|----------------------------------|--|-------------|---------------|-----------|------------|--------------|------------|-----------------|---|-----------|------------|-----------|---------------|---------------|------------|-------------|
| Fashion | A stylish set of outerwear that doesn't follow any specific form but makes a fashionable statement. Must match the image of the character's class. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Full Body | 1 | 1 | — | — | — | — | 100 | 50 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Enhanced Dodge (5) | Passive | — | — | — | — | — | — | — | While equipped, add +5% to Dodge checks. | | | | | | | |
| Uniform | A class-restricted item for "Candidates." A high school uniform, where the character can choose between styles like a stand-up collar, blazer, sailor uniform, etc. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Full Body | 1 | 1 | — | — | — | — | 100 | 50 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Enhanced Dodge (5) | Passive | — | — | — | — | — | — | — | While equipped, add +5% to Dodge checks. | | | | | | | |
| □ Divine Aid | Instant | — | — | — | — | — | — | — | In exchange for losing this armor, the damage from one attack you received is halved. | | | | | | | |
| Chihaya | A class-restricted item for "Shrine Maidens." While technically referring to the top garment of the miko outfit, here it includes the full set, including the red hakama and white undergarment. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Full Body | 1 | 1 | — | — | — | 5 | 300 | 150 |
| Protector | General full-body protection gear for sports. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Full Body | 1 | 2 | — | — | 7 | — | 200 | 100 | |
| Arctic Clothing | Cold-resistant clothing suitable for activities in polar regions. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Full Body | 3 | 2 | — | — | — | — | 300 | 150 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Ice | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Ice. | | | | | | | |
| ■ Weak point (Fire) | Passive | — | — | — | — | — | — | — | Gain the Affinity: Weak to Fire. | | | | | | | |
| ■ Reduced Evade (-10) | Passive | — | — | — | — | — | — | — | While equipped, subtract -10% from Dodge checks. | | | | | | | |
| Black Garb | Dark attire used by ninjas to cover their entire body. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Full Body | 4 | 1 | — | — | 2 | 2 | 200 | 100 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| □ Covert Action | Info | — | Self | Auto | — | — | — | — | Conduct an undercover investigation and obtain 1 piece of info or discover a trap. Can be learned multiple times. | | | | | | | |
| Chem Suit | An airtight suit made for soldiers to protect against bio-chemical weapons. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Full Body | 5 | 2 | — | — | — | — | 500 | 250 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist BS (POISON) | Passive | — | — | — | — | — | — | — | While equipped, the chance of being afflicted with POISON is halved. | | | | | | | |
| Samurai Armor | Armor used by Sengoku-era warriors. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Full Body | 10 | 5 | — | — | 25 | 10 | 1000 | 500 |
| Plate Mail | Metal full-body armor worn by medieval knights. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Full Body | 12 | 7 | — | — | 27 | 5 | 2000 | 1000 |
| DLC Optic Camo | Optical camouflage armor made using diamond-like carbon (DLC) coating. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Full Body | 25 | 6 | — | — | 35 | 4 | 10000 | N/A |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Bulletproof | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Gun. | | | | | | | |
| ■ Weak point (Fire) | Passive | — | — | — | — | — | — | — | Gain the Affinity: Weak to Fire. | | | | | | | |
| □ Covert Action | Info | — | Self | Auto | — | — | — | — | Conduct an undercover investigation and obtain 1 piece of info or discover a trap. Can be learned multiple times. | | | | | | | |
| Powered Suit | An armored military prototype suit. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Full Body | 22 | 12 | M | — | 45 | — | 200000 | N/A |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Phys | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Strike & Gun. | | | | | | | |
| ■ Weak point (Fire, Elec) | Passive | — | — | — | — | — | — | — | Gain the Affinity: Weak to Fire & Elec. | | | | | | | |
| ■ Reduced Evade (-10) | Passive | — | — | — | — | — | — | — | While equipped, subtract -10% from Dodge checks. | | | | | | | |
| ■ Add Melee Power | Passive | — | — | — | — | — | — | — | Add +1d10 to Melee Power rolls. Can be learned multiple times. | | | | | | | |

Data

| Panzer Armor | An armored military prototype suit. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
|---------------------------|-------------------------------------|------|--------|----|-----|-------|-----------|----------|--|-----|----|--------|--------|--------|------|
| | | | | | | | Full Body | 25 | 12 | — | — | 50 | — | 200000 | N/A |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Resist Phys | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Strike & Gun. | | | | | | |
| ■ Weak point (Fire, Elec) | Passive | — | — | — | — | — | — | — | Gain the Affinity: Weak to Fire & Elec. | | | | | | |
| ■ Null BS (POISON) | Passive | — | — | — | — | — | — | — | While equipped, you cannot be afflicted with POISON. | | | | | | |
| ■ Add Melee Power | Passive | — | — | — | — | — | — | — | Add +1d10 to Melee Power rolls. Can be learned multiple times. | | | | | | |

| Jagd Armor | An armored military prototype suit. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
|---------------------------|-------------------------------------|------|--------|----|-----|-------|-----------|----------|--|-----|----|--------|--------|--------|------|
| | | | | | | | Full Body | 30 | 14 | — | — | 60 | — | 250000 | N/A |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Resist Phys | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Strike & Gun. | | | | | | |
| ■ Weak point (Fire, Elec) | Passive | — | — | — | — | — | — | — | Gain the Affinity: Weak to Fire & Elec. | | | | | | |
| ■ Null BS (POISON) | Passive | — | — | — | — | — | — | — | While equipped, you cannot be afflicted with POISON. | | | | | | |
| ■ Add Melee Power | Passive | — | — | — | — | — | — | — | Add +1d10 to Melee Power rolls. Can be learned multiple times. | | | | | | |

| Sturm Armor | An armored military prototype suit. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
|----------------------------|-------------------------------------|------|--------|----|-----|-------|-----------|----------|---|-----|----|--------|--------|--------|------|
| | | | | | | | Full Body | 35 | 16 | — | — | 70 | — | 300000 | N/A |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Resist Phys | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Strike & Gun. | | | | | | |
| ■ Weak point (Fire, Elec) | Passive | — | — | — | — | — | — | — | Gain the Affinity: Weak to Fire & Elec. | | | | | | |
| ■ Null BS (FREEZE, POISON) | Passive | — | — | — | — | — | — | — | While equipped, you cannot be afflicted with FREEZE, or POISON. | | | | | | |
| ■ Add Melee Power | Passive | — | — | — | — | — | — | — | Add +1d10 to Melee Power rolls. Can be learned multiple times. | | | | | | |

Head Armor

| Headgear | General protective headwear. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
|-----------------------|---|------|--------|----|-----|-------|------|----------|--|-----|----|--------|--------|-----|------|
| | | | | | | | Head | 1 | 1 | — | — | 1 | — | 20 | 10 |
| Cap | A common hat, such as a baseball cap, giving a masculine style. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Head | 1 | 1 | M | — | — | 1 | 30 | 15 |
| Headband | A hair accessory for women. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Head | 1 | 1 | F | — | — | 1 | 25 | 12 |
| Earmuffs | Cold-weather ear protection. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Head | 2 | 1 | — | — | — | 1 | 140 | 70 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Resist BS (FREEZE) | Passive | — | — | — | — | — | — | — | While equipped, the chance of being afflicted with FREEZE is halved. | | | | | | |
| Helmet | A military helmet adopted by various nations. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Head | 2 | 2 | — | — | 2 | — | 100 | 50 |
| Plate Bandana | A bandana with a forehead protector. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Head | 3 | 2 | — | — | 3 | — | 200 | 100 |
| Gas Mask | A common gas mask. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Head | 4 | 1 | — | — | 1 | — | 140 | 70 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Resist BS (POISON) | Passive | — | — | — | — | — | — | — | While equipped, the chance of being afflicted with POISON is halved. | | | | | | |
| Fritz Helm | German-style military helmet from WWII. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Head | 4 | 3 | M | — | 4 | — | 200 | 100 |
| Night Vision Goggles | Combat helmet equipped with night vision capabilities. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Head | 5 | 2 | — | — | — | — | 500 | 250 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | |
| ■ Night Vision | Passive | — | — | — | — | — | — | — | While equipped, the wearer is unaffected by Dark Zones. | | | | | | |
| ■ Malfunction (Armor) | Passive | — | — | — | — | — | — | — | If the roll used results in an automatic failure, the item breaks and cannot be used until it is repaired. | | | | | | |
| Metal Crown | A metal crown endowed with magical power. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Head | 6 | 2 | F | — | 3 | 3 | 600 | 300 |

SHIN MEGAMI TENSEI
真・女神転生TRPG

| | | | | | | | | | | | | | | | | |
|----------------------------------|---|-------------|---------------|-----------|------------|--------------|------------|-----------------|--|-----------|------------|-----------|---------------|---------------|------------|-------------|
| NBC Oxygen Mask | A military-grade oxygen mask. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 7 | 3 | — | — | 2 | — | 600 | 300 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist BS (POISON) | Passive | — | — | — | — | — | — | — | While equipped, the chance of being afflicted with POISON is halved. | | | | | | | |
| Iron Bunny | Rabbit ears made of iron. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 11 | 3 | F | — | 5 | 3 | 2000 | 1000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Keen Intuition | Passive | — | — | — | — | — | — | — | Add +10% to checks (Luck, usually) made to notice something. | | | | | | | |
| Dullahan Helm | A full helmet resembling a human face. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 11 | 5 | M | — | 8 | 1 | 1000 | 500 |
| Dark Crown | A crown made of black metal. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 12 | 5 | M | D | 9 | 3 | 2200 | 1100 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Mind | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Mind. Null HAPPY, CHARM, SLEEP, and PANIC. | | | | | | | |
| Frost Hood | The hood worn by Jack Frost. It makes you feel "Hee-ho!" | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 13 | 2 | — | — | 1 | — | Special | 1000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| □ Fairy Friend | Instant | — | — | — | — | — | — | — | Change a failed Conversation check with a Fairy into a success. | | | | | | | |
| Dragon Helm | A knight's helmet shaped like a dragon's head. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 16 | 6 | M | — | 12 | 6 | 6000 | 3000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Fire | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Fire. | | | | | | | |
| Oni-devouring Helm | A helmet shaped like the face of an Oni. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 17 | 5 | F | — | 10 | 5 | 2400 | 1200 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Fire | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Fire. | | | | | | | |
| Pointed Hat | The pointy hat worn by magic-users. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 19 | 3 | F | — | 3 | 2 | Special | 500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Mind | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Mind. | | | | | | | |
| Masquerade | A white mask worn for a masquerade ball. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 20 | 2 | — | L | 13 | 16 | 10000 | 5000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Add Spell Power | Passive | — | — | — | — | — | — | — | Add +1d10 to Spell Power rolls. Can be learned multiple times. | | | | | | | |
| Spirit Crest | A helmet adorned with the crest of a water spirit. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 20 | 5 | F | — | 12 | 4 | 4000 | 2000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Death | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Death. Null STONE. | | | | | | | |
| Crimson Helm | A deep red helmet. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 28 | 5 | F | — | 15 | 5 | 6500 | 3250 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Nerve | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Nerve. Null BIND, and PARALYZE. | | | | | | | |
| Circlet of Wisdom | A metal ring that covers the forehead. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 32 | 5 | — | — | 16 | 9 | 8000 | 4000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Mind | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Mind. Null HAPPY, CHARM, SLEEP, and PANIC. | | | | | | | |
| Seiryu Helm | A helmet that houses the spirit of the Azure Dragon, one of the Four Divine Beasts. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 35 | 9 | — | — | 7 | 18 | Special | 5000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Ice | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Ice. Null FREEZE. | | | | | | | |
| Sun Wukong's Golden Crown | The golden crown worn by Sun Wukong. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 40 | 6 | — | C | 18 | — | 14000 | 7000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Mind | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Mind. Null HAPPY, CHARM, SLEEP, and PANIC. | | | | | | | |
| Hermes Helm | A crown blessed by Hermes, the god of magic. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 52 | 8 | — | — | 20 | 2 | 18000 | 9000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Force | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Force. | | | | | | | |
| Moonlight Band | A thin mask resembling a band. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 53 | 6 | — | C | 26 | 30 | Special | 20000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Drain Elec | Passive | — | — | — | — | — | — | — | Gain the Affinity: Drain Elec. | | | | | | | |

Data

| | | | | | | | | | | | | | | | | |
|------------------------|--|-------------|---------------|-----------|------------|--------------|------------|-----------------|--|-----------|------------|-----------|---------------|---------------|------------|-------------|
| Mage's Mask | A mask worn by ancient mages. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 55 | 4 | — | L | 29 | 27 | Special | 75000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Ice | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Ice. Null FREEZE. | | | | | | | |
| Suwa Hosyuu | A cloth hood worn by Takeda Shingen. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 56 | 7 | — | — | 30 | 26 | Special | 250000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Force | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Force. | | | | | | | |
| Jesus Helm | A helmet blessed by the One True God. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 59 | 13 | M | L | 22 | 9 | Special | 300000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Fire | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Fire. | | | | | | | |
| ■ Repel Expel | Passive | — | — | — | — | — | — | — | Gain the Affinity: Repel Expel. | | | | | | | |
| Tenma Helm | A helmet that contains the power of Makai. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 60 | 12 | M | C | 24 | 10 | Special | 400000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Fire | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Fire. | | | | | | | |
| ■ Repel Death | Passive | — | — | — | — | — | — | — | Gain the Affinity: Repel Death. Null STONE. | | | | | | | |
| Masakado's Helm | The helmet of Taira Masakado | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Head | 68 | 15 | M | N | 23 | 12 | Special | 500000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Force | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Force. | | | | | | | |
| ■ Null Mind | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Mind. Null HAPPY, CHARM, SLEEP, and PANIC. | | | | | | | |
| ■ Null Nerve | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Nerve. Null BIND, and PARALYZE. | | | | | | | |

Arm Armor

| | | | | | | | | | | | | | | | | | |
|------------------------------------|---|-------------|---------------|-----------|------------|--------------|------------|-----------------|--|-----------|------------|-----------|---------------|---------------|--------------|------------|-------------|
| Leather Gloves | Leather gloves. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 1 | 1 | — | — | 1 | — | — | 20 | 10 |
| Gloves | Protective gloves or hand wraps used in martial arts. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 1 | 1 | — | — | — | — | 1 | 15 | 7 |
| Rivet Knuckles | Striking gloves with rivets on the knuckles. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 3 | 1 | M | — | 2 | — | 1 | 40 | 20 |
| Kaiser Knuckles | A fist weapon with steel covering the fists. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 5 | 3 | M | — | 3 | — | 3 | 100 | 50 |
| Jewelry Cuffs | Cuffs adorned with jewels. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 9 | 3 | F | — | 1 | 3 | — | 1000 | 500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Enhanced Conversation (5) | Passive | — | — | — | — | — | — | — | While equipped, add +5% to Conversation checks. | | | | | | | | |
| Iron Claws | Iron claws. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 10 | 5 | M | — | 6 | 4 | 7 | 1700 | 850 |
| Holy Ring | A ring embedded with a blessed cross. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 11 | 4 | — | L | 2 | 6 | — | Special | 10000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Purifying Punch | Melee | — | 1 F | ST | — | Melee | — | Expel | Deal Expel damage to 1 front row foe, with a 10% chance to Insta-kill. | | | | | | | | |
| G-Ladders | An energy shield generator for anti-magic defense. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 12 | 4 | — | — | 1 | 4 | — | 3000 | 1500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Resist Death | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Death. | | | | | | | | |
| Power Glove | High-tech, muscle-strengthening arm armor. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 13 | 7 | — | — | 5 | 2 | 5 | 1200 | 600 |
| Gauntlets | Gauntlets adorned with jewels. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 14 | 4 | F | — | 4 | 1 | 4 | 900 | 600 |
| Saint's Gloves | White gloves used by a saint. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | | Arm | 15 | 2 | F | L | 2 | 4 | — | 4000 | 2000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Diarama | Support | 7 MP | 1 | Auto | — | Spell | 30 | — | Restore the HP of 1 ally by the Power result. | | | | | | | | |

SHIN MEGAMI TENSEI 真・女神転生TRPG

| | | | | | | | | | | | | | | | | |
|-----------------------------|---|-------------|---------------|-----------|------------|--------------|-------------|-----------------|---|------------|-----------|---------------|---------------|--------------|------------|-------------|
| Dragon Gauntlets | Gauntlets shaped like dragon fangs. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 19 | 10 | — | — | 5 | 5 | 9 | 5000 | 2500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Counter | Counter | — | 1 F | 50% | — | Melee | Wep | Strike | Used instead of Dodge when hit by a Strike attack. Deal Strike damage to the attacker. Counter skills cannot be dodged nor countered. | | | | | | | |
| Ring of Laurin | A magical ring left behind by a legendary wizard. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 20 | 3 | — | — | 2 | 6 | — | 40000 | 20000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Add Spell Power | Passive | — | — | — | — | — | — | — | Add +1d10 to Spell Power rolls. Can be learned multiple times. | | | | | | | |
| Atlas Gauntlets | Magical gauntlets imbued with the blessing of the earth god. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 24 | 6 | M | — | 7 | 3 | 10 | 23000 | 1150 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Curse | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Curse. Null CLOSE, and POISON. | | | | | | | |
| Rattle Snake | A decorative bracelet that wraps around the arm like a golden snake. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 25 | 3 | F | C | 6 | 6 | — | 5500 | 2750 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Mind | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Mind. Null HAPPY, CHARM, SLEEP, and PANIC. | | | | | | | |
| Crimson Gauntlets | Deep red gauntlets. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 27 | 7 | F | — | 10 | 5 | — | 9500 | 4750 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Bulletproof | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Gun. | | | | | | | |
| ■ Null Mind | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Mind. Null HAPPY, CHARM, SLEEP, and PANIC. | | | | | | | |
| Kishin Gauntlets | Cursed gauntlets said to be made from the severed arm of an Oni slain by Minamoto no Yorimitsu. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 32 | 14 | — | — | 7 | 5 | 21 | 4500 | 2750 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Ice | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Fire. | | | | | | | |
| Suzaku Gauntlets | Gauntlets housing the spirit of the Vermillion Bird, one of the Four Divine Beasts. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 35 | 9 | F | — | 10 | 2 | — | Special | 5000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Ice | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Fire. | | | | | | | |
| Draupnir | A magical bracelet created by Tyrant Loki. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 37 | 8 | M | — | 8 | 7 | — | 5000 | 2500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Might (Armor) | Passive | — | — | — | — | — | — | — | While equipped, Melee attacks score a Critical on 1/5 of the attack TN (does not stack with other "Critical" effects). | | | | | | | |
| □ Buying Power | Info | — | Self | Auto | — | — | — | — | Obtain 1 purchasable item of Encounter Rate A. This item cannot be sold and is lost at the end of the session. | | | | | | | |
| Jesus Gloves | The ultimate gauntlets created by the One True God for his final goal. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 59 | 13 | M | L | 15 | 18 | 30 | Special | 9000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Vital Strike | Melee | — | 1 F | ST | Wep | Melee | Wep | Strike | Deal Strike damage to 1 front row foe, with a 20% chance to Insta-kill. This attack can be modified by one readied melee weapon. | | | | | | | |
| ■ Retaliate | Counter | — | 1 F | 50% | — | Melee | Wep | Strike | Used instead of Dodge when hit by a Strike attack. Deal Strike damage to the attacker. Ignores Physical Defense. Counter skills cannot be dodged nor countered. | | | | | | | |
| Tenma Gauntlets | The strongest gauntlets made by Lord Asura. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 15 | 2 | F | L | 2 | 4 | — | 4000 | 2000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| □ Avenge | Counter | — | 1 F | 50% | — | Melee | Wep +50 | Strike | Used instead of Dodge when hit by a Strike attack. Dodge the attack, and deal Strike damage with x2 Power to the attacker. Counter skills cannot be dodged nor countered. | | | | | | | |
| Masakado's Gauntlets | The gauntlets of Taira Masakado | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Melee | Buy | Sell |
| | | | | | | | Arm | 68 | 15 | M | N | 20 | 10 | 70 | Special | 30000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| □ Avenge | Counter | — | 1 F | 50% | — | Melee | Wep +50 | Strike | Used instead of Dodge when hit by a Strike attack. Dodge the attack, and deal Strike damage with x2 Power to the attacker. Counter skills cannot be dodged nor countered. | | | | | | | |

Torso Armor

| | | | | | | | | | | | | | | | |
|-------------------------|--|--|--|--|--|--|-------------|-----------|-----------|------------|-----------|---------------|---------------|------------|-------------|
| Leather Jacket | A leather jacket for bikers. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Torso | 1 | 1 | — | — | 1 | — | 40 | 20 |
| Bulletproof Vest | A type of bulletproof vest worn under clothes. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Torso | 1 | 2 | — | — | 2 | — | 100 | 50 |
| Silk Robe | A loose robe made of silk. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Torso | 2 | 1 | — | — | 1 | 1 | 150 | 75 |
| Chainmail | Armor made from interwoven chains. | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | Torso | 3 | 2 | — | — | 3 | — | 200 | 100 |

Data

| | | | | | | | | | | | | | | | | |
|-------------------------------|---|-------------|---------------|-----------|------------|--------------|------------|-----------------|--|-----------|------------|-----------|---------------|---------------|------------|-------------|
| Survival Vest | Comprehensive armor designed to withstand harsh environments. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 4 | 1 | — | — | 4 | 2 | 500 | 250 |
| Kevlar Vest | A bulletproof jacket made with Kevlar fibers. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 5 | 2 | — | — | 8 | — | 1000 | 500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Flammable | Passive | — | — | — | — | — | — | — | This armor is destroyed if you receive a Critical Fire attack. | | | | | | | |
| High-leg Armor | A bunny-suit style armor designed exclusively for women. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 8 | 3 | F | — | 9 | 4 | 1200 | 600 |
| Fire Guard | Armor resistant to fire. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 10 | 4 | — | — | 13 | — | 1000 | 500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Fire | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Fire. | | | | | | | |
| Thunder Guard | Armor resistant to electricity. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 11 | 4 | — | — | 14 | 3 | 1400 | 700 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Elec | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Elec. | | | | | | | |
| Ageha Dress | A magical dress protected by the breath of spring. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 13 | 5 | F | — | 10 | 11 | 2500 | 1250 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Ice | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Ice. | | | | | | | |
| Italia Armor | Stylish armor with an Italian flair. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 13 | 5 | M | — | 17 | 3 | 3700 | 1850 |
| Cleric Robes | A symbol of faith in the Messian Church. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 18 | 7 | M | L | 12 | 12 | 9800 | 4900 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Drain Elec | Passive | — | — | — | — | — | — | — | Gain the Affinity: Drain Elec. | | | | | | | |
| Conqueror Armor | Magical armor for warriors of Chaos. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 18 | 7 | M | C | 25 | 8 | 7800 | 3900 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Phys | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Strike & Gun. | | | | | | | |
| Tetra Jammer | Sacred armor. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 20 | 6 | — | — | 20 | 9 | 5000 | 2500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null BS (Insta-kill) | Passive | — | — | — | — | — | — | — | While equipped, you cannot be afflicted with Insta-kill. | | | | | | | |
| Crimson Armor | Deep red armor. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 22 | 5 | F | — | 32 | 5 | 14200 | 7100 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Expel | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Expel. | | | | | | | |
| ■ Resist Death | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Death. | | | | | | | |
| Dragon Mail | Armor imbued with the power of a fire dragon. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 22 | 10 | M | — | 30 | 15 | 12500 | 6250 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Fire | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Fire. | | | | | | | |
| ■ Resist Elec | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Elec. | | | | | | | |
| Ebon Armor | Armor as black as the dark. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 27 | 8 | M | — | 35 | 15 | 24000 | 12000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Fire | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Fire. | | | | | | | |
| Snowfall Armor | Pure white armor. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 30 | 10 | M | — | 40 | 17 | 30000 | 15000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Ice | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Ice. | | | | | | | |
| Byakko Armor | Armor that houses the spirit of the White Tiger, one of the Four Divine Beasts. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 35 | 9 | F | — | 45 | 20 | Special | 45000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Force | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Force. | | | | | | | |
| Earth Mail | Armor infused with the power of the earth. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 42 | 12 | — | — | 65 | 15 | 80000 | 40000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Fire | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Fire. | | | | | | | |
| ■ Resist Ice | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Ice. | | | | | | | |

| | | | | | | | | | | | | | | | | |
|-------------------------|--|-------------|---------------|-----------|------------|--------------|------------|-----------------|--|-----------|------------|-----------|---------------|---------------|------------|-------------|
| Argama Suit | Armor imbued with the power of the spirit realm. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 48 | 16 | — | — | 66 | 15 | 100000 | 50000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Mind | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Mind. Null HAPPY, CHARM, SLEEP, and PANIC. | | | | | | | |
| ■ Null Nerve | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Nerve. Null BIND, and PARALYZE. | | | | | | | |
| Jesus Armor | Sacred armor bestowed by the One True God. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 59 | 13 | M | L | 75 | 20 | Special | 60000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist Expel | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Expel. | | | | | | | |
| ■ Resist Death | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Death. | | | | | | | |
| Tenma Armor | Chaos armor blessed by Lord Asura. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 60 | 12 | M | C | 79 | 18 | Special | 80000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Null Fire | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Fire. | | | | | | | |
| ■ Null Elec | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Elec. | | | | | | | |
| Masakado's Armor | The armor of Taira Masakado. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Torso | 68 | 15 | M | N | 86 | 25 | Special | 100000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Drain Fire | Passive | — | — | — | — | — | — | — | Gain the Affinity: Drain Fire. | | | | | | | |

Leg Armor

| | | | | | | | | | | | | | | | | | |
|-----------------------------|---|-------------|---------------|-----------|------------|--------------|------------|-----------------|---|-----------|------------|-----------|---------------|---------------|-------------|------------|-------------|
| Leather Boots | General term for all types of leather boots. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 1 | 1 | — | — | 1 | — | — | 40 | 20 |
| Hiking Boots | Proper boots designed for snowy mountain climbs. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 2 | 3 | — | — | 1 | 1 | — | 80 | 40 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Survival | General | 4 MP | Self | VT | — | — | — | — | Grants the skills necessary to survive in the wilderness. Can withstand the harsh conditions of outdoor living. | | | | | | | | |
| Combat Boots | Sturdy boots that provide firm protection for the ankles. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 2 | 2 | — | — | 2 | — | — | 100 | 50 |
| Sandals | Simple footwear made of straw, wood, or otherwise. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 3 | 1 | — | — | 1 | — | 2 | 50 | 25 |
| Rider Boots | Flexible boots designed for motorcycle riding. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 5 | 2 | — | — | 3 | — | — | 200 | 100 |
| Blade Boots | Assassin's boots with a hidden spring-loaded knife. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 6 | 3 | — | — | 2 | — | — | 150 | 75 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| □ Ambush | Melee | — | 1 F | ST | — | Melee | — | Strike | Deal Strike damage to 1 front row foe, with a 20% chance to inflict SHOCK. | | | | | | | | |
| Metal Boots | Combat armor boots with reinforced metal protection. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 7 | 5 | M | — | 6 | — | — | 500 | 250 |
| Sky Heels | Magical sky-blue high heels that enhance agility. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 8 | 3 | F | — | 3 | 2 | 2 | 3000 | 1500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Enhanced Dodge (5) | Passive | — | — | — | — | — | — | — | While equipped, add +5% to Dodge checks. | | | | | | | | |
| Jet Boots | Field boots optimized for mobility. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 9 | 5 | — | — | 4 | 1 | 4 | 3000 | 1500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Enhanced Dodge (5) | Passive | — | — | — | — | — | — | — | While equipped, add +5% to Dodge checks. | | | | | | | | |
| Witch Pumps | Low-heeled shoes worn by witches. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 12 | 3 | F | — | 6 | 9 | — | 6000 | 3000 |
| Dancing Heels | High heels enchanted with dancing magic, allowing the wearer to dodge like they're dancing. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 17 | 3 | F | — | 7 | 4 | 5 | 8700 | 4350 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Enhanced Dodge (5) | Passive | — | — | — | — | — | — | — | While equipped, add +5% to Dodge checks. | | | | | | | | |
| Samurai Greaves | Armor imbued with the spirit of a Sengoku warlord. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 18 | 6 | M | — | 14 | 6 | — | 14500 | 7750 |
| Seven-league Boots | Magical shoes passed down by Fairies, allowing one to cover "seven leagues with a single step." | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 19 | 4 | — | — | 2 | 5 | 7 | Special | 5000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Trafuri | Support | 25 MP | All | Auto | — | — | — | — | Everyone can escape from combat. Not usable during Boss battles. | | | | | | | | |

Data

| | | | | | | | | | | | | | | | | | |
|------------------------------|--|-------------|---------------|-----------|------------|--------------|------------|-----------------|--|-----------|------------|-----------|---------------|---------------|-------------|------------|-------------|
| Dragon Boots | Greaves shaped like the legs of a dragon. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 20 | 10 | M | — | 8 | 10 | 5 | 11000 | 5500 |
| Crimson Greaves | Deep red greaves. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 25 | 4 | F | — | 7 | 14 | 5 | 14000 | 7000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Enhanced Dodge (5) | Passive | — | — | — | — | — | — | — | While equipped, add +5% to Dodge checks. | | | | | | | | |
| Adamant Greaves | Greaves blessed by the Buddha. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 28 | 11 | — | — | 11 | 3 | — | 18000 | 9000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Resist Death | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Death. | | | | | | | | |
| Genbu Greaves | Greaves housing the spirit of the Black Tortoise, one of the Four Divine Beasts. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 35 | 9 | F | — | 10 | 5 | — | Special | 3500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Null Elec | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Elec. | | | | | | | | |
| Jesus Legs | The ultimate greaves created by the One True God. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 59 | 13 | M | L | 12 | 12 | 10 | Special | 5000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Resist Phys | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Strike & Gun. | | | | | | | | |
| ■ Enhanced Dodge (10) | Passive | — | — | — | — | — | — | — | While equipped, add +10% to Dodge checks. | | | | | | | | |
| Tenma Greaves | The strongest greaves made by Lord Asura. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 60 | 12 | M | C | 15 | 14 | 15 | Special | 10000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Resist Phys | Passive | — | — | — | — | — | — | — | Gain the Affinity: Resist Strike & Gun. | | | | | | | | |
| Masakado's Greaves | The greaves of Taira Masakado. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | INIT | Buy | Sell |
| | | | | | | | | Leg | 68 | 15 | M | N | 16 | 18 | 12 | Special | 15000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Null Ice | Passive | — | — | — | — | — | — | — | Gain the Affinity: Null Ice. Null FREEZE. | | | | | | | | |
| ■ Null BS (SHOCK) | Passive | — | — | — | — | — | — | — | While equipped, you cannot be afflicted with Insta-kill. | | | | | | | | |
| ■ Enhanced Dodge (5) | Passive | — | — | — | — | — | — | — | While equipped, add +5% to Dodge checks. | | | | | | | | |

Accessories

| | | | | | | | | | | | | | | | | |
|------------------------------------|---|-------------|---------------|-----------|------------|--------------|------------|-----------------|---|-----------|------------|-----------|---------------|---------------|------------|-------------|
| Silver Necklace | A silver necklace imbued with magical power. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Accessory | 1 | 1 | — | — | — | 1 | 100 | 50 |
| Hiranya | A necklace shaped like a six-pointed star. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Accessory | 1 | 1 | — | — | — | — | 300 | 150 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| □ Hiranya | Instant | — | 1 | — | — | — | — | — | Cancels the occurrence of STONE, BIND, or CLOSE BAD STATUS. | | | | | | | |
| Amethyst Amulet | A purple crystal symbolizing "affection." | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Accessory | 5 | 1 | — | — | — | 2 | 400 | 200 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Resist BS (CHARM) | Passive | — | — | — | — | — | — | — | While equipped, the chance of being afflicted with CHARM is halved. | | | | | | | |
| Secret Stone Ring | A ring set with a gemstone infused with magic. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Accessory | 6 | 1 | — | — | — | 3 | 500 | 250 |
| Ring of Cosmic Will | A ring that is said to enable communication with aliens. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Accessory | 7 | 1 | — | — | — | 1 | 1000 | 500 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Lucky Find | Battle | — | Self | LK | — | — | — | — | End of battle item acquisition can be determined by a Luck check. | | | | | | | |
| Rosary | A cross of the Messiah Church. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Accessory | 10 | 1 | — | L | — | 1 | 500 | 250 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Protection of The Messiah | Passive | — | — | — | — | — | — | — | While equipped, as long as the wearer is Law or Light, the chance of Insta-kill from Death attacks is halved. | | | | | | | |
| Ubiquitous Computer | A computer that can be worn as an accessory. Allows constant access to the Internet. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Accessory | 13 | 1 | — | — | — | 1 | 2000 | 1000 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | |
| ■ Computer User | Passive | — | — | — | — | — | — | — | While equipped, add +X to Magical Defense. | | | | | | | |
| Mistletoe Bracelet | A class-restricted item for "Wiccans." The holder is treated as having the [Fairy] keyword in conversations. If the owner ceases to be fully human, this item is destroyed. | | | | | | | Type | GP | VT | Sex | AL | P. Def | M. Def | Buy | Sell |
| | | | | | | | | Accessory | 1 | 1 | — | — | — | — | Special | N/A |

Consumable Items

| Name | GP | Buy | Sell | Type | Target | TN | Power | mod | Affinity | Description |
|----------------------|----|------|-------|---------|--------|------|---------|-----|----------|---|
| Antidote | 1 | 400 | 200 | Instant | Self | Auto | — | — | — | Halve the chance of POISON from one attack targeting the user. |
| Sacred Water | 1 | 200 | 100 | Support | All | Auto | — | — | — | Cure BIND, SLEEP, PANIC, and HAPPY for all allies. |
| Fire-resist Talisman | 1 | 400 | 200 | Instant | Self | Auto | — | — | — | Halve the damage from one Fire attack targeting the user. |
| Medicine | 1 | 100 | 50 | Support | 1 | Auto | 50 | — | — | Restore one ally's HP by the Power result. |
| Revival Bead | 1 | 600 | 300 | Support | 1 | Auto | 1 | — | — | Revive one DEAD ally, and restore their HP by the Power result. |
| Dis-Poison | 1 | 150 | 75 | Support | 1 | Auto | — | — | — | Cure POISON for one ally. |
| Tranquilizer | 1 | 200 | 100 | Instant | Self | Auto | — | — | — | Halve the chance of BIND, SLEEP, PANIC, HAPPY, and CHARM from one attack targeting the user. |
| Life Stone | 1 | — | 50 | Support | 1 | Auto | 80 | — | — | Restore one ally's HP by the Power result. |
| Muscle Drink | 1 | 400 | 200 | Support | 1 | Auto | Special | — | — | Apply a random recovery effect to one ally. Roll 1d10 on the Muscle Drink Effect Table. |
| Guanyin Talisman | 5 | 1000 | 500 | Instant | Self | Auto | — | — | — | A critical attack targeting the user is downgraded to a normal hit. |
| Seimei Talisman | 5 | 600 | 300 | Instant | Self | Auto | — | — | — | Halve the damage and prevent Insta-kill from one Expel or Death attack targeting the user. |
| Chakra Drop | 5 | 600 | 300 | Support | 1 | Auto | 40 | — | — | Restore one ally's MP by the Power result. |
| Dis-Paralyze | 5 | 150 | 75 | Support | 1 | Auto | — | — | — | Cure PARALYZE for one ally. |
| Heavenly Talisman | 5 | 500 | 250 | Instant | Self | Auto | — | — | — | Halve the damage and prevent SHOCK from one Elec attack targeting the user. |
| Climbing Set | 5 | 500 | 250 | General | All | Auto | — | — | — | Allows all allies to cross one pitfall that is not a warp gimmick. |
| Myouou Talisman | 5 | 500 | 250 | Instant | Self | Auto | — | — | — | Halve the damage and prevent FREEZE from one Ice attack targeting the user. |
| Mazan Stone | 8 | 250 | 125 | Magic | All | Auto | Spell | 5 | Force | Deal Force damage to all foes, with a 40% chance to Insta-kill foes afflicted by STONE. |
| Mazio Stone | 8 | 250 | 125 | Magic | All | Auto | Spell | 5 | Elec | Deal Elec damage to all foes, with a 10% chance to inflict SHOCK. |
| Mabufu Stone | 8 | 250 | 125 | Magic | All | Auto | Spell | 5 | Ice | Deal Ice damage to all foes, with a 10% chance to inflict FREEZE. |
| Maragi Stone | 8 | 250 | 125 | Magic | All | Auto | Spell | 10 | Fire | Deal Fire damage to all foes. |
| Magic Bottle | 8 | 400 | 200 | Support | All | Auto | 5 | — | — | Restore one ally's MP by the Power result. |
| Smoke Ball | 10 | — | 450 | Support | All | Auto | — | — | — | Escape from battle. Cannot be used in Boss battles. |
| Core Shield | 10 | 400 | 200 | Support | All | Auto | — | — | — | Protects all allies from Damage Zones until the end of the scene. |
| Dis-Close | 10 | 150 | 75 | Support | 1 | Auto | — | — | — | Cure CLOSE for one ally. |
| Dis-Charm | 10 | 100 | 50 | Support | 1 | Auto | — | — | — | Cure CHARM for one ally. |
| Dis-Stone | 10 | 100 | 50 | Support | 1 | Auto | — | — | — | Cure STONE for one ally. |
| Tengu Talisman | 10 | 400 | 200 | Instant | Self | Auto | — | — | — | Halve the damage and prevents Insta-kill due to STONE from one Force attack targeting the user. |
| Light Ball | 10 | 600 | 300 | Support | All | Auto | — | — | — | Protects all allies from Dark Zones until the end of the scene. |
| Bead | 10 | — | 250 | Support | 1 | Auto | — | — | — | Fully restore the HP of one ally. |
| Mamudo Stone | 10 | 300 | 150 | Magic | All | Auto | — | — | Death | Perform a Death attack on all foes, with a 20% chance of Insta-kill. |
| Mahama Stone | 10 | 300 | 150 | Magic | All | Auto | — | — | Expel | Perform an Expel attack on all foes, with a 20% chance of Insta-kill. |
| Asura's Palm | 15 | — | 1500 | Support | All | Auto | — | — | — | Cure BAD STATUS (excluding DEAD & CURSE) and fully restore the HP of Neutral or Chaotic allies. |
| Angel's Hair | 15 | — | 1500 | Support | All | Auto | — | — | — | Cure BAD STATUS (excluding DEAD & CURSE) and fully restore the HP of Neutral or Lawful allies. |
| Dekaja Stone | 15 | — | 200 | Support | All | Auto | — | — | — | Remove Buff effects from all foes. |
| Dekunda Stone | 15 | — | 250 | Support | All | Auto | — | — | — | Remove Debuff effects from all allies. |
| Tetraja Stone | 15 | — | 250 | Support | All | Auto | — | — | — | Grant all allies Null Expel & Death. The effect lasts until it nullifies one attack or the battle ends. |
| Glancing Pot | 15 | — | N/A | Instant | 1 | Auto | — | — | — | Use when a Demon is defeated, and turn them into a card. |
| Attract Pipe | 20 | — | 150 | General | All | Auto | — | — | — | Forces an encounter with a Demon of Encounter Rate A. Requires GM permission. |
| Wagtail Plume | 20 | 400 | 200 | Magic | All | Auto | — | — | Mind | Perform a Mind attack on all foes, with a 40% chance to inflict CHARM. |
| Poison Arrow | 20 | 300 | 150 | Magic | All | Auto | — | — | Curse | Perform a Curse attack on all foes, with a 20% chance to inflict POISON. |
| Nyorai Statue | 20 | — | 1500 | Instant | 1 | Auto | — | — | — | Cancels an Insta-kill effect targeting one ally. |
| Repulse Bell | 20 | — | 200 | Instant | All | Auto | — | — | — | Cancels an encounter with a Demon of Encounter Rate A. Does not affect Boss Demons. |
| Bead Chain | 20 | — | 5000 | Support | All | Auto | — | — | — | Fully restore the HP of all allies. |
| Makajama Stone | 20 | 200 | 100 | Magic | 1 | Auto | — | — | Curse | Perform a Curse attack on one foe, with a 40% chance to inflict CLOSE. |
| Soma Drop | 25 | — | 800 | Support | 1 | Auto | 80 | — | — | Restore one ally's HP by the Power result, and MP by half as much. |
| Balm of Life | 25 | — | 1200 | Support | 1 | Auto | — | — | — | Revives one dead ally, and fully restores their HP. |
| Megido Stone | 25 | — | 400 | Magic | All | Auto | Spell | 30 | Almighty | Deal Almighty damage to all foes. |
| Attack Mirror | 35 | — | 250 | Support | All | Auto | — | — | — | Grant Repel Phys to all allies until the end of the next round. |
| Magic Mirror | 35 | — | 250 | Support | All | Auto | — | — | — | Grant Repel Magic to all allies until the end of the next round. |
| Soma | 40 | — | 6000 | Support | 1 | Auto | — | — | — | Fully restore the HP & MP of one ally. |
| Chakra Pot | 40 | — | 1000 | Support | 1 | Auto | — | — | — | Fully restore the MP of one ally. |
| Pot of Death | 40 | — | 50 | Magic | All | Auto | — | — | Death | Performs a Death attack on all foes, with a 40% chance to reduce their HP to 1. This HP reduction cannot be mitigated by Defense or Fate. |
| Megidola Stone | 40 | — | 600 | Magic | All | Auto | Spell | 60 | Almighty | Deal Almighty damage to all foes. |
| Pure Bead | 50 | — | 10000 | Support | All | Auto | — | — | — | Fully restore the HP & MP of all allies. |
| Great Chakra | 50 | — | 7000 | Support | All | Auto | — | — | — | Fully restore the MP of all allies. |
| Luck Incense | ? | — | 1000 | Support | 1 | Auto | — | — | — | Increase one ally's "Luck" by 1 and fully restore their HP. |
| Vitality Incense | ? | — | 1000 | Support | 1 | Auto | — | — | — | Increase one ally's "Vitality" by 1 and fully restore their HP. Note, their max HP increases. |
| Strength Incense | ? | — | 1000 | Support | 1 | Auto | — | — | — | Increase one ally's "Strength" by 1 and fully restore their HP. |
| Agility Incense | ? | — | 1000 | Support | 1 | Auto | — | — | — | Increase one ally's "Agility" by 1 and fully restore their HP. |
| Magic Incense | ? | — | 1000 | Support | 1 | Auto | — | — | — | Increase one ally's "Magic" by 1 and fully restore their HP. Note, their max MP increases. |

| Muscle Drink Effect Table (d10) | |
|---------------------------------|---------------------|
| 1 | Restore 50 HP |
| 2 | Restore All HP |
| 3 | Restore 50 MP |
| 4 | Restore All MP |
| 5 | Restore 25 HP & MP |
| 6 | Restore All HP & MP |
| 7 | SLEEP |
| 8 | PARALYZE |
| 9 | CURSE |
| 10 | No Effect |

Mystic Change

Mystic Change

By absorbing a Demon Card, weapons undergo a transformation, becoming "Mystic Change Weapons" that exhibit abilities corresponding to the absorbed Demon. There are three types of mystic weapons: Mystic swords, Mystic gauntlets, and Mystic guns.

Each Mystic weapon is given a unique name based on the absorbed Demon or the characteristics of the added Mystic skill (see below). Examples include "7-star Reverie Masamune," "Pixie Knife," and "Blazing Bracer." Players may name these weapons, with the GM's approval.

Mystic Change & Fusion

The Fusion of material items for Mystic change weapons (Nameless Sword, Silver Gauntlet, Unknown Gun) and a Demon Card takes place at the Cathedral of Shadows.

The initial "fusion" ends when the material item absorbs the demon and undergoes its transformation. Afterward, you can use the standard Fusion rules to change the material Demon.

Additionally, weapons that have already undergone Mystic change can be reverted to their original material items.

Mystic Skills

Mystic Change items grant unique effects to the wielder based on the skills possessed by the material Demon.

When performing Mystic Change, choose one of the material Demon's attack skills (if the Demon has no attack skills, no Mystic skill is acquired). Depending on the chosen skill's Affinity, the Mystic change weapon bestows the wielder with a corresponding "Mystic Attack" skill according to the chart (Mystic Swords and Gauntlets grant "Mystic Attack (Melee)," and Mystic Guns grant "Mystic Attack (Ranged)").

Mystic Change Weapon Affinity Chart

| Attack Skill Affinity | Mystic Attack Affinity | Additional Effect |
|-----------------------|------------------------|--|
| Strike | Strike | Power mod +10 |
| Gun | Gun | Power mod +10 |
| Fire | Fire | Power mod +5 |
| Ice | Ice | 20% chance to inflict FREEZE. |
| Elec | Elec | 20% chance to inflict SHOCK. |
| Force | Force | 50% chance to Insta-kill against targets afflicted with STONE. |
| Curse (CLOSE)※ | Curse | 10% chance to inflict CLOSE. |
| Curse (POISON)※ | Curse | 10% chance to inflict POISON. |
| Curse (HP/MP Drain)※ | Curse | User heals for ¼ of the inflicted damaged. |
| Expel | Expel | - |
| Death | Death | 10% chance to inflict STONE. |
| Mind | Strike | 20% chance to inflict HAPPY. |
| Nerve | Strike | 20% chance to inflict BIND. |
| Almighty | Almighty | - |

※The effect is based on the chosen Skill. Curse Skills that do not inflict BS grant the Drain effect.

Mystic Attack Skill Name

Mystic attack skills can be renamed to suit the form and Affinity of the weapon. If the player decides the name, it must be approved by the GM.

For example, the Successor sample character possesses a Mystic Attack (Melee) skill with Fire Affinity, named [Flaming Palm].

Mystic Swords

Transformed from a "Nameless Sword." Although described as a sword, the shape of the weapon is not restricted. The wielder decides its form based on the absorbed Demon and granted Mystic skill.

Hit mod: Add the material Demon's [Agility].

Power mod: Add the material Demon's [Level + Strength].

Mystic Gauntlets

Transformed from a "Silver Gauntlet." It is treated as Full Body armor. You cannot equip others weapons while wearing a Mystic Gauntlet.

Enhanced Unarmed: Unarmed attacks and Melee skills, excluding the granted "Mystic Attack (Melee)" skill, add the material Demon's [Agility] to Hit and [Strength] to Power.

Physical Defense: Add the material Demon's [Vitality]. Doubled if it has the [Physical Endurance] Skill.

Magical Defense: Add the material Demon's [Magic]. Doubled if it has the [Magical Endurance] Skill.

When calculating the data of the Mystic Attack (Melee) skill, the [Agility] of the material Demon is added to the Hit mod, and their [Level + Strength] is added to the Power Mod, same as the Mystic Sword (note this does not stack with Enhanced Unarmed).

Mystic Guns (or Bow / Thrown Weapon)

Transformed from an "Unknown Gun." It can also take the form of a bow or thrown weapon. Bullets and arrows are still required.

Hit mod: Add the material Demon's [Agility].

Power mod: Add the material Demon's [Level + Strength].

Ammo Capacity: If the form is a gun, use the material Demon's [Luck].

Mystic Skills

Skills granted while equipped with a Mystic Change Weapon.

Mystic Attack

Attacks using Demon-imbued weapons of various forms. They deal damage and often inflict BAD STATUS.

| Name | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect |
|--------------------------|------|--------|----|-----|--------|-----|----------|--|
| ■ Mystic Attack (Melee) | — | 1 F | ST | Wep | Melee | Wep | Varies | The Mystic skill granted while equipped with a Mystic Sword or Gauntlet. Deal damage to 1 front row foe, matching the affinity of the weapon, and may inflict an additional corresponding effect. |
| ■ Mystic Attack (Ranged) | — | 1 | AG | Wep | Ranged | Wep | Varies | The Mystic skill granted while equipped with a Mystic Gun. Deal damage to 1 foe, matching the affinity of the weapon, and may inflict a corresponding additional effect. Ammo appropriate to the Mystic weapon's form is required. |
| ■ Boomerang | — | — | — | — | — | — | — | This skill is granted if your Mystic Gun takes the form of a thrown weapon. The weapon returns to the wielder's hand after being thrown. |

Mystic Weapons

Mystic Swords

| Nameless Sword | The material item for a Mystic Sword. | | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
|-------------------------|---|------|--------|----|-----|-------|-----|----------|--|----|----|-----|----|-----|-------|---------|------|
| | | | | | | | | | Melee | 10 | 1 | — | — | 5 | 13 | Special | 750 |
| 7-star Reverie Masamune | A Mystic Sword created by fusing a Nameless Sword with NIGHT Imp. | | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell |
| | | | | | | | | | Melee | 10 | 1 | — | — | 10 | 17 | Special | 750 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Reverie Blade | Melee | — | 1 F | ST | 10 | Melee | 17 | Strike | Deal Strike damage to 1 front row foe, with a 20% chance to inflict HAPPY. | | | | | | | | |

Mystic Guns

| Unknown Gun | The material item for a Mystic Gun. Has an ammo capacity of 6. | | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Capacity | Buy | Sell |
|--------------------|--|------|--------|----|-----|--------|-----|----------|--|----|----|-----|----|-----|-------|----------|---------|-------|
| | | | | | | | | | Firearm | 10 | 1 | — | — | 5 | 20 | 6 | Special | 10000 |
| Pixie Knife | A Mystic Gun (Thrown) created by fusing an Unknown Gun with FAIRY Pixie. | | | | | | | | Type | GP | VT | Sex | AL | Hit | Power | Buy | Sell | |
| | | | | | | | | | Thrown | 10 | 1 | — | — | 7 | 6 | Special | 1000 | |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | | |
| ■ Lightning Strike | Ranged | — | 1 | AG | 7 | Ranged | 6 | Elec | Deal Elec damage to 1 foe, with a 20% chance to inflict SHOCK. | | | | | | | | | |
| ■ Boomerang | Passive | — | — | — | — | — | — | — | The weapon returns to the wielder's hand after being thrown. | | | | | | | | | |

Mystic Gauntlets

| Silver Gauntlets | The material item for Mystic Gauntlets. While equipped, you cannot equip other weapons. | | | | | | | | Type | GP | VT | Sex | AL | Phy | Mag | Buy | Sell |
|--------------------|---|------|--------|----|-----|-------|-----|----------|---|----|----|-----|----|-----|-----|---------|------|
| | | | | | | | | | Full Body | 10 | 1 | — | — | 3 | — | Special | 600 |
| Blazing Bracer | Mystic Gauntlets created by fusing Silver Gauntlets with WILDER Garm. | | | | | | | | Type | GP | VT | Sex | AL | Phy | Mag | Buy | Sell |
| | | | | | | | | | Full Body | 10 | 1 | — | — | 5 | 8 | Special | 600 |
| Equip Skills | Type | Cost | Target | TN | Mod | Power | Mod | Affinity | Effect | | | | | | | | |
| ■ Flaming Palm | Melee | — | 1 F | ST | 9 | Melee | 24 | Fire | Deal Fire damage to 1 front row foe. | | | | | | | | |
| ■ Enhanced Unarmed | Passive | — | — | — | — | — | — | — | Unarmed attacks and Melee skills increase Hit by +9, and Power by +9. | | | | | | | | |

Facilities

Facilities

As you travel through the apocalyptic world, you will encounter various facilities that can aid warriors on their journey. The GM can set up these facilities with the services described below, as best fits the scenario.

■ Recovery Facilities

These facilities provide recovery for HP / MP and BAD STATUS effects. Several facilities provide recovery services, but the basic fees are as follows.

• Recovery Service Fee Table

- HP Recovery: 1 Macca per 1 HP
- MP Recovery: 4 Macca per 1 MP
- Resurrection from Death: 400 Macca
- CURSE Recovery: 400 Macca
- Other BAD STATUS Recovery: 100 Macca

● Example Recovery Facilities

Recovery Dojo: A dojo run by a Qigong practitioner who has mastered Oriental medicine. In addition to healing services using Qigong and herbal baths, they also sell various talismans and consumable recovery items of GP and below.

Fountain of Life: A sacred fountain managed by a mysterious woman known as the "Lady of the Fount." Drinking (or bathing in) the water is said to heal wounds and illnesses (or even rejuvenate). The Fountain of Life is a completely neutral area, where no Demons will fight. It is commonly found in the world after the Great Cataclysm.

Temple of Gaia / Church of Messiah: These temples and churches offer recovery services for believers and collaborators. Characters belonging to these organizations or possessing a Contact with an influential member can use these facilities. For characters who are followers of these religions, recovery fees are halved.

■ Shops

Facilities that buy and sell weapons, armor, and consumable items are collectively called "shops."

At these shops, you can buy and sell weapons, armor, and consumable items of GP and below.

● Example Shops

Antique Dealers (Black Market Dealers): In pre-martial law Tokyo, selling or buying weapons without permission would lead to violations of the Firearm and Sword Possession Control Law. However, weapons designated as works of art can be bought and sold through antique dealers, but a change of ownership report is required.

When acquiring such items from black market dealers, you may need Contacts, and the items might be sold at a significantly higher price (about twice the

usual price). Additionally, if you decide to sell them, they might be bought at a much lower price (around a quarter of the purchase price).

Weapon / Armor Shop: Shops that cropped up like mushrooms after the declaration of martial law. They sell stolen gear from the US military and SDF as well as leaked corporate prototypes without permission. As public safety worsens due to Demon appearances (GP rises), they start selling more powerful (higher GP) items.

Temple of Gaia, Church of Messiah, Recovery Dojo: They sell various consumable and recovery items.

Junk Shops: Shops that began popping up here and there after the martial law in Tokyo and became mainstream after the Great Cataclysm. They sell a wide range of items, including weapons, armor, and consumables. Occasionally, they are run by Demons.

■ Cathedral of Shadows

A facility that oversees all aspects of Demon fusion. Managed by a mysterious old man in a robe. Demon Cards can only be purchased at the Cathedral of Shadows.

● Demon Cards

Costs Macca equal to [Demon level x 100] or [Demon level ^3], whichever is higher.

■ Rag's Jewelry

A jewelry store run by a mysterious figure named Rag. It doesn't sell jewels but will trade in them for Element cards, Blessings, and items not sold elsewhere.

For exchanges, you need at least two gems. Refer to page 118 to sum up the gem ranks and exchange them for corresponding item or Element.

To receive a Blessing, you must collect 9 of the same type of gem and give them to Rag. Each time you do this, once per scenario, you will be able to activate any one the following effects:

- Equality:** Remove all Buff and Debuff stacks from all enemies and allies.
- Protection:** Nullify the damage and special effects of a single attack.
- Resurrection:** Restore all HP/MP and BAD STATUS of an ally.
- Liberation:** Remove all BAD STATUS except DEAD from all allies.
- Fate:** The party gains 1 shared Fate Point. This shared Fate persists until used, and stacks with future Fate Blessings.

Even if you collect enough Gems for multiple Blessings (ie, 18 or more), you can only receive one per scenario, and you cannot request a duplicate of an unused Blessing.

Blessings require no action or check to use, and take effect instantly when declared.

The right to receive a specific Blessing is restored at the start of the next scenario after it is used.

Item Exchange Table

| Gem | | Rank |
|-------------------|---|------|
| Amethyst | A beautifully shining stone. It symbolizes sincerity. | 1 |
| Aquamarine | A beautifully shining stone. It symbolizes blessings. | 2 |
| Emerald | A beautifully shining stone. It symbolizes marriage. | 3 |
| Onyx | A beautifully shining stone. It symbolizes trust. | 4 |
| Opal | A beautifully shining stone. It symbolizes joy. | 5 |
| Garnet | A beautifully shining stone. It symbolizes fellowship. | 6 |
| Sapphire | A beautifully shining stone. It symbolizes benevolence. | 7 |
| Diamond | A beautifully shining stone. It symbolizes pure love. | 8 |
| Turquoise | A beautifully shining stone. It symbolizes safety. | 9 |
| Topaz | A beautifully shining stone. It symbolizes wisdom. | 10 |
| Pearl | A beautifully shining stone. It symbolizes purity. | 11 |
| Ruby | A beautifully shining stone. It symbolizes passion. | 12 |

Item Exchange Table

| Item | Required Gems |
|----------------|--------------------|
| Bead Chain | Aquamarine x3 |
| Chakra Pot | Sapphire x2 |
| Great Chakra | Diamond |
| Soma Drop | Amethyst |
| Balm of Life | Pearl |
| Megido Stone | Ruby |
| Megidola Stone | Ruby x2 |
| Pot of Death | Emerald, Topaz |
| Magic Mirror | Opal, Onyx |
| Attack Mirror | Opal, Turquoise |
| Dekaja Stone | Garnet, Topaz |
| Dekunda Stone | Garnet, Topaz |
| Tetraja Stone | Garnet, Aquamarine |
| Repulse Bell | Garnet, Turquoise |
| Attract Pipe | Topaz, Turquoise |
| Smoke Ball | Onyx, Aquamarine |

ELEMENT Exchange Table

| Total Gem Rank | ELEMENT |
|----------------|------------|
| 2~4 | Erthys |
| 5~7 | Aeros |
| 8~10 | Aquans |
| 11~13 | Flaemis |
| 14~16 | Gnome |
| 17~19 | Sylph |
| 20~22 | Undine |
| 23+ | Salamander |

Part 5

DEMONS



Demons

INDRA
Lv **2** 72
Race **3** DEITY

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
|--|------------|------------|----------------------------|-----------|-------------------------------------|---------------|---------------------------------------|--------------------|--|-----------|-------------|
| ST | 40 | 272% | Melee | 112 +1d10 | 891 | 267 | 126 | 56 +1d10 | Repel Elec Resist Expel | 12 | |
| MG | 17 | 157% | Ranged (6) | +1d10 | | | | | | | |
| VT | (4) | (5) | Spell | 89 +1d10 | (Boss) (8) | (Boss) | Ma (9) | Fuse ID | The war god of India. Known as Taishakuten in Buddhism, he is the son of Prithvi, the goddess of earth, and Dyaus (13), the god of the sky. He is depicted as a god with golden or brown skin and wielded the Vajra, a symbol of thunder, to defeat the Naga Vritra. | | |
| AG | 40 | 272% | Dodge TN (7) | 50% | 4455 | 534 | 99 | 72-C | | | (11) |
| LK | 27 | 207% | Talk TN | 74% | Alignment (14) Light / Chaos | | Tone (15) Bushi / Adult / Male | | | | |
| Keywords (16) rrogance / Battle / Weather | | | NG Words (17) Sloth | | | | | | | | |

| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description |
|-------------|----------------|---------|------|---------|------|-------|-----|-------|----------|--------------------------------------|
| 1 | Unarmed Attack | Melee | — | 1 Front | 272% | Melee | — | 112 | Strike | — |
| 2~4 | Ziodyne | Magic | 15MP | 1 | 157% | Spell | 60 | 149 | Elec | SHOCK 20% |
| 5~6 | Maziodyne | Magic | 40MP | All | 157% | Spell | 50 | 139 | Elec | SHOCK 10% |
| (19) | Hell Thrust | Melee | 20HP | 1 Front | 272% | Melee | 30 | 142 | Strike | SHOCK 40% |
| 9 | Panic Voice | Magic | 8MP | All | 157% | — | — | — | Mind | PANIC 30% |
| * | Dekaja | Support | 10MP | All | Auto | — | — | — | — | Remove all Buff stacks from all foes |
| — | Endure Phys | Passive | — | — | — | — | — | — | — | Add Vitality to Physical Defense |
| — | Life Surge | Passive | — | — | — | — | — | — | — | HP multiplier x9 |

EXP **(20)** 720 (BOSS: 51840)
Loot **(21)** Nyorai Statue
Rare **(22)** Masakado's Helm

(1) Name: The name of the Demon. In Demon Fusion, even if the character name is different, if the Demon name is the same, it will be treated as the same type of Demon.

(2) Level: The initial level of the Demon.

(3) Race: The race of the Demon.

(4) Stats: The base Stats of the Demon.

(5) Stat TNs: The Stat-based target numbers calculated from Stats and Level.

(6) Various Powers: The value and number of Power dice used for various attacks and skills. Increases from skills like "Add Melee Power" are factored in.

(7) Various TNs: Calculated target numbers other than those in (5). The Dodge TN factors adjustments from skills like "Enhanced Dodge."

(8) HP / MP: Maximum HP / MP, factoring in "Life --" / "Mana --" skills. Boss HP is multiplied by 5, and MP by 2.

(9) Physical / Magical Defense: Calculated from the Demon's Level + Vitality, factoring increases from the Endure Phys and Endure Magic skills.

(10) Initiative: The value and number of Power dice used for Initiative. Increases from skills like "Add Initiative" are factored in.

(11) Fuse ID: The ID number used for Demon Fusion.

(12) Affinity / BS Resistances: The Demon's innate Affinities and resistances to BAD STATUS, if any.

(13) Description: A background description of the Demon's mythology or legendary origins.

(14) Alignment: The general Alignment associated with the Demon. Individual Demons may have Alignments that differ. If marked as "Unknown," the may GM set it to fit the campaign's needs.

(15) Tone: General personality patterns of the demon, serving as a role-play guideline.

(16) Keywords: Keywords that the Demon is particularly interested in.

(17) NG Words: Keywords representing the demon's weaknesses, dislikes, and other things that should not be brought up around them.

(18) Skills & Attacks: Data on attack methods and skills possessed by the Demon, including modifications from equipment and passive skills.

(19) Action Pattern: The likelihood of the Demon taking a particular action, represented by a 1d10 roll. Entries marked with "*" are not used by normal Demons. Those are selected from by Bosses when rolling a 10.

(20) EXP: Experience points obtained by defeating the Demon. There are two types: Normal and Boss.

(21) LOOT: Common loot obtained when defeating the Demon.

(22) RARE: A rare item occasionally dropped by the Demon.

Note: NPCs do not have Fate, so it's omitted from the Demon data. Additionally, Demons that appear only as Bosses have their normal NPC data (non-Boss HP, MP, EXP) omitted.

The chief deities of various mythological systems, or powerful progenitor gods. They are the rulers of their respective mythologies and hold positions of authority over Demons.



Odin

DEITY

INDRA

Lv

72

Race

DEITY

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
|------------------|-------------------|------------------------------|----------|-----------------|---------------|----------------------|------------|---------------------------|-----------------|--|--|
| ST | 40 | 272% | Melee | 112 | +1d10 | 891 | 267 | 126 | 56 | Repel Elec Resist Expel | |
| MG | 17 | 157% | Ranged | 40 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | The war god of India. Known as Taishakuten in Buddhism, he is the son of Prithvi, the goddess of earth, and Dyaus, the god of the sky. He is depicted as a giant with golden or brown skin and wielded the Vajra, a symbol of thunder, to defeat the Naga Vrtra. | |
| VT | 27 | 207% | Spell | 89 | +1d10 | 4455 | 534 | 99 | 72-C1 | | |
| AG | 40 | 272% | Dodge TN | 50% | | | | | | | |
| LK | 27 | 207% | Talk TN | 74% | | | | | | | |
| Alignment | | Light / Chaos | | Tone | | Bushu / Adult / Male | | | | | |
| Keywords | | Arrogance / Battle / Weather | | NG Words | | Sloth | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
| 1 | ■ Unarmed Attack | Melee | — | 1 Front | 272% | Melee | — | 112 | Strike | A melee attack without a weapon | |
| 2~4 | ■ Ziodyne | Magic | 15MP | 1 | 157% | Spell | 60 | 149 | Elec | SHOCK 20% | |
| 5~6 | ■ Maziodyne | Magic | 40MP | All | 157% | Spell | 50 | 139 | Elec | SHOCK 10% | |
| 7~8 | ■ Hell Thrust | Melee | 20HP | 1 Front | 272% | Melee | 30 | 142 | Strike | SHOCK 40% | |
| 9 | ■ Panic Voice | Magic | 8MP | All | 157% | — | — | — | Mind | PANIC 30% | |
| * | ■ Dekaja | Support | 10MP | All | Auto | — | — | — | — | Remove all Buff stacks from all foes | |
| — | ■ Endure Phys | Passive | — | — | — | — | — | — | — | Add Vitality to Physical Defense | |
| — | ■ Life Surge | Passive | — | — | — | — | — | — | — | HP multiplier x9 | |
| EXP | 720 (BOSS: 51840) | | | Loot | Nyorai Statue | | | Rare | Masakado's Helm | | |

FUDOU MYOUOU

Lv

64

Race

DEITY

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
|------------------|-------------------|--------------------|----------|-----------------|---------------|----------------------|------------|---------------------------|-----------------|--|--|
| ST | 40 | 264% | Melee | 104 | +1d10 | 800 | 264 | 100 | 42 | Repel Fire Resist Expel, Death Weak to Ice | |
| MG | 24 | 184% | Ranged | 21 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tk | |
| VT | 36 | 244% | Spell | 88 | +1d10 | 4000 | 528 | 100 | 64-C1 | | |
| AG | 21 | 169% | Dodge TN | 31% | | | | | | | |
| LK | 18 | 154% | Talk TN | 56% | | | | | | | |
| Alignment | | Light / Chaos | | Tone | | Bushu / Adult / Male | | | | | |
| Keywords | | Battle / Salvation | | NG Words | | Hedonism | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
| 1~2 | ■ Weapon Attack | Melee | — | 1 Front | 285% | Melee | Weapon | 208 | Strike | An attack using a melee weapon | |
| 3~4 | ■ Agidyne | Magic | 15MP | 1 | 184% | Spell | 80 | 168 | Fire | — | |
| 5~6 | ■ Prominence | Magic | 30MP | All | 184% | Spell | 40 | 128 | Fire | — | |
| 7~9 | ■ Stasis Blade | Melee | 20HP | 1 Front | 285% | Melee | Weapon +45 | 253 | Strike | 60% BIND | |
| * | ■ Hamaon | Magic | 10MP | 1 | 184% | — | — | — | Expel | 60% DEATH | |
| — | ■ Life Gain | Passive | — | — | — | — | — | — | — | HP multiplier x8 | |
| — | ■ Melee Use | Passive | — | — | — | — | — | — | — | Can equip one melee weapon. | |
| — | ■ Repel Fire | Passive | — | — | — | — | — | — | — | — | |
| EXP | 576 (BOSS: 36864) | | | Loot | Nyorai Statue | | | Rare | Masakado's Helm | | |

| | | | | | | | | | | | |
|------------------|-------------|-------------|---------------------------|---------------|-----------------|--------------|----------------|-------------------|-----------------|-----------------------------------|---------------------|
| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | 3~4 184% |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | 5~6 184% |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | 7~9 Front Strike |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | * 184% |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | 61% DEFENSE |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
| | | | | | | | | | | — | |
| | | | | | | | | | | Demon x8 | |
| | | | | | | | | | | — ■ Melee Use | |
| | | | | | | | | | | Can equip one melee weapon. | |
| | | | | | | | | | | — ■ Repel Fire | |
| | | | | | | | | | | — | |
| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | |

| | | | | | | | | | | | |
|------------------|-------------|-------------|---------------------------|---------------|-----------------|--------------|----------------|-------------------|-----------------|-----------------------------------|----------------|
| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | |

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Lv 00

Race Xx

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
|-----------|------|------|--------------------|----------|----------|--------|---------|------------|---------------------------|----------------------------|--|
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | | xxx | |

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Lv 00

Race Xx

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
|-----------|------|------|--------------------|----------|----------|--------|---------|------------|---------------------------|----------------------------|--|
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | | xxx | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | tktk |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | tktk |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | tktk |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
|-----------|------|--------------------|----------|--------|---------|------------|---------------------------|-------|----------|----------------------------|--|
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | | | | | | 000 | | | |
| VT | 00 | 00% | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 000 | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | |
| Alignment | | xxx | Tone | | xxx | | | | | | |
| Keywords | | xxx | NG Words | | xxx | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | Loot | xxx | Rare | xxx | | | | | | |

XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
|-----------|------|--------------------|----------|--------|---------|------------|---------------------------|-------|----------|----------------------------|
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | | | | | 000 | | | |
| VT | 00 | 00% | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 000 | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | |
| Alignment | | xxx | Tone | | xxx | | | | | |
| Keywords | | xxx | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description |
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| EXP | xxx | Loot | xxx | Rare | xxx | | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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XXX Lv **00** Race **Xx**

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
|----------|----|-----|--------------------|----------|-----------|--------|---------|------------|---------------------------|-----|--|
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | Alignment | | xxx | Tone | | xxx | |
| Keywords | | | xxx | NG Words | | xxx | | | | | |

| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description |
|-----|------|------|------|--------|----|-------|-----|-------|----------|----------------------------|
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XXX Lv **00** Race **Xx**

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
|----------|----|-----|--------------------|----------|-----------|--------|---------|------------|---------------------------|-----|--|
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | Alignment | | xxx | Tone | | xxx | |
| Keywords | | | xxx | NG Words | | xxx | | | | | |

| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx | |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | | | 00 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | 000 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx | |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | | | 00 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | 000 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | | | 00 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | 000 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | | | 00 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | 000 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| Alignment | | | xxx | | | | Tone | | | xxx | | | | | | | | | |
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| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
|------------------|-----------|---------------------------|-----------------|--------------|----------------|-------------------|----------------------------------|---------|----------|----------------------------|------|
| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 00 | 000 |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | 000 |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | tktk |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | xxx | | Tone | xxx | | | | | | | |
| Keywords | xxx | | NG Words | xxx | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | Lv 00 | Race Xx | | | | | |
|------------------|-----------|---------------------------|-----------------|--------------|----------------|-------------------|----------------------------------|---------|----------|----------------------------|
| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 000 |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | tktk |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | |
| Alignment | xxx | | Tone | xxx | | | | | | |
| Keywords | xxx | | NG Words | xxx | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | tktk |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | tktk |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | tktk |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
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| Stats | | TN | | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | | Tone | | | xxx | | |
| Keywords | | | xxx | | | NG Words | | | xxx | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
|------------------|------|-----------|-----------------|---------------------------|----------------|-----------------|---------------|----------------|-------------------|----------------------------------|--|
| Stats | | TN | | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | | Tone | | | xxx | | |
| Keywords | | | xxx | | | NG Words | | | xxx | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | |
|------------------|------|--------------------|----------|-----------------|-------|---------|------------|---------------------------|----------|----------------------------|--|--|--|
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | 00 | 00 | 00 | 000 | | | | |
| LK | 00 | 00% | Talk TN | 00% | | 00 | 00 | 00 | 000 | | | | |
| Alignment | | xxx | | Tone | | xxx | | | | | | | |
| Keywords | | xxx | | NG Words | | xxx | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | | | |

XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | |
|------------------|------|--------------------|----------|-----------------|-------|---------|------------|---------------------------|----------|----------------------------|--|--|--|
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | 00 | 00 | 00 | 000 | | | | |
| LK | 00 | 00% | Talk TN | 00% | | 00 | 00 | 00 | 000 | | | | |
| Alignment | | xxx | | Tone | | xxx | | | | | | | |
| Keywords | | xxx | | NG Words | | xxx | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | | 00 | 00 | 00 | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | | | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | | 00 | 00 | 00 | 000 | | | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | | | | | | | | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | | | | | | | | | |
| Alignment | | | | xxx | | | | Tone | | | | xxx | | | | | | | |
| Keywords | | | | xxx | | | | NG Words | | | | xxx | | | | | | | |
| d10 | Name | | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | | 00 | 00 | 00 | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | | | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | | 00 | 00 | 00 | 000 | | | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | | | | | | | | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | | | | | | | | | |
| Alignment | | | | xxx | | | | Tone | | | | xxx | | | | | | | |
| Keywords | | | | xxx | | | | NG Words | | | | xxx | | | | | | | |
| d10 | Name | | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
| Stats | | TN | | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
| Stats | | TN | | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | | Tone | | | xxx | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| Alignment | | | xxx | | | | Tone | | | xxx | | | | | | | | | |
| Keywords | | | xxx | | | | NG Words | | | xxx | | | | | | | | | |
| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| Alignment | | | xxx | | | | Tone | | | xxx | | | | | | | | | |
| Keywords | | | xxx | | | | NG Words | | | xxx | | | | | | | | | |
| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx | |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx | |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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| EXP | xxx | | Loot | xxx | | | | | Rare | xxx | | |

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XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | |
|------------------|------|--------------------|-------------|-----------------|-------|-----------|-------------|---------------------------|------------|----------------------------|--|--|--|
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | | |
| Alignment | | xxx | | Tone | | xxx | | | | | | | |
| Keywords | | xxx | | NG Words | | xxx | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | | | |

XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | |
|------------------|------|--------------------|-------------|-----------------|-------|-----------|-------------|---------------------------|------------|----------------------------|--|--|--|
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | | |
| Alignment | | xxx | | Tone | | xxx | | | | | | | |
| Keywords | | xxx | | NG Words | | xxx | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | xxx | | |

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XXX Lv **00** Race **Xx**

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
|-----------|------|------|--------------------|----------|-----------|-----------|-----------|------------|---------------------------|----------------------------|--|
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | | | | | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | | Loot | xxx | | | Rare | xxx | | |

XXX Lv **00** Race **Xx**

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
|-----------|------|------|--------------------|----------|-----------|-----------|-----------|------------|---------------------------|----------------------------|--|
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | | | | | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | | Loot | xxx | | | Rare | xxx | | |

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|------------------|-------------|-------------|---------------------------|---------------|-----------------|--------------|----------------|-------------------|-----------------|-----------------------------------|----------------|
| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| Alignment | | | xxx | | | | Tone | | | xxx | | | | | | | | | |
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| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | | Tone | | | xxx | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | | Tone | | | xxx | | |
| Keywords | | | xxx | | | NG Words | | | xxx | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | | 00 | 00 | 00 | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | | | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | | 00 | 00 | 00 | 000 | | | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | | | | | | | | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | | | | | | | | | |
| Alignment | | | | xxx | | | | Tone | | | | xxx | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | | 00 | 00 | 00 | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | | | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | | 00 | 00 | 00 | 000 | | | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | | | | | | | | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | | | | | | | | | |
| Alignment | | | | xxx | | | | Tone | | | | xxx | | | | | | | |
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| d10 | Name | | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | tktk |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | tktk |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
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| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| Alignment | | | xxx | | | Tone | | | xxx | | | | | | | | | | |
| Keywords | | | xxx | | | NG Words | | | xxx | | | | | | | | | | |
| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| EXP | xxx | | | Loot | xxx | | | Rare | xxx | | | | | | | | | | |



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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| Alignment | | | xxx | | | Tone | | | xxx | | | | | | | | | | |
| Keywords | | | xxx | | | NG Words | | | xxx | | | | | | | | | | |
| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| EXP | xxx | | | Loot | xxx | | | Rare | xxx | | | | | | | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

Demons

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | xxx | | |

PYRO JACK

Lv 19

Race FAIRY

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | | |
|-----------|------------------|--------------------|----------|----------|--------------|--------------------------|------------|---------------------------|-------------|------------------------------------|---------------------------|----|-------|------|
| ST | 8 | 59% | Melee | 27 | +1d10 | 162 | 90 | 27 | 17 | +1d10 | Drain Fire Weak to Ice | | | |
| MG | 11 | 74% | Ranged | 15 | +1d10 | | | | | | | | | |
| VT | 8 | 59% | Spell | 30 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 810 | 180 | 27 | 19-A4 | tktk |
| AG | 15 | 94% | Dodge TN | 25% | Talk TN | 40% | | | | | | | | |
| LK | 10 | 69% | | | | | | | | | | | | |
| Alignment | | Normal / Neutral | | Tone | | Hee-ho / Childish / Male | | | | | | | | |
| Keywords | | Hee-ho / Solitude | | NG Words | | Wisdom | | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | |
| 1 | Unarmed Attack | Melee | — | Front 1 | 30% | Melee | 0 | 27 | Strike | A melee attack without a weapon | | | | |
| 2 ~ 3 | Agi | Magic | 3 MP | 1 | 40% | Spell | 15 | 45 | Fire | — | | | | |
| 4 ~ 5 | Agilao | Magic | 8 MP | 1 | 40% | Spell | 40 | 70 | Fire | — | | | | |
| 6 ~ 9 | Maragi | Magic | 8 MP | Row | Auto | Spell | 10 | 40 | Fire | — | | | | |
| * | Rakukaja | Support | 12 MP | All | Auto | — | — | — | — | Raise Melee / Ranged Power by 1d10 | | | | |
| * | Call Ally | General | — | 1 | Auto | — | — | — | — | Call 1 of this demon, NPC-only | | | | |
| — | — | — | — | — | — | — | — | — | — | — | | | | |
| — | — | — | — | — | — | — | — | — | — | — | | | | |
| EXP | 76 (BOSS: 1,444) | | | Loot | Maragi Stone | | | Rare | Pointed Hat | | | | | |

RUSALKA

Lv 18

Race FAIRY

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | | |
|-----------|------------------|--------------------|----------|----------|---------|-------------------------------|------------|---------------------------|--------------------|---------------------------------|----------------------------|----|-------|--|
| ST | 12 | 78% | Melee | 30 | +1d10 | 156 | 124 | 26 | 14 | +1d10 | Repel Elec Weak to Fire | | | |
| MG | 13 | 83% | Ranged | 11 | +1d10 | | | | | | | | | |
| VT | 8 | 58% | Spell | 31 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 780 | 248 | 26 | 18-A4 | A water spirit from Slavic folklore, said to be the soul of a young woman who died tragically by drowning. She appears as a beautiful maiden and allures men into the water with her songs, where they ultimately meet their demise. |
| AG | 11 | 73% | Dodge TN | 21% | Talk TN | 34% | | | | | | | | |
| LK | 7 | 53% | | | | | | | | | | | | |
| Alignment | | Normal / Neutral | | Tone | | Teenage Girl / Young / Female | | | | | | | | |
| Keywords | | Lust / Art / Envy | | NG Words | | Chastity | | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | |
| 1 ~ 3 | Unarmed Attack | Melee | — | Front 1 | 78% | Melee | 0 | 10 | Strike | A melee attack without a weapon | | | | |
| 4 ~ 6 | Marin Karin | Magic | 8 MP | 1 | 83% | — | — | — | Mind | CHARM 40% | | | | |
| 7 ~ 9 | Mabufu | Magic | 8 MP | Row | 83% | Spell | 5 | 36 | Ice | FREEZE 10% | | | | |
| * | Media | Support | 12 MP | All | Auto | Spell | 5 | 36 | — | Restores HP | | | | |
| * | Diarama | Support | 7 MP | 1 | Auto | Spell | 30 | 61 | — | Restores HP | | | | |
| * | Water Wall | Support | — | All | Auto | — | — | — | — | — | | | | |
| — | Mana Bonus | Passive | — | — | — | — | — | — | — | MP multiplier x4 | | | | |
| — | — | — | — | — | — | — | — | — | — | — | | | | |
| EXP | 72 (BOSS: 1,296) | | | Loot | Emerald | | | Rare | Crimson Lotus Whip | | | | | |

GOBLIN

Lv 6

Race FAIRY

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | | |
|-----------|----------------|---------------------------------|----------|----------|------------|---------------------------|------------|---------------------------|---------------|---------------------------------|-------------------------------------|----|------|------|
| ST | 6 | 36% | Melee | 12 | +1d10 | 84 | 39 | 12 | 6 | +1d10 | Resist Expel, Death Weak to Mind | | | |
| MG | 7 | 41% | Ranged | 6 | +1d10 | | | | | | | | | |
| VT | 6 | 36% | Spell | 13 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 420 | 78 | 12 | 6-A4 | tktk |
| AG | 6 | 36% | Dodge TN | 16% | Talk TN | 30% | | | | | | | | |
| LK | 5 | 31% | | | | | | | | | | | | |
| Alignment | | Normal / Neutral | | Tone | | Delinquent / Young / Male | | | | | | | | |
| Keywords | | Warlike / Delinquent / Mischief | | NG Words | | Wisdom | | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | |
| 1 ~ 2 | Unarmed Attack | Melee | — | Front 1 | 36% | Melee | 0 | 12 | Strike | A melee attack without a weapon | | | | |
| 3 ~ 6 | Weapon Attack | Melee | — | Front 1 | 42% | Melee | 12 | 24 | Strike | An attack using a melee weapon | | | | |
| 7 ~ 9 | Feral Claw | Melee | 6 HP | Front 1 | 36% | Melee | 12 | 24 | Strike | — | | | | |
| * | Charge | Support | 5 MP | Self | Auto | — | — | — | — | x2 Power to next Melee attack | | | | |
| — | Life Bonus | Passive | — | — | — | — | — | — | — | HP multiplier x7 | | | | |
| — | Melee Use | Passive | — | — | — | — | — | — | — | Can equip one melee weapon. | | | | |
| — | — | — | — | — | — | — | — | — | — | — | | | | |
| — | — | — | — | — | — | — | — | — | — | — | | | | |
| EXP | 18 (BOSS: 108) | | | Loot | Life Stone | | | Rare | Battle Hammer | | | | | |

JACK FROST

Lv

5

Race

FAIRY

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
|-----------|------------------|--------------------|----------|----------|--------------------------|---------|------------|---------------------------|------------|--|--|
| ST | 5 | 30% | Melee | 10 | +1d10 | 60 | 36 | 10 | 5 | +1d10 | Drain Ice Weak to Fire Null FREEZE |
| MG | 7 | 40% | Ranged | 5 | +1d10 | | | | | | |
| VT | 5 | 30% | Spell | 5 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | |
| AG | 5 | 30% | Dodge TN | 15% | | 300 | 72 | 10 | 5-A4 | | |
| LK | 7 | 40% | Talk TN | 34% | | | | | | | |
| Alignment | Normal / Neutral | | | Tone | Hee-ho / Childish / Male | | | | | | |
| Keywords | Hee-ho / Whimsy | | | NG Words | Wisdom | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
| 1 ~ 3 | ■ Unarmed Attack | Melee | — | Front 1 | 30% | Melee | 0 | 10 | Strike | A melee attack without a weapon | |
| 4 ~ 7 | ■ Bufu | Magic | 3 MP | 1 | 40% | Spell | 10 | 22 | Ice | FREEZE 20% | |
| 8 ~ 9 | ■ Mabufu | Magic | 8 MP | Row | 40% | Spell | 5 | 17 | Ice | FREEZE 10% | |
| * | ■ Rakukaja | Support | 12 MP | All | Auto | — | — | — | — | Raise Physical / Magical Defense by 1d10 | |
| * | □ Call Ally | General | — | 1 | Auto | — | — | — | — | Call 1 of this demon, NPC-only | |
| — | — | — | — | — | — | — | — | — | — | — | |
| — | — | — | — | — | — | — | — | — | — | — | |
| — | — | — | — | — | — | — | — | — | — | — | |
| EXP | 15 (BOSS: 75) | | | Loot | Mabufu Stone | | | Rare | Frost Hood | | |

PIXIE

Lv

4

Race

FAIRY

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
|-----------|-----------------------------------|--------------------|----------|----------|----------------------------------|---------|------------|---------------------------|------------|---------------------------------|-------------|
| ST | 2 | 14% | Melee | 6 | +1d10 | 42 | 36 | 7 | 5 | +1d10 | Resist Elec |
| MG | 8 | 44% | Ranged | 7 | +1d10 | | | | | | |
| VT | 3 | 19% | Spell | 12 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | |
| AG | 7 | 39% | Dodge TN | 17% | | 210 | 72 | 7 | 4-A4 | | |
| LK | 7 | 39% | Talk TN | 34% | | | | | | | |
| Alignment | Normal / Neutral | | | Tone | Teenage Girl / Childish / Female | | | | | | |
| Keywords | Whimsy / Selfishness / Dedication | | | NG Words | Obstinacy | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
| 1 ~ 2 | ■ Unarmed Attack | Melee | — | Front 1 | 14% | Melee | 0 | 6 | Strike | A melee attack without a weapon | |
| 3 ~ 6 | ■ Zio | Magic | 3 MP | 1 | 44% | Spell | 10 | 22 | Ice | SHOCK 20% | |
| 7 ~ 9 | ■ Hapilma | Magic | 2 MP | 1 | 44% | — | — | — | Mind | HAPPY 40% | |
| * | ■ Dia | Support | 3 MP | 1 | Auto | Spell | 10 | 22 | — | Restores HP | |
| — | — | — | — | — | — | — | — | — | — | — | |
| — | — | — | — | — | — | — | — | — | — | — | |
| — | — | — | — | — | — | — | — | — | — | — | |
| — | — | — | — | — | — | — | — | — | — | — | |
| EXP | 12 (BOSS: 48) | | | Loot | Life Stone | | | Rare | Aquamarine | | |

DIVINE



Angel

Angels who serve the One True God. They are classified into nine ranks, each governing different aspects. The highest-ranking angels are categorized as Heralds.

1~4
Unarmed
Fighting
Front 1
Fight
98

5~9
Prominent
Magic
All
Spell
122

*
Medirarah
Support
All

*
Recarm
20MP
Auto
10

—
Estoma
40MP
Auto

—
Gain

—
Gain

—
Fire

—

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CHERUBIM

Lv **67** Race **DIVINE**

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
|----------|--------------------|----------------------------------|-----------|--------------|--------------|--------------|--------------------|--|------------|--------------------------------------|--|
| ST 40 | 267% | Melee | 107 +1d10 | 768 | 450 | 96 | 45 +1d10 | Repel Force Null Expel | | | |
| MG 23 | 182% | Ranged | 23 +1d10 | | | | | | | | |
| VT 29 | 212% | Spell | 90 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | The 2nd-highest rank of angels in the celestial hierarchy, known as the "Angels of Knowledge." The name can also mean "Mediator." They are described as having four faces and two pairs of wings. They are said to guard the Garden of Eden with flaming swords and carry the throne of God. | | | |
| AG 23 | 182% | Dodge TN | 33% | 3,840 | 900 | 96 | 67-B2 | | | | |
| LK 23 | 182% | Talk TN | 66% | Alignment | | Normal / Law | | Tone | | Gentleman / - / - | |
| Keywords | | Knowledge / Mediation / Judgment | | NG Words | | Hedonism | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
| 1 | Unarmed Attack | Melee | — | Front 1 | 267% | Melee | 0 | 107 | Strike | A melee attack without a weapon | |
| 2 ~ 6 | Mazandyne | Magic | 40 MP | All | 182% | Spell | 50 | 210 | Force | Insta-kill 30% vs STONE | |
| 7 ~ 9 | Mahamaon | Magic | 25 MP | All | 182% | — | — | — | Expel | Insta-kill 30% | |
| * | Makakaja | Support | 12 MP | All | Auto | — | — | — | — | Raise Spell Power by 1d10 | |
| * | Randomizer | Support | 48 MP | All | Auto | — | — | — | — | Reduce All Power, TNs, & Def by 1d10 | |
| — | Force Boost | Passive | — | — | — | — | — | — | — | x1.5 Power to Force attacks | |
| — | Life Gain | Passive | — | — | — | — | — | — | — | HP multiplier x8 | |
| — | Mana Gain | Passive | — | — | — | — | — | — | — | MP multiplier x5 | |
| EXP | 603 (BOSS: 40,401) | | | Loot | Angel's Hair | | | Rare | Jesus Helm | | |

THRONE

Lv **61** Race **DIVINE**

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
|----------|--------------------|------------------------------|----------|--------------|------------|--------------|--------------------|--|---------------|--|--|
| ST 37 | 246% | Melee | 98 +1d10 | 656 | 410 | 82 | 41 +1d10 | Repel Expel Drain Fire Weak vs Ice / Death | | | |
| MG 21 | 166% | Ranged | 21 +1d10 | | | | | | | | |
| VT 21 | 166% | Spell | 82 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | The 3rd-highest rank of angels in the celestial hierarchy, known as the "Seated Angels." As the highest of angels with a physical form, and their name meaning "Throne" or "Wheel," they are tasked with carrying the chariot of the One True God. | | | |
| AG 21 | 166% | Dodge TN | 31% | 3,280 | 820 | 82 | 61-B2 | | | | |
| LK 26 | 191% | Talk TN | 72% | Alignment | | Normal / Law | | Tone | | Gentleman / Mature / - | |
| Keywords | | Battle / Loyalty / Salvation | | NG Words | | Destruction | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
| 1 ~ 4 | Unarmed Attack | Melee | — | Front 1 | 246% | Melee | 0 | 98 | Strike | A melee attack without a weapon | |
| 5 ~ 9 | Prominence | Magic | 30 MP | All | 166% | Spell | 40 | 122 | Fire | — | |
| * | Medirarah | Support | 35 MP | All | Auto | — | — | — | — | Fully restores HP | |
| * | Recarm | Support | 20 MP | 1 | Auto | Spell | 10 | 92 | — | Revives, and restores HP | |
| — | Estoma | General | 40 MP | All | Auto | — | — | — | — | Cancel an encounter w/ an A-Rate Demon | |
| — | Mana Gain | Passive | — | — | — | — | — | — | — | MP multiplier x5 | |
| — | Life Gain | Passive | — | — | — | — | — | — | — | HP multiplier x8 | |
| — | Drain Fire | Passive | — | — | — | — | — | — | — | — | |
| EXP | 549 (BOSS: 33,489) | | | Loot | Life Stone | | | Rare | Battle Hammer | | |

Demons

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | xxx | | |

- Attack
- 246%
- Strike
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- ce 30MP
- 166%
- 40
- Fire
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
| VT | 00 | 00% | (Boss) | (Boss) | (Boss) | (Boss) | (Boss) | tktk | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
| LK | 00 | 00% | Alignment xxx | | Tone xxx | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
| VT | 00 | 00% | (Boss) | (Boss) | (Boss) | (Boss) | (Boss) | tktk | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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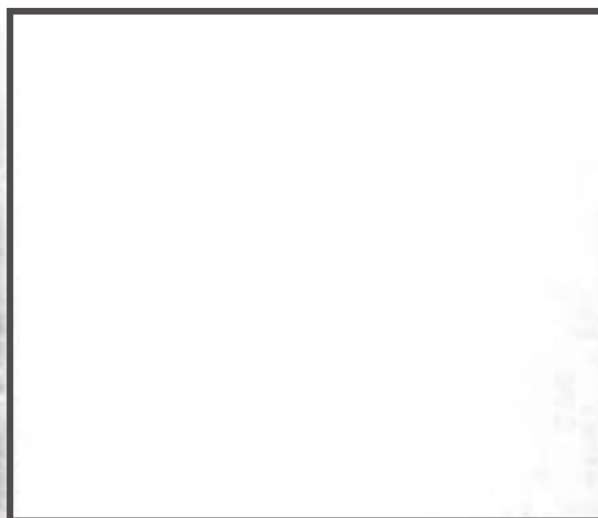
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | +1d10 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | +1d10 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |



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XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
|-----------|------|--------------------|----------|--------|---------|------------|---------------------------|-------|----------|----------------------------|--|
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | | | | | | 000 | | | |
| VT | 00 | 00% | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 000 | | | | | |
| LK | 00 | 00% | | | | | | | | | |
| Alignment | | xxx | Tone | | xxx | | | | | | |
| Keywords | | xxx | NG Words | | xxx | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | Loot | xxx | Rare | xxx | | | | | | |

XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
|-----------|------|--------------------|----------|--------|---------|------------|---------------------------|-------|----------|----------------------------|
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | | | | | 000 | | | |
| VT | 00 | 00% | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 000 | | | | |
| LK | 00 | 00% | | | | | | | | |
| Alignment | | xxx | Tone | | xxx | | | | | |
| Keywords | | xxx | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description |
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| EXP | xxx | Loot | xxx | Rare | xxx | | | | | |

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|------------------|-------------|-------------|---------------------------|---------------|-----------------|--------------|----------------|-------------------|-----------------|-----------------------------------|----------------|
| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
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| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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Lv 00

Race Xx

| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | |
|-----------|------|--------------------|---------|--------|----------|------------|---------------------------|-------|----------|----------------------------|--|--|
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | +1d10 | 000 | | | |
| MG | 00 | 00% | | | | | | | tktk | | | |
| VT | 00 | 00% | (Boss) | (Boss) | Mag Def | Fuse ID | | | | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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Lv 00

Race Xx

| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | |
|-----------|------|--------------------|---------|--------|----------|------------|---------------------------|-------|----------|----------------------------|--|--|
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | +1d10 | 000 | | | |
| MG | 00 | 00% | | | | | | | tktk | | | |
| VT | 00 | 00% | (Boss) | (Boss) | Mag Def | Fuse ID | | | | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | +1d10 | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | tktk | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 00 | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | | Rare | | xxx | |

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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| Alignment | | | xxx | | | | Tone | | | xxx | | | | | | | | | |
| Keywords | | | xxx | | | | NG Words | | | xxx | | | | | | | | | |
| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| EXP | xxx | | | | Loot | xxx | | | | Rare | xxx | | | | | | | | |



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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| Alignment | | | xxx | | | | Tone | | | xxx | | | | | | | | | |
| Keywords | | | xxx | | | | NG Words | | | xxx | | | | | | | | | |
| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| EXP | xxx | | | | Loot | xxx | | | | Rare | xxx | | | | | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | |
|------------------|------|--------------------|-------------|-----------------|-------|-----------|-------------|---------------------------|------------|----------------------------|--|--|--|
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | | |
| Alignment | | xxx | | Tone | | xxx | | | | | | | |
| Keywords | | xxx | | NG Words | | xxx | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | | | |

XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | |
|------------------|------|--------------------|-------------|-----------------|-------|-----------|-------------|---------------------------|------------|----------------------------|--|--|--|
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | | |
| Alignment | | xxx | | Tone | | xxx | | | | | | | |
| Keywords | | xxx | | NG Words | | xxx | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | +1d10 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | +1d10 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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XXX Lv **00** Race **Xx**

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
|-----------|------|------|--------------------|----------|-----------|-----------|-----------|------------|---------------------------|----------------------------|--|
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | | | | | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | | Loot | xxx | | | Rare | xxx | | |

XXX Lv **00** Race **Xx**

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
|-----------|------|------|--------------------|----------|-----------|-----------|-----------|------------|---------------------------|----------------------------|--|
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | | | | | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | | Loot | xxx | | | Rare | xxx | | |



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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | |
|------------------|------|--------------------|-------------|-----------------|-------|---------|-------------|---------------------------|----------|----------------------------|----|-----|--|
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | 00 | 00 | 00 | 000 | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | | |
| Alignment | | xxx | | Tone | | xxx | | | | | | | |
| Keywords | | xxx | | NG Words | | xxx | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | | | |

XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | | |
|------------------|------|--------------------|-------------|-----------------|-------|---------|-------------|---------------------------|----------|----------------------------|----|-----|--|
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | | | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | 00 | 00 | 00 | 000 | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | | |
| Alignment | | xxx | | Tone | | xxx | | | | | | | |
| Keywords | | xxx | | NG Words | | xxx | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
|-----------|------|--------------------|---------|--------|----------|------------|---------------------------|-------|----------|----------------------------|--|
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | | | | | | tktk | | | |
| VT | 00 | 00% | (Boss) | (Boss) | Mag Def | Fuse ID | | | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 000 | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | | Rare | xxx | | | |

XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
|-----------|------|--------------------|---------|--------|----------|------------|---------------------------|-------|----------|----------------------------|--|
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | | | | | | tktk | | | |
| VT | 00 | 00% | (Boss) | (Boss) | Mag Def | Fuse ID | | | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 000 | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | xxx | | | Rare | xxx | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | 00 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
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| EXP | xxx | | | | Loot | xxx | | | | Rare | xxx | | | | | | | | |

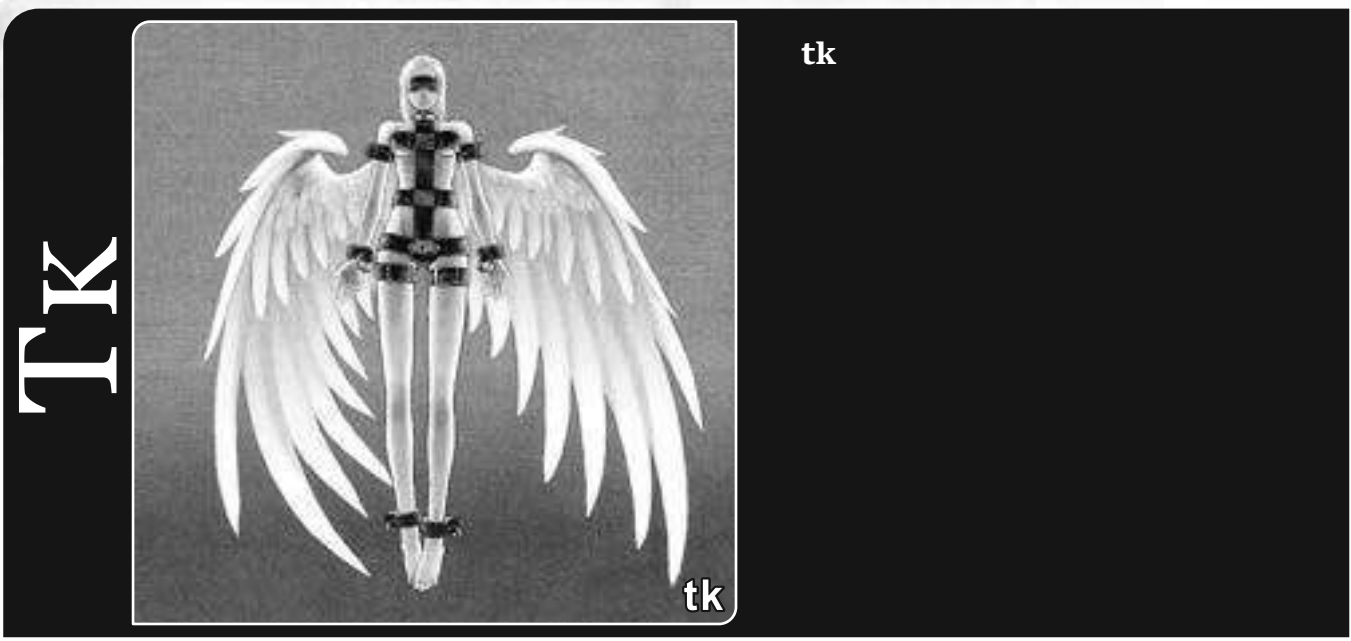


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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
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| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | | | | | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | | | | | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | | |
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|------------------|------|-----------|----------|---------------------------|-------------|--------|-----------------|-----------|----------|----------------------------|---------|----------------|----|-------------------|----|----------------------------------|--|--|--|
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | 00 | +1d10 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | | | | | | |
| VT | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | | | | | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | | | | | | | | |
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| Keywords | | | xxx | | | | NG Words | | | xxx | | | | | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| Alignment | | | xxx | | | | Tone | | | xxx | | | | | | | | | |
| Keywords | | | xxx | | | | NG Words | | | xxx | | | | | | | | | |
| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| Alignment | | | xxx | | | | Tone | | | xxx | | | | | | | | | |
| Keywords | | | xxx | | | | NG Words | | | xxx | | | | | | | | | |
| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | tktk |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | tktk |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | tktk |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 00 | 000 | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx | |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx | |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
|------------------|------|--------------------|-----------------|-----------|-----------|-------------|---------------------------|-------|----------|----------------------------|
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | | | | | tktk | | | |
| VT | 00 | 00% | | | | | | | | |
| AG | 00 | 00% | (Boss) | (Boss) | Mag Def | Fuse ID | | | | |
| LK | 00 | 00% | 00 | 00 | 00 | 000 | | | | |
| Alignment | | xxx | Tone | | xxx | | | | | |
| Keywords | | xxx | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | |

XXX Lv **00** Race **Xx**

| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | |
|------------------|------|--------------------|-----------------|-----------|-----------|-------------|---------------------------|-------|----------|----------------------------|
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | | | | | tktk | | | |
| VT | 00 | 00% | | | | | | | | |
| AG | 00 | 00% | (Boss) | (Boss) | Mag Def | Fuse ID | | | | |
| LK | 00 | 00% | 00 | 00 | 00 | 000 | | | | |
| Alignment | | xxx | Tone | | xxx | | | | | |
| Keywords | | xxx | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | |



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| XXX | | | | | | | | | | Lv 00 | Race Xx | |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx | |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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| EXP | xxx | | Loot | xxx | | Rare | xxx | | | | | |

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XXX Lv **00** Race **Xx**

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
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| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | | | | | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | | Loot | xxx | | | Rare | xxx | | |

XXX Lv **00** Race **Xx**

| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | |
|-----------|------|------|--------------------|----------|----------|--------|---------|------------|---------------------------|----------------------------|--|
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | | | | | +1d10 | | |
| VT | 00 | 00% | Spell | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | | Loot | xxx | | | Rare | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | | | | | | | | | |
| Alignment | | | xxx | | | | Tone | | | xxx | | | | | | | | | |
| Keywords | | | xxx | | | | NG Words | | | xxx | | | | | | | | | |
| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| XXX | | | | | | | | | | Lv 00 | | Race Xx | | | | | | | |
| Stats | | TN | | Derived Power / TN | | | | HP | | MP | | Phy Def | | Initiative | | Affinity / BS Resistances | | | |
| ST | 00 | 00% | Melee | | 00 | +1d10 | 00 | | 00 | | 00 | | 00 | | 000 | | | | |
| MG | 00 | 00% | Ranged | | 00 | +1d10 | (Boss) | | (Boss) | | Mag Def | | Fuse ID | | tktk | | | | |
| VT | 00 | 00% | Spell | | 00 | +1d10 | 00 | | 00 | | 00 | | 000 | | | | | | |
| AG | 00 | 00% | Dodge TN | | 00% | | 00 | | 00 | | 00 | | 000 | | | | | | |
| LK | 00 | 00% | Talk TN | | 00% | | | | | | | | | | | | | | |
| Alignment | | | xxx | | | | Tone | | | xxx | | | | | | | | | |
| Keywords | | | xxx | | | | NG Words | | | xxx | | | | | | | | | |
| d10 | Name | | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | | | | | | | |
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| EXP | xxx | | | Loot | xxx | | | Rare | xxx | | | | | | | | | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | +1d10 | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | +1d10 | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | | | |
| Alignment | | | xxx | | Tone | | | xxx | | | |
| Keywords | | | xxx | | NG Words | | | xxx | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| EXP | xxx | | Loot | | xxx | | Rare | | xxx | | |

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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | +1d10 | | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
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| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | (Boss) | (Boss) | (Boss) | (Boss) | 00 | | | | |
| VT | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
| LK | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
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| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | (Boss) | (Boss) | (Boss) | (Boss) | 00 | | | | |
| VT | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
| LK | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
| Alignment | | xxx | Tone | | xxx | | | tktk | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | 000 | | | |
| MG | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
| VT | 00 | 00% | (Boss) | (Boss) | (Boss) | (Boss) | (Boss) | tktk | | | |
| AG | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 00 | 000 | | | |
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| AG | 00 | 00% | 00 | 00 | 00 | 00 | 00 | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx | |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx | |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | | 000 | | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
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| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 000 | | | | |
| MG | 00 | 00% | | | | | | | | | Melee |
| VT | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | |
| AG | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Dodge TN | 00% | | | | | | | |
| | | | Talk TN | 00% | | | | | | | |
| Alignment | | xxx | | Tone | | xxx | | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | Lv 00 | Race Xx | | | | | | |
|------------|------|--------------------|-----------|--------------|----------------|------------|---------------------------|-----------|------------|----------------------------|-------|
| Stats | TN | Derived Power / TN | HP | MP | Phy Def | Initiative | Affinity / BS Resistances | | | | |
| ST | 00 | 00% | 00 | 00 | 00 | 00 | 000 | | | | |
| MG | 00 | 00% | | | | | | | | | Melee |
| VT | 00 | 00% | Ranged | 00 | +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | |
| AG | 00 | 00% | Spell | 00 | +1d10 | 00 | 00 | 00 | 000 | | |
| LK | 00 | 00% | Dodge TN | 00% | | | | | | | |
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| Alignment | | xxx | | Tone | | xxx | | | | | |
| Keywords | | xxx | | NG Words | | xxx | | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
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| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | 000 |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | 000 | | |
| AG | 00 | 00% | Dodge TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| LK | 00 | 00% | Talk TN | 00% | 00 | 00 | 00 | 000 | 000 | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
| d10 | Name | Type | Cost | Target | TN | Power | Mod | Total | Affinity | Extra Effect / Description | |
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| XXX | | | | | | | | | | Lv 00 | Race Xx |
| Stats | | TN | Derived Power / TN | | HP | MP | Phy Def | Initiative | | Affinity / BS Resistances | |
| ST | 00 | 00% | Melee | 00 +1d10 | 00 | 00 | 00 | 00 | 00 | 000 | |
| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 000 | | | |
| AG | 00 | 00% | Dodge TN | 00% | | | | | | | |
| LK | 00 | 00% | Talk TN | 00% | | | | | | | |
| Alignment | | | xxx | | Tone | | xxx | | | | |
| Keywords | | | xxx | | NG Words | | xxx | | | | |
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| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | tktk | | |
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| MG | 00 | 00% | Ranged | 00 +1d10 | (Boss) | (Boss) | Mag Def | Fuse ID | +1d10 | tktk | |
| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
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| VT | 00 | 00% | Spell | 00 +1d10 | 00 | 00 | 00 | 00 | 000 | | |
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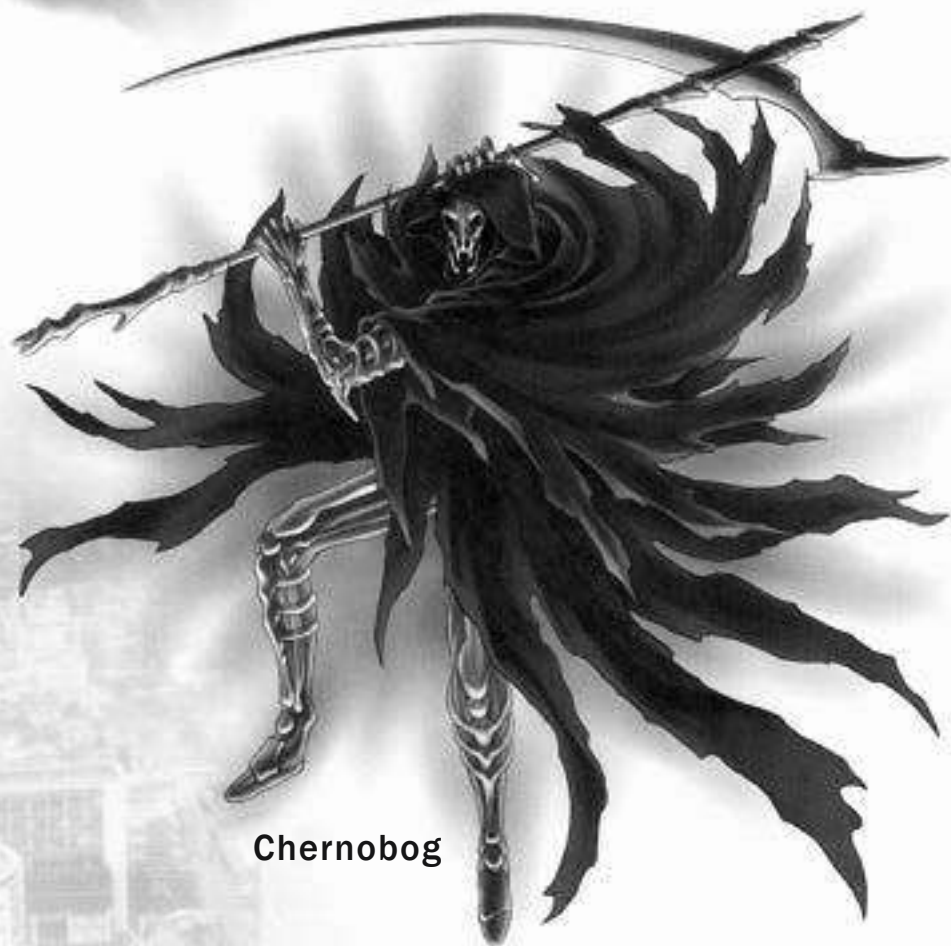


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Seiten Taisei



Chernobog

Part 6

WORLD



Worldview

Basic Concept

This section explains the world setting of "Shin Megami Tensei X." The setting revolves around two fundamental concepts.

Battle Royale of the Gods

The first key word to understand the concept of the "Shin Megami Tensei" series is "Demons."

The various "Demons" that appear in "Shin Megami Tensei" were originally entities worshiped as gods somewhere on Earth. Over time, they became obscured by history or were demonized due to conflicts between different cultures and faiths.

Taking this process into account, the series deliberately refers to all gods, spirits, fairies, oni, youkai, and even angels as Demons.

The unique appeal and greatest charm of "Shin Megami Tensei" lies in these "gods," who transcend their original mythos to converge in Tokyo, where they engage in intense battles.

Modern Romantic Fantasy ~The Collapse of Modern Society~

If one were to categorize the "Shin Megami Tensei" series, it would be best described as a modern romantic fantasy. The series is consistently grounded in the present day.

"Shin Megami Tensei" explores Japan's inherent contradictions, "If..." delves into the madness lurking within modern academia, and subsequent installments continue to probe deep into the hearts of the youth with a fashionable sensibility. Through the emergence of ancient mythological gods in the modern world, "Shin Megami Tensei" depicts the weight and gradual collapse of contemporary society.

This is the second main appeal of the series.

Campaign Settings

This book offers two campaign settings.

The first is "Tokyo Martial Law," which captures the atmosphere of the original game, and the second is "Demonic City Tokyo 200X," where modern Tokyo of the 21st century transforms into a Demonic city.

The former allows players to enjoy the gradual collapse of the current social order and public safety, leading to an escalating conflict with demons. Eventually, Tokyo becomes a brutal, survival-of-the-fittest world where PCs are forced to wield their power.

The latter represents a world where General Gotou's coup did not occur. Similar to settings used in later game entries, but functions as a parallel world from the perspective of "Shin Megami Tensei."

In this scenario, the societal structure remains intact, so PCs may take on roles as "people caught up in

Demon incidents" or as "troubleshooters working to resolve bizarre incidents."

Rules for Managing the Worldview

In "Shin Megami Tensei X," there is a rule for managing the worldview called Gate Power (GP).

Gate Power & Encounter Rate

The GP determines the level of Demons that can appear and the types of items that can be obtained. This is referred to as the Encounter Rate.

The relationship between Gate Power and Encounter Rate is as follows:

Encounter Rate A (up to GP): Demons at or below this level typically appear in groups equal to the number of PCs, which is considered a standard encounter.

Items within this range can be purchased in shops and similar facilities. Equipment within this range won't lead to immediate arrest unless a PC uses it for criminal or threatening activities. NPCs may also possess equipment within this range.

Encounter Rate B (GP+5): The standard for mid-Bosses. Usually appearing in groups of 1~2.

If they appear in number equal to the PCs, there's a high chance of casualties. Items in this range may be obtained via specific skills or through Contacts. Their price will be at least double the standard rate. If the police discover equipment beyond this range, the PC may be considered a danger to the public.

Encounter Rate C (GP+10): The standard for a Boss, typically accompanied by 1~3 minions.

Items within this range are typically unavailable. They may be introduced at the Game Master's discretion when absolutely necessary for the scenario.

Encounter Rate D (GP+15): A powerful Boss, appearing alone. If confronted by PCs below level 10, there is a high chance the party could be wiped out, even if it's the sole opponent.

Items beyond this range should generally not be introduced. If they are, they should be disposed of within the same scenario.

Encounter Rate E (GP+20): A powerful Boss, appearing alone. If confronted by PCs below level 20, there is a high chance the party could be wiped out, even if it's the sole opponent.

Items beyond this range should generally not be introduced. If they are, they should be disposed of within the same scenario.

Encounter Rate F (GP+21 and above): Demons in this range are essentially unbeatable. They are extremely powerful and should only be introduced in high-level scenarios (L30+).

For anything lower, their appearance should be limited to scenarios where defeating them is not the goal, such as preventing their summoning. Items in this range should not be introduced at all.

Tokyo Martial Law (GP: 5~30)

Overview

In the year 200X, a sudden declaration of martial law is enforced, and the area around Kichijoji is sealed off by the Self-Defense Forces under the command of General Gotou.

Strange beings known as "Demons" begin to appear, posing a significant threat to humanity.

This campaign setting intersects with the early story of "Shin Megami Tensei," and as GP surpasses 20, the U.S. military begins to intervene, culminating in their launch of a nuclear missile on Tokyo.

In the aftermath, the desolate landscape becomes the site where surviving gods establish the Tokyo Millennium, setting the stage for a final showdown between Law and Chaos.

PC Roles

Protagonist Route: Similar to the protagonist in the original game, the PCs become embroiled in the battle that will decide the fate of the world.

Faction Affiliates: The PCs belong to one of the many conflicting factions under Tokyo Martial Law, resolving side stories. For example, they might serve under Gotou to combat a secret U.S. military unit, or join the Resistance to protect people from the Demons summoned by Gotou.

Truth Seekers: Though initially on the periphery of events, the PCs get caught up in the Tokyo Martial Law situation due to their role in reporting and investigation.

For example, the staff of an occult magazine might be investigating a string of bizarre incidents, only to discover that they were signs of the impending coup.

Setting Features

This setting is based on the story of the console version, allowing PCs to relive the original protagonist's story or participate in side stories that occur within the same timeline.

By including significant events from the original game—such as the Kichijoji lockdown, Gotou's coup, the activities of the Resistance, and the Great Cataclysm—players can experience the unique appeal of the original story.

It can also be enjoyable to involve characters from the original, like Gotou, Yuriko, and Thorman.

You're free to change it up

While Tokyo Martial Law adheres to the original storyline, culminating in the U.S. nuclear attack, this outcome is not set in stone, and could potentially demoralize the players.

The Game Master has the freedom to modify the flow of events, utilizing the concept of a parallel world. For instance, a situation where the PCs strive to avert the nuclear crisis would be an exciting alternative.

Devil City Tokyo 200X (GP:5~60)

Overview

This is a version of Japan, specifically Tokyo, that closely resembles the real world.

On the surface, it seems as if nothing significant has changed. Demons and other beings of legend were supposed to be nothing more than myths.

However, something has begun to shift in the shadows.

Rumors of "Demons" began to spread like wildfire.

Various incidents happened all over the place.

In Kichijoji, a chemical transport vehicle had an accident, prompting the deployment of an SDF chemical response unit and the evacuation of locals. There's also inklings that the SDF and U.S. military have scrambled.

Something is definitely going on.

PC Roles

Devil Busters: Specialists in Demon subjugation, covertly resolving demonic incidents. PCs might belong to an exorcist organization like Kuzunoha or the Order of Messiah, or they could work as freelancers, taking on jobs from the police or corporations as needed.

This style allows for various conveniences under the guise of "contract work."

Media (Occult Magazine Reporters): In Devil City Tokyo, many demonic incidents are either covered up or dismissed as outlandish rumors even with coverage.

Freelancers working in the media pursuing these bizarre incidents may very well find themselves swept away by them. They were supposed to cover a special story, but encounter Demons and end up involved in the incident.

Survival: Ordinary citizens can also get caught up in the chaos of Devil City Tokyo. When they can't rely on the police or the SDF, they may have to take matters into their own hands and fight for themselves.

Setting Features

This setting removes the constraints of the original story, allowing players to enjoy the world of "Shin Megami Tensei" as a modern-day occult action experience.

Since the contemporary world hasn't collapsed, both players and game masters can approach the game as an extension of their normal lives and common sense. This allows for the possibility of playing scenarios set in schools and other settings, as mentioned later.

However, because the normal societal structure remains intact, there is a risk of PCs being perceived as "rather eccentric" by the world around them.

Additionally, when running a campaign, original goals will need to be made and set.

Devil City Tokyo 200X

Summary

This section introduces Devil City Tokyo in the year 200X, the setting for "Shin Megami Tensei X."

While each part provides as much historical background as possible, it is still only a small portion due to space constraints, and some alternative view may be included. Game Masters are free to correct this based on historical sources or other references.

The History of Tokyo

Tokyo became the center of Japan in 1603 when the Tokugawa Shogunate established Edo. Before then, Edo was nothing more than a hilly fishing village deep in Edo Bay.

Ota Dokan

In the mid-15th century, the samurai warlord Ota Dokan built Edo Castle and ruled over the area. He entered Edo Castle in April of 1457 and resided there for 30 years until 1486.

Around the time of the castle's construction, Dokan also built many shrines in the surrounding areas of Edo.

The Yanagimori Shrine in Kanda Sudacho, the first to be constructed, was dedicated to Fushimi Inari of Kyoto as a protective measure against evil spirits during the castle's construction.

Dokan also established a Tenmangu Shrine after seeing a vision of Sugawara no Michizane, which was later moved to Hirakawacho by Tokugawa Ieyasu, becoming known as Hirakawa Tenmangu.

The Legend of Masakado

One of the samurai deeply connected to Tokyo is Taira no Masakado (?~940), who led a rebellion in Shimosha Province during the Heian period.

After his execution in Kyoto, it is said that his severed head flew back and landed at the site of Masakado's grave in present-day Otemachi.

Another story claims that his relatives stole his head from Kyoto and enshrined it, which led to the founding of Kanda Myojin Shrine.

Later, the Tsukudo Shrine enshrined the spirit of Masakado as Tsukudo Myōjin. When Ota Dokan built Edo Castle, he established Masakado as the guardian deity of Edo and constructed a shrine for him. As a result, Masakado became the guardian deity of Edo, but at the same time, he was also considered a fearsome vengeful spirit. It is said that various strange phenomena occur around Masakado's burial mound, making it impossible to move it.

Numerous temples and shrines are associated with both Masakado and Fujiwara no Hidesato, the warrior who defeated him. For example, the Aioi Shrine in Nihonbashi is where Hidesato prayed for victory, and later, Ota Dokan enshrined Inari Myojin there and prayed for rain.

Tokugawa Ieyasu's Entry into Edo

In 1590, after the Siege of Odawara, Tokugawa Ieyasu, who had been ordered by the then-regent Toyotomi Hideyoshi to relocate to Edo, entered the area and began the full-scale construction of a city.

Though Hideyoshi sought to weaken Ieyasu by sending him to this remote area, far from his stronghold in Osaka, Ieyasu instead used the opportunity to build a formidable city and castle, eventually gathering strength for his future campaigns.

Ieyasu's city-building efforts were successful, and the small fishing village located in coastal wetlands became the center of the Edo Shogunate. By the 18th century, Edo had grown into one of the world's largest cities, comparable to London at the time.

For 250 years, Edo was known as the heart of Japan and the capital of flowers.

The Spiritual Capital, Edo

According to one theory, when Tokugawa Ieyasu's relocation to Edo was decided, the monk Tenkai took charge and used the principles of feng shui to rearrange the temples and shrines in Edo, creating a spiritual defense network across the city.

After determining the location of Edo Castle, the Kanei-ji Temple of Ueno was constructed to guard the Front Demon Gate, while Hie Shrine was relocated to protect the Rear Demon Gate.

It is said that this effort was supported either by onmyoji from the Tsuchimikado family, descendants of Abe no Seimei, or by esoteric Buddhist monks who survived the burning of Mount Hiei. There's even a legend that Tenkai himself was actually Akechi Mitsuhide, who killed Oda Nobunaga at Honno-ji.

Regardless, thanks to the expertise of the two master castle builders, Ota Dokan and Tokugawa Ieyasu, Edo became one of the world's most spiritually protected cities.

And Now, to Tokyo

After the Meiji Restoration, the new government deliberately moved the Imperial Court to Tokyo to suppress the old shogunate forces, converting Edo Castle into the Imperial Palace and establishing a new nation.

Although many old buildings were lost during the Great Kanto Earthquake and the bombings of World War II, post-war Tokyo underwent remarkable reconstruction, becoming a unique metropolis with Western influences. Today, it is a sprawling mega-city with over 12 million residents. Including the surrounding areas of Tokyo Bay and South Kanto, it houses over 20% of Japan's population. Despite Japan's declining birthrate, the population of Tokyo Metropolis continued to grow in the year 200X.

Note: As of May 1, 2005, the population of Tokyo was approximately 12.5 million, an increase of over 40,000 compared to the previous year.

Devil City Tokyo Area Guide



Kichijoji

Kichijoji is the starting point of the original story and serves as the central area of Musashino City.

Located along the JR Chuo Line and close to Shinjuku, it has developed as a commuter town for Tokyo. The area around the station is filled with stylish department stores and boutiques, making it a popular spot among fashionable young people. The long-established arcade, Sun Mall, features a mix of trendy stores and traditional shops, creating a unique and calming atmosphere.

Just a step away from the modern station area, you'll find quiet, upscale residential neighborhoods with an unexpected number of churches and temples dotted throughout.

South of the station lies Inokashira Park, a well-known dating spot.

In the original story, mysterious and gruesome incidents occur in Kichijoji due to the presence of Gotou's secret laboratory, leading to the entire area being sealed off by the Self-Defense Forces and the police under martial law.

Similarly, in "Shin Megami Tensei X," Kichijoji becomes the site of a mysterious lockdown.

GP: 5

Encountered Demons: Zombie, Pixie, Brownie, Ghost, Mou-Ryo, Gaki

Boss: Gagyson, Garm, Alp

Special Boss: Ama no Sakugami

Echo Building

In the original game, this abandoned building serves as a key location early in the story.

It was once a shopping center adjacent to the train station but was closed down and left abandoned for over ten years. At the time of the original game's release, it actually stood as a creepy, deserted building above the station.

Today, a general merchandise store called Yuzawaya occupies the site, but in this book, Yuzawaya does not exist, and the building remains abandoned, repurposed by Gotou's secret organization as a testing ground. The top floor of the building houses a Terminal that Gotou is experimenting with, which allows escape from Kichijoji to Shinjuku, even with the area sealed off.

When using the Echo Building in a scenario, it can either remain an abandoned building or, alternatively, Yuzawaya can experience Makai Drift, leading to it reverting to the Echo Building.

GP: 10

Encountered Demons: Zombie, Pixie, Brownie, Gaki, Goblin, Cait Sith, Zombie Cop

Boss: Alp, Empusa

Special Boss: Douman

Inokashira Park

This park spreads out to the south of Kichijoji and is also known as Inokashira Onshi Park.

The name "Inokashira" means "top-quality spring" and was given by Tokugawa Iemitsu.

The park is adjacent to a zoo, and the pond within the park is a popular spot for couples to ride boats.

In "Shin Megami Tensei," the park is the site of bizarre serial killings, plunging the citizens of Kichijoji into terror. South of the park lies a secret government hospital, where the protagonist is captured but later escapes with the help of the Law Hero.

Near the park's entrance, a mysterious old man calling himself "Taishang Laojun" offers cryptic prophecies.

The secret hospital is a base for the government's covert organization, and after the lockdown of Kichijoji, it serves as a facility for quarantining those who have come into contact with demons.

As the PCs search for people who went missing during the lockdown, they head toward the secret hospital, only to find that the situation is getting worse, with Demons having overrun Kichijoji.

• **Secret Hospital**

GP: 9

Encountered Demons: Zombies, Pixies, Gaki, Goblins

Boss: Chon Chon, Jack Frost

Special Boss: Orias

Nakano

Nakano is a town along the Chuo Line, close to Shinjuku, that has developed as a commuter town. In recent years, it has become popular among young students.

Nakano is famous for the long-established concert venue, Nakano Sun Plaza, but it is less known that just to the north of it lies the National Police Academy, which occupies the site of the former Imperial Japanese Army School of Nakano.

The shopping mall to the north, Nakano Broadway, is a three-story building with a unique atmosphere, home to a flagship location of a niche used bookstore, among other things. The area south of the station hosts numerous facilities belonging to various religious organizations.

GP: 5~10

Encountered Demons: Zombie, Zombie Cop, Cait Sith, Jack Frost, Pixie

Boss: Sudama, Unicorn, Audrey, Army Zombie, Gagyson

Shinjuku

Shinjuku became a part of Tokyo after the Meiji period.

With the establishment of Edo, the Naito Shinjuku post station was opened along the Koshu Highway 1698. It was the first post station after the Oikido gate in Yotsuya, located around what is now Shinjuku Gyoen Station. Since then, it flourished as a satellite town of Edo, but in reality, it was a bustling pleasure district that capitalized on being the first stop after leaving Edo, making it a long-standing entertainment district.

As a key defensive position for entry into Edo from the Koshu Kaido, Naito Suruga was granted a vast area of land to protect, which later became Shinjuku Gyoen.

During the Meiji period, the Army Cadet School (later the Army War College) and the Aoyama Shooting Range were established, and pre-war Shinjuku and neighboring areas like Nakano, Takadanobaba, and Aoyama were home to numerous military facilities.

After World War II, these facilities were seized and repurposed by GHQ, leading to the area's prosperity, and with the relocation of the Tokyo Metropolitan Government, Shinjuku became the new face of Tokyo.

Shinjuku, as the new center of Tokyo, has many different aspects.

First, a bustling commercial district stretches from the east exit shopping area to Kabukicho, with major discount stores, famous department stores, and renowned shops lining the streets.

The large screen at Alta, a symbol of the east exit, displayed Gotou's speech in the original story.

To the west lies a business district centered around the Tokyo Metropolitan Government Building, with numerous skyscrapers towering over the area.

The south side has undergone recent redevelopment, with Takashimaya Times Square offering views reminiscent of Manhattan. Shinjuku Southern Terrace, a 350-meter elevated walkway from the south exit to Yoyogi, is becoming a new landmark.

In the original story, by the time the protagonist arrives from the secret laboratory in Sendagaya, Shinjuku is already under martial law, with most citizens having disappeared from the streets and taken refuge in the underground.

In this book as well, if martial law is declared, the area from Yasukuni-dori to Alta and Shinjuku's new city center would likely come under strict control.

GP: 15

Encountered Demons: Zombie Cop, Goblin, Zombie Dog, Fukei, Imp, Chon Chon, Garm

Boss: Bodyconian, Spartoi, Pyro Jack, Army Zombie, Ghoul

West Exit, New Urban Center

Centered around the new Tokyo Metropolitan Government Building, this business district is characterized by its numerous towering skyscrapers. Behind these buildings lies Shinjuku Central Park, which offers an excel-

lent environment despite being in the heart of the city.

The civic plaza in front of the government building has become a haven for street performers, supported by the Tokyo Metropolitan Government.

In the original story, the heroine leading the resistance is nearly publicly executed in front of the Metropolitan Government Building.

In the "Tokyo Martial Law" setting, a division of the SDF moves in from Ichigaya and stations itself here, advancing under Yuriko's command to gain control of Shinjuku.

In the "Devil City Tokyo" setting, the Tokyo Metropolitan Government Building continues to function, but as GP increases, Demons begin to appear in Central Park, and harpies start to fly among the skyscrapers.

GP: 10~20

Encountered Demons: Zombie Cop, Zombie Army, Bitball, Talon, Angel, Lilim

Special Boss: Yuriko

Southern Terrace

A walkway constructed above the railway tracks from Shinjuku South Exit to Yoyogi. Connected by a sky corridor to the new South Exit's Times Square, it has come to be a fresh dating spot in Shinjuku.

It features stylish restaurants and business buildings, with the 36-story Shinjuku Southern Tower as its centerpiece.

Since it was built over the tracks, it is effectively three stories above ground, offering a pleasant and open view.

You can walk all the way to Yoyogi Station.

In this book, it is depicted as a business district where young businessmen and career women gather. During the day, it is a very safe, well-policed area, but at night it becomes deserted, and strange figures are rumored to appear.

GP: 10~20

Encountered Demons: Nightmare, Empusa, Fukei, Harpy, Bodyconian, Poltergeist

Boss: Jack Ripper

Shinjuku Alta

Shinjuku Alta is the symbol of Shinjuku's east exit plaza, with its giant screen serving as a landmark.

In the summer of 2005, it was temporarily closed for conversion to high-definition. In this book, it is treated as having already been converted to high-definition.

In the original story, Gotou gave his speech here, and after the Great Cataclysm, the Messiah Church used it to preach to the streets.

In this book, it remains an important symbol of Shinjuku East Exit.

GP: 10~20

Encountered Demons: Zombie Cop, Army Zombie, Angel, Lilim, Jack Frost, Pyro Jack

Special Boss: King Frost

Shinjuku Underground

The underground shopping area centered around Shinjuku Station. It extends from JR (Japan Railways) along Yasukuni Street to Shinjuku Gyoen, and further expands to Kabukicho and Shinjuku West Exit.

In the original story, it became a refuge for people after demons took over the surface, with The Resistance's base hidden there. After the Great Cataclysm, it fell under the control of Ozawa.

In this modern-day version, Zombies and Ghouls are already lurking underground. The necromancer Nebiros, who controls these creatures, is also the guardian of a mysterious girl named Alice.

If a martial law is declared in Tokyo, The Resistance will likely begin their activities in this underground area.

GP: 10~20

Encountered Demons: Zombie Cop, Army Zombie, Bodyconian, Lilim, Poltergeist

Special Boss: Nebiros, Alice

Shinjuku Kabukicho

A lively entertainment district centered around the Shinjuku Koma Theater. The area is filled with theaters, cinemas, bars, and adult entertainment venues.

Recently, the Chinese mafia have aggressively moved in, driving out the local yakuza and engaging in turf wars among themselves.

In this book, Kabukicho is depicted as an increasingly bizarre place, being swallowed up by yakuza and mafia who have become possessed by Demons.

Nearby, the Hanazono Shrine is also a well-known spot where antique flea markets are often held.

GP: 10~20

Encountered Demons: Bodyconian, Angel, Lilim, Zombie

Special Boss: Man Eater

Okubo Koreatown

A Koreatown is emerging along Okubo Shokuan Street, behind Kabukicho, where many Korean residents have gathered.

In this book, it is depicted that Demons, taking advantage of this unique characteristic, have remained hidden underground, still in a slime-like form, due to their association with evil. [tk]

GP: 10~20

Encountered Demons: Slime, Mou-Ryou, Slime, Gaki

Boss: Oni, Nekomata

Takadanobaba

Takadanobaba is known as a college town, home to Waseda University. The area's name comes from the Takadanobaba horse-riding grounds used for shogunate equestrian training in the Edo period. It's also famous for the heroic battle of Horibe Yasubei.

Though it's right next to Shinjuku, Takadanobaba retains the easygoing atmosphere of a traditional college town, mixed with ethnic cultures, possibly due to the settlement of international students.

The Toyama area, slightly off Waseda-dori, was once the site of the Army Medical School, where the notorious Ishii Epidemic Prevention Unit, aka Unit 731, conducted experiments. After the war, it was demolished and became Toyama Housing, but it has become dilapidated and is being redeveloped.

GP: 10~20

Encountered Demons: Slime, Mou-Ryo, Slime, Zombie Dog

Boss: Army Zombie, Depth, Betelgeuse

Ichigaya

tk

GP: 10~20

Encountered Demons: Man Eater, Ghoul, Army Zombie, Imp, Spartoi, Oni

Boss: Andras, Gamigin

Special Boss: Gotou

Shibuya

tk

GP: 10~20**Encountered Demons:** Nekomata, Cait Sith, Bodyconian, Pyro Jack, Rusalka, High Pixie**Boss:** Orias, Temple Knight, Depth, Naga, Archangel**Special Boss:** Vritra

Shibuya 109

A fashion building on Dogenzaka, standing as the symbolic tower of Shibuya's youth fashion even after 25 years.

In this book, it is treated as the central point of Shibuya's magical power, where a demonic summoning rituals disguised as band concerts take place.

GP: 10~20**Encountered Demons:** Nekomata, Cait Sith, Bodyconian, Pyro Jack, Rusalka, High Pixie**Boss:** Orias, Gagyson**Special Boss:** Andras

NHK Broadcasting Center

The NHK Broadcasting Center, located at the end of Shibuya's Park Avenue, remains the heart of Japan's public broadcasting. The site was once home to a military prison.

In this book, the Broadcasting Center is depicted as a media hub, but also as a place haunted by many ghosts of wartime.

GP: 10~20**Encountered Demons:** Nekomata, Cait Sith, Bodyconian, Pyro Jack, Army Zombie, Nightmare, Poltergeist**Boss:** Orias, Depth, Oni, Nue**Special Boss:** Lamia

Harajuku

tk

• Meiji Shrine

GP: 10~20**Encountered Demons:** Sudama**Boss:** Tsuchigumo, Ame-no-Uzume**Special Boss:** Kikuri-Hime, Tsukiyomi, Takemikazuchi

• Yoyogi Park

GP: 10~20**Encountered Demons:** Cait Sith, Pixie, Jack Frost, Pyro Jack, Rusalka, High Pixie**Boss:** Kelpie**Special Boss:** Nadja, Troll, Titania, Oberon, Cu Chulainn, Bastet

Aoyama Cemetery

tk

GP: 10~20

Encountered Demons: Bodyconian, Zombie Cop, Zombie Dog, Empusa, Ghoul, Gaki, Ghost, Fukei

Boss: Depth, Inferno, Man Eater, Chris the Car, Zombie Priest

Special Boss: Doppelgänger

Ebisu

tk

GP: 10~20

Encountered Demons: Bodyconian, Pyro Jack, Rusalka, High Pixie, Apsaras, Oni

Boss: Tsuchigumo, Cockatrice, Andras

Special Boss: Naga Raja

Roppongi

tk

GP: a

Encountered Demons: Nightmare, Lilim, Man Eater, Ghoul

Boss: Succubus, Incubus

Special Boss: Vampire

Roppongi Hills

tk

GP: 10~20

Encountered Demons: Nightmare, Lilim, Man Eater, Ghoul

Boss: Succubus, Incubus

Special Boss: Vampire

Akasaka

tk

GP: 30**Encountered Demons:** Angel, Archangel**Boss:** Principality**Special Boss:** Thor, Kazfiel

Ikebukuro

tk

GP: 10~20**Encountered Demons:** Man Eater, Ghoul, Army Zombie, Imp, Spartoi, Oni**Boss:** Andras, Fallen Monk**Special Boss:** Oni Jorou, Master Therion

Sunshine 60

tk

GP: 10~20**Encountered Demons:** Man Eater, Ghoul, Army Zombie, Imp, Spartoi**Boss:** Oni**Special Boss:** Yama, Gozuki, Mezuki

Zoshigaya Cemetery ~ Togenuki Jizo

tk

GP: 10~20**Encountered Demons:** Bodyconian, Zombie Cop, Zombie Dog, Empusa, Ghoul, Gaki, Ghost, Fukei**Boss:** Depths, Man Eater, Chris the Car**Special Boss:** Zombie Priest

Chiyoda / Marunouchi

tk

GP: 20 (Kubizuka: 50)

Encountered Demons: Man Eater, Ghoul, Army Zombie, Spartoi, Zombie Priest

Boss: Oni, Andras

(Kubizuka) Special Boss: Gozuki, Mezuki, Suzaku, Byakko, Seiryu, Genbu

Ginza

tk

GP: 20

Encountered Demons: Imp, Alp, Empusa, Lilim

Boss: Succubus, Incubus, Lamia

Special Boss: Loki, Nyx

Tsukiji / Shiodome

tk

GP: 20

Encountered Demons: Azumi, Aquans

Boss: Undine

Special Boss: Dagon

tk

Odaiba / Ariake

The name "Odaiba" originates from the offshore artillery batteries, known as "Daiba," which were constructed by the shogunate during the late Edo period. These batteries were built to defend against foreign ships, particularly after the threat felt from the arrival of Commodore Perry. Seven batteries were initially constructed in the Shinagawa area, but over time, they fell into disrepair and were dismantled. The land was eventually transferred to the Tokyo government and turned into a public park. Around this area, timber storage yards were also established. However, in recent years, the area has been redeveloped, transforming into the modern Bay Area, known as Odaiba.

Odaiba has since become home to media industries, with Fuji TV being one of the notable presences. Palette Town, an amusement park, has also been built, making the area a comprehensive entertainment district.

On the waterfront, the International University Village was established, along with various high-tech research facilities. By 2005, new research centers focusing on the fusion of IT and biotechnology were expected to be completed.

The adjacent Ariake district is home to the Tokyo International Exhibition Center (Tokyo Big Sight), which is famous as the venue for Comiket, an event that draws over 500,000 attendees each summer and winter. Ariake is also known for its sports facilities, such as Ariake Coliseum and Ariake Tennis Park.

These reclaimed lands serve as both entertainment hubs and part of the Tokyo Port, with various ships docking in the area. South of Big Sight is the steel dock, while to the south of Odaiba lies the foreign trade dock, where numerous cargo ships come and go.

Access to these areas is limited, primarily via the Rainbow Bridge by car or by using the Yurikamome and Rinkai lines.

In this book, the Bay Area is depicted as both a comprehensive entertainment district and a cluster of cutting-edge research facilities, some under construction and others already operational. The existence of a controlled artificial island suggests the possibility of isolation in emergencies. Among the biotech facilities, there may be a state-of-the-art P4 lab designed with demon countermeasures in mind.

Additionally, these high-tech companies are developing anti-Demon weaponry, which will eventually be adopted by the SDF.

Given its location on Tokyo Bay, there is significant activity from oceanic demons, with influences from the Vile Dagon also evident.

GP: 15~25

Encountered Demons: Bit Ball, Ghoul, Talon, Harpy, Azumi, Haokah, Apsaras

Boss: Aquans, Aello, Calaeno, Ocypete, Iron Crab, Zombie Priest

Special Boss: Dagon, Nemhain, Macha, Morrigan

Shinagawa

Shinagawa, facing Tokyo Bay, is a residential area dating back to the Jomon period. In addition to the discovery of Yayoi-period square-ditch tombs, there are also ancient burial mounds and horizontal cave graves. By the late Heian period, the Oi and Shinagawa clans governed this region and were loyal to Minamoto no Yoritomo. During the Muromachi period, Shinagawa thrived as a bustling area.

After the establishment of Edo, Shinagawa was designated as the first station on the Tokaido road, subsequently becoming a thriving entertainment district.

In 1680, the Shogunate established the Suzugamori Execution Grounds, a facility for executions.

During the late Edo period, following Commodore Perry's arrival, offshore artillery batteries were constructed for coastal defense. These batteries later became known as Odaiba and also included the Tennozu Isle in Shinagawa.

Following the end of Japan's isolation, foreign ships began to anchor off the coast of Shinagawa, and foreign consulates were established in the area.

Shinagawa became part of Tokyo during the Meiji period, and with the completion of the railway between Yokohama and Shinagawa in 1872 the area gained prominence as a key transportation hub. The opening of Haneda Airport in 1931 further spurred the development of Shinagawa as a business district.

In recent years, redevelopment of the Bay Area led to the construction of Tennozu Isle on the site of the fourth battery.

In the original story, after the Great Cataclysm, the Messiah Church establishes the Shinagawa Cathedral. However, in this modern setting, the Messiah Church is already active in Shinagawa, and the construction of the cathedral is underway.

GP: 30

Encountered Demons: Angel, Archangel, Cleric, Temple Knight

Boss: Principality, Magus

Special Boss: Purski

Ueno

tk

GP: 30**Encountered Demons:** Suicide Unit, Death Rider, Fallen Monk, Andras, Oni**Boss:** Oni Jorou, Chernobog, Baphomet, Orobas, Ibaraki Doji, Shuten Douji**Special Boss:** Gorgon, Ose

Asakusa

tk

GP: 20~30**Encountered Demons:** Oni, Apsaras, Lamia, Naga, Ghoul**Boss:** Ibaraki Doji, Shuten Doji, Taraka, Rakshasa**Special Boss:** Atavaka, Durga

The Second Tokyo Tower

With the digitization of over-the-air television, there is a plan to construct a new communication tower, which could be called the Second Tokyo Tower, to replace the aging Tokyo Tower. The current candidate site is in Taito Ward, along the banks of the Sumida River, and preliminary surveys have already begun.

In "Shin Megami Tensei X," this new tower is under construction, setting the stage for a future conflict involving the Ring of Gaea, Messiah Church, and other factions vying for control over the tower.

Akihabara

During the Edo period, Akihabara was a residential area for lower-ranking samurai, but it frequently suffered from fires. In 1870, the local community enshrined Akiba Daigongen from Shizuoka as a fire-prevention deity, leading to the area being named Akihabara.

Although Akihabara was already home to many electronics component shops before the war, it gained attention after the war as a place where electronic parts could be purchased cheaply on the black market. The popularity of "assembled radios," sold by students from electrical engineering schools, further established Akihabara as a hub for wholesale electronic products. Urban redevelopment by the GHQ relocated the electronics vendors to below an arcade near Akihabara Station, cementing Akihabara's identity as "Electronics Town."

With Japan's post-war recovery, the electrification of everyday life progressed, and Akihabara thrived as a center for electrical goods. The focus of sales gradually shifted to more specialized products like audio equipment, personal computers, and video games, attracting a more niche customer base.

To cater to this change, unique stores sprung up, turning Akihabara into what is now known as a "Mecca for Otaku." Distinctive subcultures, such as "midnight release queues" where people line up after 10 p.m. to buy new video games at midnight, "doujinshi specialty shops," and "maid cafes" that appeal to otaku have become common sights in Akihabara.

Additionally, the Tsukuba Express, which directly connects Tsukuba Science City to Akihabara, is set to begin service in the fall of 2005. This development has led to plans for a cooperative research and development complex, "Akihabara Crossfield," to be built in Akihabara. The first phase of this project has already seen the opening of the Akihabara Dai Building in front of the station, aiming to transform Akihabara into a more stylish and high-tech city.

In this book, Akihabara's niche characteristics are recommended to be utilized in scenarios. As a city brimming with curiosity and uniqueness, Akihabara is also a suitable place for Demons to inhabit.

The area's specialization in electronics will likely become important for summoners who use digital systems to summon Demons.

GP: 20~25

Encountered Demons: Oni, Kelpie, High Pixie, Pyro Jack, Rusalka, Talon

Boss: Mercurius, Andras

Special Boss: Serket, Orthrus

Kanda, Ochanomizu, & Bookstores

The area around Kanda and Ochanomizu has long been known as an academic town.

Kanda Jimbocho, famous for its secondhand bookstores, was originally an area of samurai residences, but after the Meiji period, numerous private schools and specialized colleges sprang up, leading to the emergence of bookstores and eventually a bustling bookshop district. Today, the area is still surrounded by publishers and universities.

Kanda is home to Kanda Myojin Shrine, which enshrines Taira no Masakado as the guardian deity of Edo, making the area a spiritual stronghold. The area is also famous for Yushima Tenjin Shrine, which enshrines Sugawara no Michizane, the god of learning. These are located in the direction of Hongo from Ochanomizu Station.

Yushima Tenmangu Shrine was established 458 and initially enshrined the deity Ame no Tajikarao no Mikoto. However, in 1355, Sugawara no Michizane was enshrined as the god of scholarship, earning the shrine its reputation as a place of learning. The shrine was later patronized by figures such as Ota Dokan and Tokugawa Ieyasu, and the fifth shogun, Tsunayoshi, established the shogunate's academy here, where Zhu Xi's teachings were taught. This laid the foundation for the Kanda area's identity as an academic town.

Walking about a kilometer from here brings you to the prestigious University of Tokyo, formerly the Maeda family's upper residence for the Kaga Domain and the middle residence for the Mito Domain. While the Red Gate on the Hongo side draws most of the attention, the back of the university borders Shinobazu Pond and Ueno.

Descending toward Suidobashi, you reach the former residence area of the Mito Domain, which includes the Koishikawa Herbal Garden. These areas were once the estates of powerful daimyo families in Edo. The construction of a baseball stadium and an amusement park on the grounds of Korakuen increased the area's appeal as a tourist destination, and the establishment of an off-track betting office (WINS) near Suidobashi Station attracted horse racing fans.

Nowadays, crossing from Suidobashi Station, you'll find families heading to Tokyo Dome for baseball games or the amusement park, while a floor below, fans are intently watching horse races. Raising your gaze, you can see the newly constructed high-rise city hotels, and walking between Tokyo Dome and the amusement park leads you to LaQua, a trendy date spot.

It's also important to note that the Kanda River flows along the JR Chuo Line in this area and remains a crucial transportation route.

Though Kanda does not appear in the original game, this area will be depicted in this book, respecting its unique cityscape and tradition. There is a team of exorcists based around Kanda who deal with the bizarre incidents that continue to occur around Dome City. Some suggest that the culprits might be a marine Demon that infiltrated along the Kanda River.

GP: 20~25

Encountered Demons: Oni, Kelpie, Pyro Jack, Rusalka, Azumi, Angel

Boss: Archangel, Undine

Special Boss: Mizuchi, Oto-hime

Devil City Factions

Gotou Division (Martial Law HQ)

- **Description**

An infantry division stationed at the Ichigaya Garrison of the Japan Ground Self-Defense Force, under the command of General Gotou.

The division is deeply devoted to Gotou's philosophy of pure Japanese nationalism and is preparing for security operations within Tokyo at his command.

After the declaration of martial law in Tokyo, they move to take control of various parts of the city, intensifying their stance against the U.S. military.

- **Location**

Ichigaya

- **Representative**

General Gotou

- **Ethos**

"Through the resurrection of Demons, Gaia's power will be restored, the American occupation repelled, and the independence of the Japanese people will be won."

- **Values**

Independence and autonomy of the Japanese people.

- **Opposes**

The One True God and his justice.



The Black Hand

- **Description**

A U.S. military special operations agency aiming to intervene in demonic incidents within Japan. Also known as MIB, they use the U.S.-Japan Security Treaty as a shield to monopolize the collection of information and samples from Demon-related incidents in Japan, intending to use them for weapons development.

They are forceful and quick to use firearms, yet hold political privileges that allow them to cover up incidents.

- **Location**

Akasaka

- **Representative**

Commander Thorman

- **Ethos**

"The United States is the world's policeman. The war on terror is just."

- **Values**

American national interests.

- **Opposes**

Petit-bourgeois, frail pacifists who dodge military service yet pompously protest for human rights and peace.



Eastern Magic Society



● **Description**

A group of magicians following the traditions of Western alchemy and the "Hermetic Order of the Golden Dawn."

They conduct their activities in Japan in accordance with the prophecy of the Vile Baphomet, seeking to summon the Tyrant Mara in a bid to conquer the world.

● **Location**

Ikebukuro

● **Representative**

Master Therion, a high-ranking magician who claims to bear the number of the beast, 666.

● **Ethos**

"Humanity will evolve through magic, ascend to a higher existence and harbor the power of creation within their bodies."

● **Values**

Knowledge of magic, spiritual evolution, and assimilation with creation.

● **Opposes**

Violence, base animal instincts, ignorance.

Church of Starry Wisdom



● **Description**

A religious organization that claims to follow Protestant Christianity but is, in reality, a revival of the ancient Egyptian worship of the "Faceless God" Nyarlathotep, a cult that was once eradicated. Their ultimate goal is to awaken the slumbering god Cthulhu from the depths of the sea.

● **Location**

Takadanobaba

● **Representative**

Father Nye

● **Ethos**

"Let the true gods be manifest upon Earth."

● **Values**

Resurrection of the true gods.

● **Opposes**

Underhanded people, boring events.

The Jack Empire

- **Description**

An empire led by King Frost, a power-hungry Jack Frost who fused with forbidden power. World conquest by the Hee-ho for the Hee-ho begins (still in planning).

- **Location**

TBD. Ideally, somewhere cool, with ice cream, but not just some cold storage warehouse in Oimachi.

- **Representative**

King Frost

- **Ethos**

"World conquest,
All bow to the Jack Emperor!"

- **Values**

World conquest. Power. And ice cream.

- **Opposes**

Any-ho who gets in the way!



JSDF Unit 666

- **Description**

A secret unit established under General Gotou's initiative to counter the frequent occurrence of mysterious incidents of spiritual nature. Based at Ichigaya Garrison, they secretly develop new weapons, such as Panzer Armor, and research the weaponization of magical talents for a potential magical conflict with the U.S.

- **Location**

Ichigaya

- **Representative**

Major Kato

- **Ethos**

"We uphold the peace of Japan. Exterminating Demons and concealing incidents is our top priority."

- **Values**

Love for the homeland Japan. Eradication of Demons.

- **Opposes**

Demons and any humans aligned with them.

Jingu Forest

- **Description**

A group of Shinto exorcist shrine maidens based at Meiji Shrine. They dispatch maidens with Demon-expelling power to protect the peace of the capital. Though powerful, they are pacifists who prefer to resolve conflicts without fighting whenever possible.

Their political influence is substantial, allowing them to conceal incidents and coordinate with shrines nationwide.

- **Location**

Meiji Shrine

- **Representative**

Himemiya Kikue

- **Ethos**

"We wish to keep the peace in Japan and, if possible, maintain our quiet days."

- **Values**

Peace. Safety. Prosperity. Tranquility.

- **Opposes**

Violence. Intolerance. Self-righteousness. Imposed justice.

Kuzunoha

● Description

A group of exorcists secretly subjugating Demon-related incidents occurring throughout Tokyo. They have also gained significant influence within the underworld.

Some say they come from an ancient line of Japanese exorcists, but the details of its members remain unknown.

● Location

Unknown.

● Representative

Unknown.
However, Madam Ginko in Ginza is said to be the liaison.

● Ethos

"We excise the evils that threaten Japan."

● Values

The peace of Japan.

● Opposes

Demonic nature. Corrupt people.

The Ring of Gaea

● Description

A heretical religious sect based on Buddhist teachings that seeks to attain the ultimate truth by incorporating knowledge from all religions. They collect and study ancient esoteric texts from across the world, willing to engage with any dark cult if it furthers their goal of revolutionizing the world.

Among them, the young Hikawa is the most radical, working as an executive in an IT company while delving into Demon summoning to enact global change.

● Location

Ueno

● Representative

Master Andras

● Advisors

Kouga Hisame, Lilia Oshima, Hikawa

● Ethos

"We will reform the world, and attain the ultimate truth."

● Values

Enlightenment, spiritual evolution.

● Opposes

Ignorance, and anything that obstructs the truth.

The Holy Cross Church of Messiah

● Description

The Holy Cross Church of Messiah Temple Knights Monastic Order is an emerging Christian organization. By the revelation of the One True God, they preach to their believers that the world is soon to be cleansed by The Revelation and encourage them to participate in the upcoming Battle of Revelation.

● Location

Shinagawa

● Representative

Gabriel Pucci

● Advisor

Bishop Angela F. Gregorius

● Ethos

"Offer your soul to salvation. Humanity will be saved through repentance to the One True God. To survive the Revelation, we must fight."

● Values

The One True God. The battle for righteousness. Atonement.

● Opposes

Corruption. Sin. Demons.

Claymore

● Description

A European exorcist organization. They have noticed the strange occurrences in Devil City Tokyo and are attempting to intervene.

Though Christian, they also embrace Celtic belief, leading to hostilities between the exclusionary Messianic Church.

The Japan branch is led by Lady Arian Sinclair, an English noblewoman whose patron deity is the Celtic goddess Arianrhod.

● Location

Yokohama

● Representative

Arian Sinclair

● Ethos

"We will not allow evil to resurface."

● Values

Salvation & harmony. Protection of the weak. Noble honor.

● Opposes

Demonic forces. Corrupt people. Oppressive behavior that harms others.

Morrigan Corporation

- **Description**

A foreign IT company.

The company has constructed its Tokyo headquarters in the Bay Area and aims to dominate Japan's network industry.

It is a military enterprise with deep ties to the United States of America, and its offices are protected by the latest in robotic weaponry.

- **Location**

Odaiba

- **Representative**

Sylphis Morrigan

- **Ethos**

"We shall reign over Japan with our technology. Rival companies will be crushed."

- **Values**

Market monopoly. Overwhelming dominance.

- **Opposes**

Lip service. Wasteful spending.

Tachibana Conglomerate

- **Description**

A post-war emerging conglomerate that has absorbed numerous companies, particularly in the construction sector.

The heiress Chiaki Tachibana grew up wealthy, but has grown bored with her peaceful life and wants to take a little peek into the darker sides of the world to stave off her boredom.

- **Location**

Nishi-Ogikubo

- **Representative**

Chiaki Tachibana

- **Ethos**

"I aspire to never be bored."

- **Values**

"What's important, I suppose?"

- **Opposes**

"I loathe boredom."

Tokyo PD, Section 0

- **Description**

The Special Materials Office "Section 0" of the Tokyo Metropolitan Police was created as the Japanese equivalent of the X-Files, and for a time it handled occult incidents such as UFO abductions and attacks by unidentified creatures.

In recent years, with a surge in bizarre incidents involving Demons and the rise of religious extremist groups like the Ring of Gaea, the department has gained a status closer to that of a special investigation unit. However, within the police force, it is still regarded with skepticism.

- **Location**

Sakuradamon

- **Representative**

Inspector Urata

- **Ethos**

"We get to the bottom of things. But, sometimes it's better not to know."

- **Values**

Calming the situation.

- **Opposes**

The root of an issue left obscured and festering.

Occult Magazine "Ayakashi Monthly"

- **Description**

A subculture magazine specializing in the occult. It doesn't have many copies in circulation, and many of the articles are dubious at best. Its popular writer, "Hijiri," has recently been investigating the Ring of Gaea, a new religious cult.

- **Location**

Shinjuku

- **Representative**

Hitomi Miyata (male, apparently a pen name)

- **Main Writer**

Hijiri

- **Ethos**

"You think that's real? It's just a story, a sham."
-(Editor-in-Chief Miyata)

- **Values**

Catchy occult stories. Drunken tall tales.

- **Opposes**

Things like common sense, peaceful civilian life, lapdog conservatives, and all that.

Tendou-gumi

● Description

The Tendou-gumi are a traditional yakuza organization that operates from Shibuya to Shinjuku. The clan leader, Tenzan Tendou, is over 60 years old but remains a formidable and principled figure who commands hundreds of members.

While he deeply values old yakuza traditions, he is also a brutal and ruthless criminal who believes in the absolute power of violence.

● Location

Shinjuku

● Representative

Tenzan Tendou

● Ethos

"The strong rule, and order is necessary."

● Values

The way of the Yakuza, duty, honor, and manners.

● Opposes

Betrayal. Apathy.

Fairyland

● Description

A community of fairies gathered in Yoyogi Park, led by King Oberon and Queen Titania, living peacefully.

They have sent a Fairy Pixie to Tokyo to gather information, but have no intention of taking part in the battle between Japan and the U.S.

● Location

Yoyogi Park

● Representative

Fairy King Oberon and Queen Titania

● Ethos

"Live as if time itself were an endless dream."

● Values

Eternal dreams, idling one's life away, freedom, doing as one likes, playing, and naps.

● Opposes

Radicalization, change, pain, labor, coercion.

Kingdom of Hungry Ghosts

● Description

Haunt Gaki gathered around the Shinjuku underground shopping center, where they constantly vie for power, naturally forming into tribes. They'll devour anyone in the vicinity.

Currently, they are engaged in fierce battles with the JSDF's 666th Unit in the depths of a subway construction site.

● Location

Shinjuku Underground

● Representative

The Gaki Emperor, a Gaki who has reached level 20 and possesses the "Drain Fire" skill.

● Advisor

Nebiros

● Ethos

"We follow our appetites. Striving for a world where no Gaki has to suffer starvation."

● Values

Food.

● Opposes

Everything inedible. The fate of Gaki. Humans. Gods. Anything that interferes with their meals.

Residents of the Devil City

How to Read This Section

This section introduces important characters within the world of "Shin Megami Tensei TRPG Devil City Tokyo 200X."

Their data may sometimes be provided as boss data, while other times, it may not be provided at all. If you need data, you have the right to create it. You are free to use the basic rules and Boss data in this book, or the GM can create it as desired.

Format

Name: The character's name.

Quote: A common phrase the character uses.

Description: A detailed explanation of the character.

Contact: How and where to contact this character. If used for as a Contact for gathering information, this serves as an example presentation of a scene.

Background Info: Information about the character's background. What kind of background they have and what kind of power they wield?

Any changes deviating from the original in this TRPG will be noted here.

Keywords: Valid Keywords when negotiating with this character.

Thorman

"We, the United States, will bring God's justice upon the chaos of the Far East."

• Description

The Commander of the US Forces stationed in Japan, monitoring Japan's anti-American movements. He plans to execute a reoccupation of Japan by exploiting the chaos in Tokyo.

Contact: The American Embassy in Akasaka or US military facilities. He is surrounded by bodyguards and aides, and during outings, he travels by private car, making him difficult to approach. Normally, contact is made via phone.

Background Info: Thorman is the supreme commander of the US Forces in Japan, representing the Law Side which is controlled by the one true God. He is the incarnation of the Norse thunder god, Thor. The US aims to gain complete control of the Far East by closing Japan's ley lines, sealing the power of the Chaos gods at the same time.

In the original story, he was portrayed as the "US Ambassador," but in this TRPG, he has been placed in a more combat-oriented role as the overall commander of the US Forces in Japan. He has a deep connection with the US President and has the authority to request nuclear launches.

Keywords: US Military, United States, World Order, American justice



Louis Cyphre



"You shouldn't know that yet. By the way..."

● Description

A blonde man whose true identity is unknown. He dresses in a stylish suit and speaks in a suave yet mysterious manner. He is knowledgeable about the movements of Demons and various factions, offering advice on different matters, though his words are always cryptic and hint at ulterior motives.

Contact: He provides the phone number to his office. While his secretary usually answers, on some occasions he may answer the phone himself. He is unpredictable, and with a successful Conversation check, he may appear suddenly, often under the guise of coincidence, to offer cryptic advice.

Background Info: He is an incarnation of the Tyrant Lucifer. He has appeared on Earth for the sake of his true form's full resurrection, but his actions are enigmatic.

He is privy to a wealth of information, and orchestrates unassuming opportunities to guide those who align with his goals.

Keywords: Apocalypse, Conspiracy, The One True God, Fallen angels

General Gotou



"We have risen and will protect our homeland."

● Description

The Chief of Staff of the Ground Self-Defense Force. He declares martial law in response to the appearance of Demons and is appointed as the Emergency Response Commander. If you can leverage his Contact, you may be able to move freely under the lockdowns. Successful Conversation checks with him may grant equipment or information from the SDF. He is fond of Kotetsu, a famous sword.

Contact: Gotou stays at the JGSDF's Ichigaya garrison, established by him as the martial law headquarters. He frequently uses the tea room located there.

Background Info: Gotou is an extremely patriotic character with strong feelings about Japan's exploitation by the United States. He once leaned towards the ideology of Yukio Mishima. During the development of the Transfer Terminal, he learned about the existence of Demons, that is, ancient gods who resist the order imposed by the US, and now aims to revive them to interfere with America's plans.

His secretary "Yuriko" is an incarnation of Lilith, and the first woman to become a Night Demon.

Keywords: Patriotism, Anti-American, Demon Summoning, Terminal, Yuriko

Elder Oshiroto

"What can these old bones do for you?"

● Description

A one-eyed elderly man with strong influence in political and business spheres.

Though retired and living in seclusion in Seijo, he sincerely responds to those who visit him, offering advice on magic and the secrets of the world.

Contact: Meeting with him is difficult. All inquiries and interviews via phone are handled by his secretary. He will only meet with those who have him as a Contact, and visit him directly.

Background Info: He has been a promoter of Japan's post-war recovery and establishment as a peaceful nation. For someone born during the war, his actions were natural to him, but they thrust him into a position of power behind-the-scenes in politics and business. In recent years, he has come to realize that he is an incarnation of Odin, the All-Father of Norse mythology, and he senses the impending arrival of the Apocalypse. He is determined to protect the Japan he has cared for from the malevolent One True God. Although he thinks General Gotou's actions are premature, he understands his motives and is taking measures with the intention of dealing with the aftermath.

He himself is not an old-fashioned Japanese supremacist, but rather a dilettante who appreciates a wide range of art and culture.

Keywords: Business World, Political World, Protecting Japan, Traditional Culture



Kikue Himemiya

"We are always watching over you."

● Description

The princess shrine maiden of the Meiji Shrine. Said to be the reincarnation of Kikuri-hime, the goddess of Shirayama Shrine, she is in her 20s and serves as the head of the Shinto exorcists in the Southern Kanto region.

Although she has the power to sense omens and powerful supernatural disturbances, she is unable to leave the sacred grounds, so she sends out her subordinate shrine maidens and priests to solve bizarre incidents.

Contact: She is surrounded by multiple layers of barriers, making it impossible for ordinary people to contact her. One can only meet her by visiting directly or being personally summoned by her.

Background Info: She is the reincarnation of the Lady "Kikuri-hime," stationed at the inner sanctum of Meiji Shrine. She monitors the fluctuations of the stars and the presence of demonic energy, and has been persistently trying to prevent the battle between gods and Demons in Daikyoku.

She wields significant influence within government institutions through the Shinto Shrine Association, enabling her to facilitate various arrangements. However, she is shrewd and principled, and may show strong aversion to those who try to misuse her authority.

Keywords: Celestial Bodies, Guardians of the Imperial Capital, Kumano's Request



Loki



"I don't have time to deal with brats."

● Description

A wealthy man from Northern Europe who frequents Bar Madam. He is a connoisseur of eccentric collections and enjoys causing confusion with his bizarre behavior.

Contact: He visits Bar Madam every night, but the most important thing to him is his collection of odd trinkets, which he boasts about to others at every chance. As a result, you might spot him at auctions and exhibitions.

Background Info: As his name suggests, he is the incarnation of the trickster god from Norse mythology. He forged a blood-brotherhood with Odin, but after numerous pranks and eventually killing the god Baldr and was imprisoned. Later during Ragnarok, he sided with the enemy giants.

In the TRPG, he doesn't align to any faction and spends his time at Bar Madam in Ginza, indulging in his relic collection. He appears as a collector of rare items.

He seeks his own path to resurrection, but, weary from his battles with the One True God, he is currently lying low. If he were to regain his former ambitions, the world may well be engulfed in the flames of Ragnarok.

Keywords: World Chaos, Collection, Decadence

BEAST Cerberus



"I, AM SEARCHING. SOMEDAY I SHALL MEET MY MASTER."

● Description

Cerberus, the guardian of the underworld. He runs through the night of Devil City Tokyo, searching for something.

Some call him "Pascal."

Contact: Those with Contact can guess where he might appear. In most cases, it's in deserted buildings or construction sites.

Background Info: Cerberus is the fierce three-headed, serpent-tailed, hound guarding the dark abyss of Tartarus (the Underworld) in Greek mythology. His father is the wind giant Typhon, and his mother is the serpent goddess Echidna. It is said that when Cerberus was forcibly dragged to the surface by Hercules, the slobber from his gnashing heads became wolfsbane.

In the original story, the protagonist's dog Pascal undergoes Demon Fusion in the Cathedral of Shadows and becomes Cerberus; in this TRPG, Cerberus, who retains Pascal's consciousness, wanders the Devil City looking for his master. While he is aware that he is a Demon, he tries to protect Pascal's hometown, Tokyo.

Keywords: Master, Pascal, Tokyo

Arian Sinclair

"I have no use for noblemen who lack pride and courage."

● Description

She is the dignified daughter of an English noble family, exuding an air of elegance.

She is the leader of the Tokyo branch of the European exorcism organization "Claymore," dedicated to resolving the bizarre incidents and eradicating Demons within the Devil City.

While she typically dons beautiful dresses, she adopts sharp masculine attire when engaging in sports and combat.

Contact: She resides in a Western-style mansion on the outskirts of Yokohama but also owns several apartments in the city, which are made available to associates of "Claymore."

Background Info: A young leader of an exorcism organization hailing from Europe, she provides a battleground for the PCs.

She is a knight who worships the ancient Celtic war goddess Arianrhod, upholding values of courage and honor. She believes that it is a noble's duty to fight for the people.

She is a follower of the Anglican Church and views the Messian Church as heretical, akin to Fallen angels, and bears deep animosity towards it.

Those with her Contact may receive support in the form of weapons and other assistance when resisting Gotou and Thorman.

Keywords: Demon Subjugation, Vile Extermination, Courage, Honor



Father Nye

"One mustn't measure God's wisdom, by human reason."

● Description

A dark-skinned priest claiming to have come from Egypt.

Although he purports to be appointed by the Pope, he is actually a priest of the obscure «Church of Starry Wisdom», preaching about gods sleeping beneath the sea and beyond the world of stars. His gentle and sweet tone contrasts with the unfathomable content of his teachings, which often lead to nightmares for those who hear them.

Contact: Located at the «Church of Starry Wisdom» in Takadanobaba, but he also occasionally holds seminars across various parts of Tokyo, including the Bayshore New City Center.

Background Info: Father Nye is an avatar of the conspirator Nyarlathotep, a malevolent deity from the Cthulhu Mythos, also known as the Crawling Chaos and a Messenger of the Outer Gods. He aims to sow chaos in the world and spread nightmares to awaken the slumbering elder god, Vile Cthulhu. He possesses the fearsome grimoire "Necronomicon" and the <Shining Trapezohedron>.

Keywords: Cthulhu, Vile Resurrection, "Necronomicon", <Shining Trapezohedron>



Master Therion



"Soon this world will perish, and the battle of Ragnarok will begin!"

● Description

A magician claiming to be the reincarnation of the historical Aleister Crowley, also known as the "Beast of Revelation." He leads the practical magic group called the "Eastern Magic Society."

Based in Ikebukuro, he pursues the secrets of truth learned from the Demon Choronzon in Egypt.

Contact: He resides in the headquarters of the Eastern Magic Society in Ikebukuro.

Background Info: Master Therion is the incarnation of the Numbered Beast, a Demon from the Book of Revelation. Aleister Crowley, who once claimed to be the greatest magician of the 20th century, studied the mysteries at the Hermetic Order of the Golden Dawn and eventually developed his own unique magic, declaring himself a Tyrant, the Beast 666, and authoring magical texts like the "Book of the Law." He became a prominent figure in the American occult community, but was at times labeled a charlatan. In this TRPG, he is depicted as a magician claiming to be Crowley's reincarnation and shares his knowledge of magic.

Keywords: Magic, Apocalypse, Revelation

Nadja



"Hey, onii-chan, let's play!"

● Description

A mysterious girl claiming to be from India.

She appears in various places out of nowhere, always with a friendly and innocent smile.

No one knows who she really is or what she's searching for.

Contact: Her residence and usual activities are unknown, and even her claim of "being Indian" is dubious.

She is elusive, appearing suddenly and bombarding with innocent questions. At times, she shows up in unexpected places—like sitting at the desk next to you in school or playing with children in the park.

Background Info: Nadja is part of the Fairy family, but unlike the European variety like Titania and Oberon, she descends from gods of Indian mythology. She roams the world on a whim, and although she has an eternal lifespan, her mind remains that of a pure-hearted girl.

She loves beautiful landscapes, cute things, moments of innocent play, and interesting events but is deeply saddened by loss of life and when people hate each other.

Keywords: Scenery, Cute, Play

Titi

"I can see your fate."

● **Description**

A young fortune-teller claiming to be from Egypt, who runs a small Egyptian-style fortune-telling shop in a corner of Harajuku. Her exotic beauty and accurate predictions have made her popular among the youth.

Some say her full name is Nefertiti, the same as the Egyptian queen.

Contact: Her shop in Harajuku is open from afternoon until late at night. Her home address is unknown, but she is said to occasionally appear at live music venues in Harajuku.

Background Info: Titi is also the reincarnation of a divine being who appeared on earth with the advent of the Revelation.

She is an incarnation of the Egyptian cat goddess Bastet, a protector of wisdom who holds affection for humans but is not hesitant to devour the wicked.

As a messenger of the Egyptian gods, she is but a spectator in the divine battles unfolding in Devil City Tokyo, but is increasingly influenced by Father Nye, who is meddling with the Egyptian gods, and seeks to resurrect the Vile Cthulhu.

Keywords: The Future, Fate, Vile Resurrection



John Cleric

"Those who join with Demons shall fall into Hell."

● **Description**

An agent and exorcist of the Messiah Church, John is willing to face any danger to crush the Fallen angels' schemes.

He wears a black leather coat and is a devoted user of the Beretta M92F. When it comes to the supreme priority of eradicating heretics, he doesn't hesitate to unleash maximum firepower, even against Humans.

Contact: The Exorcism Bureau of the Messiah Church.

Background Info: John has no qualms about pulling the trigger to enact "God's justice," using any means necessary and accepting the sacrifices required to fulfill the ultimate divine purpose.

Raised in the Messiah Church's faith community from a young age, he received theological education and combat training akin to a modern-day monastic knight. Thus, John became a cold and emotionless executioner, yet he still pays utmost respect to genuine love. Persuading him requires emphasizing keywords like Charity and Salvation.

Keywords: Exorcism, Heretic Extermination, Justice, Pure Love



Sylphis



Aello, Celaeno, Ocypete

"What could these crawling insects possibly understand?"

● **Description**

A VIP of the foreign IT corporation "Morrigan Corporation."

They are constructing a building for the Japan branch in the Bayshore New City Center, entering Tokyo's network industry. It's said that the area around the building often experiences strong winds, with flocks of birds frequently seen swirling in the air.

Contact: Located on the top floor of the building in the Bayshore New City Center. Her residence is unknown, but she is often seen at IT industry parties.

Background Info: Sylph's true identity is the Queen of the Flight, Morrigan, who commands the Three Harpy Sisters (Aello, Celaeno, and Ocypete) and seeks to claim Tokyo's spiritual power as her own. The sisters operate as executives in related companies. She is also closely allied with the U.S. military commander Thorman and is active in the defense industry. The branch office is guarded externally by Harpies and internally by unmanned tanks known as Talons.

Keywords: Military Industry, New Weapons, Foreign Enterprise

Stephen

"This will surely be of use to you."

● **Description**

A mysterious programmer who appears online in a wheelchair. He is the developer of the Arm Terminal and DDS (Demon Summoning Program), providing information on demons and DDS. Summoners often receive the Arm Terminal and DDS from him.

Contact: You can only contact him online, but he responds quickly to emails and chats. The speed of his responses has led some to speculate that he might be an AI.

Background Info: He is a brilliant scientist invited from the U.S. to develop the Terminal. Due to a physical disability, he is confined to a wheelchair. When the Terminal's development brought Demons into the world, he became aware of the gods' plans and is searching for candidates to entrust with the DDS and the Arm Terminal.

Keywords: Program, Terminal, DDS, Demon Summoning, Fate

Rag

"What a fine full moon. Perfect for treasure hunting."

● **Description**

The owner of a jewelry store in Ginza. He appears on an odd trapeze-like contraption. He exchanges gems for "special" items, many of which can only be obtained at his shop.

Rumor has it that he might be a Demon from Hell, as his sarcastic tone certainly resembles that of a Demon, or rather, a Fallen.

In this TRPG, he is known as a source of rare items that don't make their way to junk shops. If you have Contact with him, he might help you find special items or sell them to you at a discount. He might also ask the PCs to search for rare items or gems.

Contact: He is always in his shop in Ginza.

Background Info: Originally a jeweler in the Makai, conducting his business there. However, with the world's awakening, he has expanded to the human world with a focus on collecting gemstones.

Keywords: Gems, Treasures

Minister of the Cathedral of Shadows

"The moon is full. Now is the time for the ritual."

● Description

The mysterious man who oversees Demon Fusion in the Cathedral of Shadows. Since he does not give his name, he is referred to as the "Minister of the Cathedral of Shadows". Some speculate his name might be "Victor," but we don't know how true that is.

In this TRPG, as the master of the Cathedral, he assists with Demon Fusion and provides information about Demons. He is stubborn and doesn't offer much in terms of minor services. He often nags, and the rewards for his tasks are never very high.

Contact: Visit the Cathedral of Shadows.

Background Info: He is an independent researcher of magic.

Though relatively well-disposed towards PCs, he remains dry and detached.

Little is known about the substance of his activities. It's said that he successfully created a completely self-made artificial Demon, a "Zoma," that he employs a cute maid, and owns a giant cruise ship or whole hotel, but the truth is entirely unknown.

Keywords: Demon Fusion, Practice of Magic, Pursuit of Truth

Mystic Artificer "Masamune"

"Are you worthy of wielding that blade?"

● Description

A mystical swordsmith capable of crafting and appraising Mystic Change equipment. If you bring in a Demon Card and Mystic Change equipment, he can engrave the card onto the item for you.

Contact: Masamune has his own forge, and you can contact him by visiting it.

Background Info: Originally a Japanese swordsmith, he developed the technique to forge Mystic Change Swords after encountering a certain magic sword.

His expertise extends beyond swords, including Mystic gauntlets and guns. He is a specialist in Demon-fused weaponry.

Despite his Pop-style attire, he has dedicated his life to swordsmithing and has little interest in other matters. He is passionate about collecting weapons from various countries.

Due to his area of expertise, he is very close with the Minister of the Cathedral of Shadows, and may even have a forge within.

Keywords: Weapons (esp. Japanese), Traditional Techniques, Trivia regarding Mystic Change Equipment, Rare Weapons

Madam Ginko

"Loose-lipped men aren't popular, you know."

● Description

The Madam of a bar in Akasaka.

She is a mediator for the exorcist organization "Kuzunoha," offering freelance exorcist work and is well-informed with the latest developments on Demon-related incidents.

Contact: You can get in touch by visiting her bar in Akasaka in the evening. She may also call you when she has a job to offer.

Background Info: "Kuzunoha" is an ancient exorcism organization rooted in Onmyodo and old Shinto traditions. Since the Heian period, it has served as a subordinate group to the Onmyo-ryo, exterminating Demon and devil alike. Even after the dissolution of the Onmyo-ryo, Kuzunoha has maintained a deep connection with the Japanese government, particularly with the Shinto Shrine Association and the Imperial Household Agency, secretly continuing its demon-extermination duties. Its existence is highly classified and kept hidden from the public.

The Madam herself no longer works as a Demon hunter, but continues to monitor the bizarre events of recent years.

She dresses in elegant traditional Japanese attire when running her bar, but when heading to the scene of an incident, she wears fashionable Western clothes, including fur.

Keywords: Bizarre Incidents, Kuzunoha, Summoner

Major Kato

"Commencing engagement with unidentified life forms."

● Description

He serves as a staff officer with the Ground Self-Defense Force Special Tactics Ranger Division.

In reality, he is the commander of the JSDF's Anti-Demon Unit, "Unit 666," and is tirelessly engaged in resolving Demon-related incidents that cause Outer Distortions.

Having Contact with him may allow for the dissemination of information about Demon-related incidents, but you in turn may be used for your intel; aiding their data collection and cover-ups.

Contact: During peacetime, he is usually at the Narashino SDF base training soldiers. If you can't catch him there, he may be deployed to Ichigaya, dealing with an incident, or cleaning up after one.

Background Info: He is the commander of a special operations unit.

During his service, he experienced the hellish battlefields of the Gulf War and the deployment to Iraq, among other deployments. While it's known that he's in his 40s, his true identity is entirely unknown. Unlike General Gotou, he is a hands-on field commander close to the Cabinet Intelligence and Research Office and the Ministry of Foreign Affairs. He also has experience in South American hostage incidents at the request of the Ministry of Foreign Affairs.

Keywords: Outer Distortions, Ministry of Foreign Affairs, Terrorism, Demons

Madam Nyx

"Be bold, youngster. Just go for it."

● Description

The proprietress of Bar Madam in Ginza. She listens to young people's concerns. A successful Conversation check may provide insider information or introduce you to famous people.

Contact: Visit the Bar Madam in Ginza. It's open from 8 p.m. until about 3 a.m.

Background Info: As her name suggests, she is the incarnation of Nyx, the goddess of night from Greek mythology. Nyx is a dark-robed goddess born from the primordial chaos, and her name means "Mother Night." She is also the mother of deities such as Hypnos, the god of sleep. In this TRPG, she runs Bar Madam in Ginza, with her settled in its Mama. The Tyrant Loki is a regular customer, and since part of the bar contains his collection room, it's rumored that Loki might actually be the owner of the bar. She is a good listener, analyzing the stories of her visitors and offering appropriate advice. She has a policy of living positively and tends to give a push when she sees young people brooding or hesitating.

Keywords: Youth, Positivity, Nightlife

Jyoji Hijiri

"C'mon, help me out. I wanna know the truth behind this thing."

● Description

A freelance writer working for the occult magazine "Ayakashi Monthly," going by the pen name "Hijiri." Using his extensive knowledge of trivia, he takes on bizarre incidents. While he provides information about these incidents, he tends to pass off the more dangerous ones to others; citing his own weakness as an excuse, revealing his somewhat opportunistic side.

Contact: He is a regular writer for "Ayakashi Monthly," and you can contact him via the editorial department. You might also spot while he's investigating the scene of an incident.

Background Info: Nothing is known about what he did prior to becoming a writer for the occult magazine. However, based on his extensive knowledge and skills, it's clear that he has rich international experience and is adept at survival. In this TRPG, he is treated as a high-level "Journalist," introducing dubious information and dangerous connections from undisclosed sources.

Keywords: Bizarre Incidents, Occult

Shigeo Itoi

"This time's project will be amazing—Tokugawa's buried treasure!"

● Description

A producer at Toa TV, known for his outlandish projects.

He covers everything from bizarre incidents, UFOs, and Tokugawa's buried treasure to the occult and world records, but he seems to lack originality.

He will often pester the PCs for ideas, and eagerly jump on board with anything that seems likely to succeed.

Contact: He's always busy and on the move, so most contact is done via cell phone. Sometimes, he can be found at the TV station. He'll casually offer throw-away budgets, but if you accept his advances, your embarrassing moments might be broadcast nationwide, and potentially harm your reputation.

Background Info: An industry veteran unfazed by the burst of the economic bubble. While weak in original concepts, he's a master at swiftly cobbling together trendy or outlandish projects. Having Contact with him makes it easier to tap into media and entertainment circles. It also means budgets are more likely to be approved, and you might even get your hands on some otherwise suspicious equipment.

Keywords: Ratings, Trends, Material

Taishang Laojun

"Light and dark, law and chaos. The world's balance is about to crumble. No matter which way it tips, the result will be the same."

● Description

An elderly gentleman who strolls through Inokashira Park. He claims to be Laozi, the founder of Taoism, offering advice to young people in a hurry to make decisions. He is often seen walking around the park's pond.

Contact: Visit Inokashira Park during the day. However, there's no guarantee he'll be there or offer advice.

Background Info: As his name suggests, he is the incarnation of Laozi and the highest Neutral god. When the final battle between Law and Chaos is about to erupt, he secretly manifests on Earth to guide the candidates chosen as saviors of the world, suggesting that they walk the Neutral path. He generally seeks to avoid conflict and aims to save the world through heavenly principles and human will. However, his advocacy for Neutrality is precarious, caught between the rigid righteousness of Law and the fervent passions driving Chaos.

Keywords: Balance of the World, Human Independence, Neutrality

Lord Elric

"Arioch! Arioch! Answer the call of our summons!"

● Description

A Satanic visual-kei rock band. Their image is inspired by the British heroic fantasy "Elric." The vocalist, Louis Stormbringer, is an albino who wields a massive black magic sword while singing about the end of the world. He summons the hellhound "Beast Garm."

Contact: They hold Demon-summoning concerts called "sabbats" at live venues around Tokyo. They have a fan club and an official website.

Background Info: Elric is named after the protagonist of Michael Moorcock's novels. The band is the incarnation of Gagyson, a Fallen in the service of the Tyrant Arioch, disguising their sabbats as concerts in order to resurrect the Lady Tiamat. Although frequently attacked by the Church of Messiah, they manage to revive after each assault and continue performing live shows.

Keywords: Tiamat, Chaos, Magic Sword "The End"

Count Alucard de Vuy

"Such a wonderful city! Shallow and teeming with hardship. It would be a shame to destroy it."

● Description

An Eastern European aristocrat living in Roppongi Hills.

He owns vast real estate across Eastern Europe, the UK, Shanghai and more, but has recently taken to enjoying the nightlife of Roppongi. A dilettante who pursues a unique aesthetic, his true identity is none other than the vampire lord Dracula, who flown in from Europe.

Contact: He resides in a penthouse in Roppongi Hills and frequently appears in bars and upscale clubs around Roppongi at night.

Background Info: Count Count Alucard de Vuy is an alias used by Dracula in Bram Stoker's "Dracula." Although Dracula does not appear in "Shin Megami Tensei," he features in this TRPG as the ruler of the Night Demons. The historical Dracula was an Eastern European hero who fought against the Ottoman Empire in the 15th century. However, due to his frequent use of impalement as a form of execution and his conflicts with German merchants and local nobility, he gained a notorious reputation and was likened to a vampire.

Keywords: Blood, Beautiful Women

Kouga Hisame

"There is no escape."

● Description

She is a high-ranking member of the Ring of Gaea, an assassin known as the "Oni Jorou." She is ruthless and often referred to as a "Devil."

She excels at disguises and frequently infiltrates enemy organizations to carry out assassinations.

Contact: She often blends in with the general populace while infiltrating enemy organizations, making unplanned approaches impossible. However, if you reach out to the Ring of Gaea, she will appear from somewhere.

Background Info: She is one of the assassins known as "Oni Jorou" within the Gaia Cult. These highly skilled assassins follow the ancient martial art "Kukishin-ryu," a ninjutsu tradition specializing in one-hit kills and various other techniques. She is willing to use any means necessary to fulfill her mission, often eliminating her targets via staged 'accidents.'

In this TRPG, she is depicted as a mid-level executive within the Ring of Gaeat, responsible for directing actual operations. When in disguise, she often poses as a beautiful career woman.

Having Contact with her, may provide insight into the dark operations of the Ring of Gaea, but be cautious, as you could become a target for assassination.

Keywords: Liberation of Chaos, Absolute Freedom, Assassin

Gabriel Pucci

"Eradicate the damnable heretics. Burn them all!"

● Description

An archbishop of the Holy Cross Church of Messiah. He is an Italian-American who despises the eclectic polytheistic beliefs in Japan.

A hardline advocate for eradicating heresy, he vocally demands the destruction of the Ring of Gaea.

Appalled by Japan's secularism, he adamantly asserts that "the time of judgment is near."

Contact: He can be found at the Holy Cross Church of Messiah's cathedral in Shinagawa. You can hear his radical sermons every Sunday during Mass.

Background Info: The Holy Cross Messiah Church is a new religious movement that emerged under the influence of Christianity, characterized by its extreme fundamentalism reminiscent of the Crusades and the belief in the Messiah's rebirth.

They believe that the time of judgment is imminent and that the One True God will soon make His selection. Gabriel Pucci is one of the most radical and hardline members among them.

He is a Law-side extremist and sees himself as aligned with the Light-side. Engaging in negotiations with him while supporting the Chaos-side, or pointing out his Dark-side, is playing with fire.

In terms of game data, Pucci is classified as a "Magus."

Keywords: The One True God, Absolute Devotion, Upholding Justice

Angela F. Gregorius

"As God wills."

● Description

A moderate young nun of the Holy Cross Church of Messiah.

She refrains from the exclusionary behaviors reminiscent of the Crusades, prioritizing the salvation of people, and is beloved by many.

She's performed many miraculous healings and shares the revelations of angels, offering hope to those in need.

Contact: She runs a daycare at the Holy Cross Church of Messiah in Shinjuku, where she also provides aid to women suffering in the shadows of the red-light district.

Background Info: A young nun who embodies the charity of the Holy Cross Church of Messiah. She is the very incarnation of the Divine, receiving revelations from the Divine Angel and tirelessly saving people without discrimination. While she is indeed an exceptional savior, emphasizing the church's altruistic side, her non-discriminatory approach is quite removed from the inherent nature of the Messiah Church.

Keywords: Charity, People's Salvation, Dedication

Ashiya Douman

"Foolish are those who cannot read the movements of the stars."

● Description

A renowned onmyoji from the Heian period, known as the rival of Abe no Seimei.

After being resurrected as a result of General Gotou's Terminal Project, he now cooperates with the project, serving as the guardian of the special research facility in Kichijoji, advancing the spiritual bindings there.

Contact: He is based at the Kichijoji Terminal Special Research Facility.

Background Info: Ashiya Douman is a famous figure from history, remembered for his battles against Abe no Seimei. In the world of "Shin Megami Tensei," he has returned as a Demon and now guards General Gotou's secret facility. In this TRPG, it's suggested that his spirit entered the Makai due to his deep-seated grudge, and when the Transfer Terminal mistakenly opened a portal to that realm, Douman returned. A thousand years have passed since the Heian period, and in this changed world, he has not yet fully regained his magical powers. As a result, he is currently cooperating with Gotou, however, behind the scenes he is slowly preparing for the day when he will exact his revenge on the descendants of Abe no Seimei, the imperial family, and perhaps Japan itself.

Keywords: Onmyodo, Stars, Revenge

Yuriko Rosenberg

"Remember. Those days."

● Description

A female Self-Defense Force officer who serving as General Gotou's aide.

She is a beautiful woman in a sexy suit and tight skirt, commanding loyal special forces and intelligence agencies to suppress the Resistance's rising opposition to General Gotou.

Contact: She is attached to the SDF's Joint Staff Secretariat in Ichigaya. Characters with her Contact know her private cell phone number.

Background Info: "Yuriko" is the incarnation of Night Lilith, Adam's first wife, who was cast out by God due to her disobedience. She senses that the Messiah, Adam, will soon reincarnate into the world, and she is determined to win his love in this life. However, having yet to encounter her destined Messiah, she currently acts as General Gotou's lover and secretary. She orchestrates chaos within Devil City Tokyo in an attempt to eliminate the reincarnations of Eve, the Messiah's wife, or the Virgin Mary.

Keywords: Reincarnation, Messiah, Goddess

Nebiros

"I will not forgive anyone who bullies Alice."

● Description

A necromancer lurking in Shinjuku's underground mall.

Clad in a peculiar robe, this magician controls zombies and rules over the darkness of Shinjuku.

He is the guardian of a girl named Alice, and he will relentlessly eliminate anyone who'd try to take her away.

Contact: He resides deep beneath the Shinjuku underground mall, in an abandoned subway station. It is possible to sneak in after the last train departs, but one will be greeted by hordes of Undead along the way.

Background Info: A Fiend who appears in the Roppongi underground after the Great Cataclysm in "Shin Megami Tensei," where he dotes on the undead girl Alice and kills the Law Hero. In this TRPG, he has been hiding deep beneath Shinjuku long before this event. He has mastered the art of controlling Night, Undead, Haunt, and Foul Demons. Though Alice lives with him, it is unclear whether she is truly undead. Nebiros holds the rank of Marshal of Demon Suppression and acts as a police commissioner monitoring demonic activities. His appearance is said to resemble a "Human-faced caterpillar clinging to a leaf."

Keywords: Alice, The Dead, Devils

Lilia Oshima

"I'll show you a world you've never known."

● Description

A female sorceress of the Ring of Gaea. She dabbles in wicked necromancy (death magic), controlling Zombies and Haunts, and has even modified her own body, becoming a Haunt Man Eater.

Although she appears to be a beautiful young woman in her 20s, she is said to have been alive for over 100 years.

Contact: She can be reached through the Ring of Gaea. She usually resides in a Western-style mansion in Akabane but also owns apartments in Harajuku, Roppongi, and the Bay Area, which she uses for her nefarious purposes.

Background Info: An original character to the TRPG, she is known as the Undead Queen, often appearing in areas like the Bay Area, Roppongi, and Shibuya to hunt her prey. Born in the mid-Meiji era, she uses magic to obtain the bodies of young women and performs a ritual to transplant her soul into them every few years. To maintain her body, she seduces young men and must regularly absorb their vitality. Being a true undead, even if killed, she can return to this world again. Despite her youthful appearance and demeanor, she is well-versed in knowledge from past eras.

Keywords: Maintaining Youth, Magic

Master Andras

"Soon, the world's end shall begin!"

● Description

A radical leader within the Ring of Gaea. He claims to be Fallen Andras, the commander of Hell's legions, and wielder of fire magic.

Though his bombastic speeches can intoxicate his audience, his appearance is grotesque and reeks of deceit.

Contact: He operates out of the Ring of Gaea's headquarters. Unlike the more reclusive elders, Andras is not shy about media appearances, publishing grimoires, or offering commentary on occult TV programs.

Background Info: As his words suggest, this is indeed the transformed embodiment of the wicked Fallen Andras. To sow chaos in the world, he engages in bizarre activities at the heart of the Ring of Gaea.

Andras is one of the 72 Demons of Solomon, also known as the "Marquis of Discord," often depicted with the body of a man and the head of a raven or owl. In "Shin Megami Tensei," he is portrayed with an owl's head. His nature is cruel and destructive, embodying the violent tendencies and destructive impulses that lurk within men (as suggested by the "Andro-" prefix).

Keywords: Fallen angels, Destruction, Discord

Hikawa Reiji

"I will create a new world. A world of silence."

● Description

The Chief Technical Officer of Cybers, a telecom company. He has been instrumental in the company's development since its founding, pushing forward projects like the construction of the communications tower in Yoyogi Park.

However, his true identity is that of a high-ranking member of the Ring of Gaea, aligned with one of its most radical factions. After encountering the Miroku Scriptures and obtaining the Amala Drum—an early form of the Terminal—he acquired immense power.

Though lying low, he is preparing to purge the cult elders who oppose the Tokyo Conception Project and, following the teachings of the Miroku Scriptures, aims to bring about the "Tokyo Conception."

Contact: Cybers Headquarters in Nishi-Shinjuku or the Ring of Gaea.

Background Info: Hikawa is the commander of the Assembly of Nihilo from "Nocturne." In "Shin Megami Tensei X," he is portrayed as a fanatical leader consumed with the "Tokyo Conception Project."

While his leadership and execution are highly regarded, his radical ideals have made him a subject of caution among the cult's elders. He possesses the ability to summon Demons and is guarded by Vile Baphomet.

After obtaining the Amala Drum, the precursor to the Terminal, he became involved with Gotou's Terminal Project, gaining the power to summon Demons. However, he is now distancing himself from Gotou, as he has come under suspicion from Stephen.

Keywords: Tokyo Conception, World Renewal, Miroku Scriptures

Takahisa Kandori

"This world exists for me alone."

● Description

The CEO of the high-tech corporation "SEBEC" and one of the collaborators in the Terminal Project.

He applied the latest technology obtained from the Terminal to alter the laws of existence, triggering the phenomenon known as "Outer distortions."

Contact: You can find him the headquarters in the Bayshore district. Due to tight security, an appointment is required in advance.

Background Info: "SEBEC" is a multinational corporation dealing in a wide array of high-tech products, including military equipment. Involved in the development of the Terminal Project, SEBEC is trying to apply it in the creation of the "DEVA System," a technology that can manipulate the very laws of the multiverse. However, the development has caused bizarre side effects, leading to "Outer distortions" appearing across the city. Kandori employs a special team consisting of ex-soldiers hired for corporate security to track these "Outer-distorted phenomena" and to cover up any evidence of SEBEC's involvement. He will stop at nothing, sacrificing others to ensure SEBEC's survival and achieve world domination through the "DEVA System."

Keywords: DEVA System, World Domination, Outer distortions

Inspector Urata

**Sigh* "What do you take us for? Take that kind of dangerous stuff to the Self-Defense Forces."*

● Description

An inspector in the Metropolitan Police Department's investigation division.

He leads the special occult division known as "Section 0," and is constantly dealing with bizarre incidents that frequently occur around Tokyo.

Though he occasionally leads SWAT teams borrowed from the riot police into Outer-distorted spaces, he is mainly in charge of investigations. If he find out things are too dangerous, he often defers to the SDF.

Contact: His official position is in the Metro PD's Special Archive Room, where he mainly handles cold cases.

Background Info: "Section 0" was created as the Japanese counterpart to the X-Files and once dealt with occult cases like UFO abductions and cryptid attacks.

In recent years, with the rise in bizarre incidents involving Demons, and radical religious terrorists like the Ring of Gaea becoming rampant, Section 0's importance has grown, becoming more like a special investigation unit. However, it is still seen as somewhat of a fringe unit within the police force.

Keywords: Bizarre Incidents, Occult, UFO

Tendou Tenzan

"The full moon really gets my blood boiling."

● Description

The leader of the traditional yakuza group, the "Tendo Clan," which operates from Shibuya to Shinjuku. Despite being over 60 years old, he remains a formidable and sharp gang boss, controlling hundreds of subordinates.

While he honors the old yakuza traditions, he is also a violent and ruthless criminal who holds violence as an absolute.

Having Contact with Tendo is a sign of his trust, but anyone who challenges his authority will face swift retaliation.

Contact: He resides at the clan's headquarters in the backstreets of Shinjuku, though he can sometimes be spotted in the bustling downtown streets.

Background Info: Tendo represents the quintessential yakuza crime boss.

In this TRPG, he is relatively friendly toward PCs but is fundamentally the leader of a violent and ruthless criminal organization. He should not be approached lightly.

Tendo's way of life in the underworld closely aligns with that of Demons, and he is gradually coming under their influence. The Tendo Clan is embroiled in violent conflict with rival groups, leading to a blood-soaked war in the underworld.

Keywords: Organized Crime, Arms Smuggling, Power

Dr. Thrill

"I'm a genius. There ain't nothin' I don't know."

● Description

A Russian scientist who worked at a bioweapon research lab of the former KGB (Soviet intelligence organization).

Together with Oliver, a chimpanzee whose intelligence he claims to have enhanced, Dr. Thrill conducts bizarre experiments at the "Dr. Thrill Institute of Future Science," which he built in the Bay Area's warehouse district. Lately, he's been researching the ultimate biomaterial, "Adam Kadmon," but there's still no sign of completion. Despite being Russian, he speaks in a strange Kansai dialect.

Contact: At "Dr. Thrill Institute for Future Science" in the Bay Area.

Background Info: A brilliant Russian biologist, known for his eccentric behavior, peculiar Kansai dialect, and the odd presence of the chimpanzee Oliver. Despite his quirks, his analysis of Demons and scientific phenomena is top-notch. He is advancing his research on Demon ecology and sometimes hires PCs to hunt Demons for him.

Keywords: Ultimate Lifeform, KGB, Adam Kadmon

Hee-ho-kun

"I'm gonna become a strong Demon, ho!"

● Description

One of many Fairy Jack Frosts.

He tumbled out of the Makai and settled in the back alleys of Shibuya. He aspires to become a strong Demon and has embarked on a training journey, though he is naturally timid and often flees from dangerous Demons.

In this TRPG, he's portrayed as being in the midst of his training journey.

He can become a good friend to the PCs but may also become a rival at times.

Contact: Found playing in an inconspicuous area of the back alleys of Shibuya. He sometimes works part-time as a clerk at junk shops.

Background Info: Jack Frost is a snow fairy from British folklore, known to be terrifying creatures that freeze travelers to death. However, in the "Shin Megami Tensei series," he's depicted as a cute, childlike character.

In this TRPG, he's even more friendly than the original works, and is portrayed as a cheerful friend to the PCs.

Keywords: Getting Stronger, Fairy, Fun

Pixie

"You're @@@?! Totally unexpected!"

● Description

A small female fairy with delicate wings. Though she's only about 15 centimeters tall, she speaks in a mature tone. Despite this, she still retains a girlish side and often reacts in a childlike manner.

She serves under the Fairy King Oberon and can be found all over Tokyo, monitoring the activities of the various factions.

Contact: Pixie is whimsical and doesn't stay in one place for long, but she tends to prefer natural, open spaces like parks.

If a character with her Contact seeks a Conversation check, she may just happen to fly by.

Background Info: Pixie is a fairy from southern England and shares the same etymology as "Fairy Puck," from Shakespeare's plays. Known for her mischievous nature, she often leads people astray or causes them to get lost. In the "Shin Megami Tensei" series, she's one of the lowest-ranking fairies, but is friendly and often willing to ally with humans. As a Contact, Pixie offers chatty insights about the conventions of the Makai.

Keywords: Interesting Stuff, Fate, Innocence

Chiaki Tachibana

"I've heard it, you know. The 'voice' that echoes from the edge of the world."

● Description

The daughter of the wealthy Tachibana conglomerate, which manages a wide range of businesses.

As a hobby, she meddles in occult cases and imposes jobs onto the PCs. Like a true spoiled rich girl, she doesn't take action herself, but rather uses people as tools to do her bidding.

Contact: Her mansion in Nishi-Ogikubo. All communication goes through her butler, Kusunoki.

Background Info: Chiaki Tachibana is one of the characters from "Nocturne," where she survives the Tokyo Conception and eventually becomes the leader of the Yosuga Reason as Gozu-Tennoh's successor. However, in "Shin Megami Tensei X," where the Tokyo Conception hasn't occurred, she's merely a spoiled heiress bored with her own privileged life.

Currently, she enjoys the full benefits of her family's wealth, power, and connections, and she unconsciously treats even her classmates as subordinates. Her haughty attitude comes natural to her.

She spares no expense when something piques her interest, and at times, the Tachibana conglomerate itself gets involved. Financially and through connections, she provides powerful support.

Keywords: Curiosity, Tachibana Conglomerate, Influence

Hiiragi Yuuki

"Evil that crawled from the underworld, return to the path of Yomi!"

● Description

She serves as the student council president of the private Seika Academy high school. She is a daughter of the Yuuki family, the founders of the academy, and a master swordswoman with experience competing in inter-high school championships. She also leads the academy's Exorcist Student Council, which resolves paranormal incidents within the school, and frequently gets involved in the strange occurrences throughout Tokyo.

Contact: As a student at Seika Academy, she resides near the school. Although security around her is tight due to her family's status, those with her Contact may know her cell phone number.

Background Info: Seika Academy, where she studies, is a mission-based private school located in Chofu City, on the outskirts of Tokyo. It offers a continuous education system from kindergarten to university. The school was built on ancient ruins in the Musashino Hills, leading to the formation of the Exorcist Student Council, with young members of the founding family, like Hiiragi, bearing the responsibility to lead it.

Keywords: Yuuki Family, Seika Academy, Exorcist Student Council

Igor

"Welcome to the Velvet Room."

● Description

A mysterious gallery in Yoyogi called "The Velvet Room" in Yoyogi. The interior is adorned with purple fabrics, and soothing yet stimulating music is always playing, often accompanied by a diva raising her voice in song.

Igor is an expert on Demon cards and serves as an important advisor to Outsiders. He possesses a mysterious phone said to connect directly to the Makai, allowing him to help Outsiders exchange Demons they can transform into or fuse Demon cards to create stronger ones.

Additionally, the resident Demon Painter, though rarely painting portraits of people, can capture the essence of one's soul should they become his model.

Contact: The Velvet Room is located on a quiet street near Yoyogi Park.

Background Info: The Velvet Room handles Demon Cards in a slightly different manner than the Cathedral of Shadows.

If the PCs seek a more stylish encounter, Igor can provide just that.

Keywords: Demon Cards, Guardian Angels, Devils

Ozawa

"I ain't gonna let you act like a big shot in this town."

● Description

The leader of the delinquent group "TURTLE-HEAD" in Kichijoji. They are a group of disillusioned youths who do nothing but perpetuate violence in the streets.

While he knows a lot about the city's surface, he hasn't yet uncovered its deeper truths.

Contact: He's often found hanging out in places like family restaurants, burger joints, or the "Sun Mall" arcades in Kichijoji.

Background Info: In the original story, Ozawa was the leader of the delinquents who bullied the Chaos Hero. Later, he becomes a subordinate of Gotou, but shortly after, the world is destroyed. When the protagonist returns, Ozawa, now an older man, has become the boss of the underground mall in Shinjuku.

In this TRPG, he is portrayed as the leader of a street gang devoted to Gotou.

Keywords: Delinquents, Gotou, Strength

Yuko Takao

"You probably wouldn't understand yet..."

● Description

A high school teacher with a mysterious allure.

She possesses shamanic abilities, allowing her to see things others can't, leading to exhaustion from the weight of these visions.

She has been scouted by Hikawa of the Ring of Gaea to become the "Maiden of Creation."

Contact: In "Shin Megami Tensei X," she hasn't yet joined the Ring of Gaea and is simply a high school teacher.

Having Contact with her implies being an acquaintance of hers. If you're a high school student, you might be one of her students.

Background Info: Though originally from "Nocturne," in "Shin Megami Tensei X," where the Conception hasn't occurred, she remains a "psychic" whose destiny is yet to be decided.

Strict in her teachings and moral standards, she is admired by many students for her beauty and kindness. Inwardly, she had fallen into despair, witnessing the decline of society and the gradual loss of independence and morality. However, after encountering Hikawa, she decides to rebuild the world as the Maiden.

Keywords: Fate, Moral Decay, Despair

Aya Katsuragi

"Right now, I just wanna know what's goin' on."

● Description

A boyish girl from Yoshino.

She rides a motorcycle and dives headfirst into the bizarre incidents shaking Devil City Tokyo. With her own sense of ethics, she aims to solve these gruesome incidents and save the world.

Contact: Katsuragi prefers solitude and rarely shares her contact information. Only those with her Contact know her cell number or email address.

Background Info: Aya was born into an old family in the mountains of Yoshino, but lost her family in a bizarre incident when she was young. Raised by Kusunoki, the Katsuragi family butler, she was taught survival skills from an early age.

At 15, she inherited the Katsuragi fortune and moved to Tokyo with Kusunoki, attending high school while searching for answers about the hidden happenings in the world.

Although she hasn't fully Awakened yet, she is actually a descendant of Amaterasu, goddess of the Amatsu, and her guardian, Kusunoki, is the incarnation of Jirae Tsuchigumo.

Keywords: Yoshino, Secrets of the World

Tsunahiko Kibi

"You shouldn't know that yet. By the way..."

● Description

A local historian researching the origins of shrines and urban legends in Tokyo. He is very short in stature, with an easygoing appearance and a calm expression. His trademark look includes a plain outfit, a hat, and a backpack slung over his shoulders.

Those with his Contact can gain knowledge about bizarre incidents occurring at temples and shrines in the city, as well as the history of such places.

Contact: Kibi runs a used bookstore on a backstreet in Kanda. Usually, he can be found in the back of the store, reading old books, but when the weather is nice, he'll often visit shrines and temples around Kanda and Asakusa.

Background Info: Tsunahiko Kibi is an NPC set as a folklore scholar and provider of such information. His bookstore, tucked away in the Kanda secondhand book district, could become a key base for the player characters.

He is a descendant of Sukuna-hikona, a Kunitsu god. Sukuna-hikona is said to have traveled from across the sea, from the Korean Peninsula to the land of Izumo, where he taught the people rice cultivation. Some say he later returned to his homeland, carried away on a stalk of rice.

Keywords: Kunitsu, Migrating Gods, Local History

Hitomi Ibaraki

"Come on, show me what it means to be a man!"

● Description

A wildly popular female athlete with a supple, beast-like body and sexy looks.

She may seem slender at first glance, but she's a woman of action who excels in various combat sports like karate, taekwondo, jiu-jitsu, as well as track and field, dance, skiing, and motorbiking. She primarily competes as a professional fighter in the all-female mixed martial arts organization "OGRE (王雅)," but also showcases her Metahuman strength and wild physique as an action film star.

Contact: She is affiliated with the mixed martial arts organization "OGRE (王雅)."

Background Info: Although she is a modern professional fighter, she is actually the daughter of an Oni clan that survived in the Kuzuryu River area. Her body, trained from running through the mountains and fields, has reached a Metahuman level.

She is the incarnation of Ibaraki Doji, one of the leaders of the Oni, and she senses the approach of an impending battle.

Keywords: Strength, Battle, Skill

Kaoruko Azumi

"Lord Dagon will awaken."

● Description

A young girl with long, jet-black hair that seems perpetually wet and skin as pale as snow.

She can often be found strolling along the coast on the outskirts of the Bayshore New Urban Center, humming folk songs in an unfamiliar language.

She predicts the arrival of Demons in Devil City Tokyo and warns of the impending transformation of the world.

Background Info: Kaoruko, as her name suggests, is a shrine maiden and clairvoyant of the ancient marine tribe known as the Azumi, who historically lived around the Seto Inland Sea.

In this TRPG, the Azumi tribe is depicted as a clan of the Kunitsu gods, serving the ocean deity Azumi (Brute Azumi is merely one of their vassals). However, it is also hinted that their faith was influenced by Vile Dagon, a deity tied to Vile Cthulhu, who came from the southern seas.

As the gates of the Makai begin to open, Kaoruko becomes aware that "Deep Ones" are infiltrating the seafloor of Tokyo Bay, and she monitors them while they await Dagon's awakening.

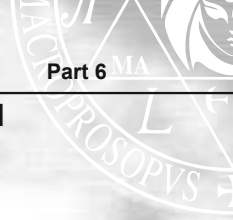
While she believes the faith of the Azumi tribe can pacify the raging god, she is haunted by terrifying nightmares of what may come.

Keywords: Vile of the Depths, Awakening, Alignment of the stars



SHIN MEGAMI TENSEI

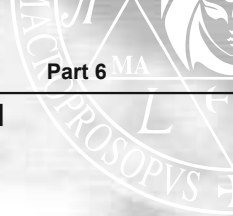
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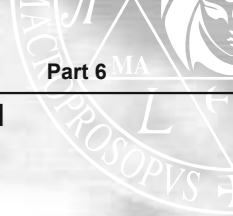
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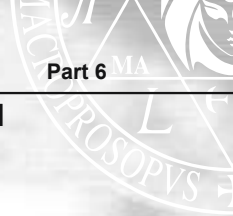
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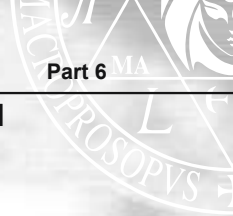
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SHIN MEGAMI TENSEI

真・女神転生TRPG





SHIN MEGAMI TENSEI

真・女神転生TRPG

The Seika Academy Exorcist Student Council

School Setting

Located on a small hill in the suburbs near Tokyo, Seika Academy is a private missionary high school with traditions dating back to the Meiji era. It attracts boarding students from all over the country with its unique school culture that values freedom and talent development using high-tech methods. However, this vast institution, boasting over a century of history, is also known as an occult hotspot where bizarre urban legends and gruesome incidents occur.

As a result, the student council officers have secret duties separate from their usual responsibilities, using their special talents to combat the Demons lurking in the academy's darkness. Thus, they came to be known as the Exorcist Student Council.

Playstyle

"Shin Megami Tensei" at School

A school occult action drama set in a unique modern Japanese academy.

As a member of the Exorcist Student Council, PCs protect the students and solve the bizarre and occult incidents that arise in this traditional school.

Seika Academy

Located on a small hill in the suburbs near Tokyo, Seika Academy is a private missionary high school with traditions dating back to the Meiji era. It attracts boarding students from all over the country with its unique school culture that values freedom and talent development using high-tech methods.

The Exorcist Student Council

The school's student council is also known as the Exorcist Student Council. The council members have a unique job separate from the usual school governance: subjugating Demons. This is because, to be chosen as a council member, one must possess some exceptional ability. Occasionally, even non-humans are selected.

In fact, the only people who become council members are those "extraordinarily gifted" who have been scouted by the school's board from across Japan. The current president, Hiiragi Yuuki, is the great-granddaughter of the founder and is one of the best swordsmen in Japan.

● The Birth of the Exorcist Student Council

Why does the student council of a private, peaceful, missionary high school need to fight Demons?

In fact, Seika Academy is located in Jindai Forest, where, during the Sengoku period, the mountain castle of Kamon

Yuuki, a military commander related to the Takeda clan of Koshu, once stood. Jindai Castle dates back to the Kofun period and was even occupied by Taira no Masakado during the Heian period, making it a place with a long, storied past.

The founder of Seika Academy, Munisan Yuuki, was a descendant of Kamon Yuuki and Japan's first evangelical missionary. He built the academy on the hill where Jindai Castle once stood.

Beneath the old school building lies a sealed entity, and from time to time, Demons appear. To combat these threats, Chairman Yuuki of the academy gathered individuals with special abilities and formed the Exorcist Student Council.

Social Rules

The Academy as an Isolated World

The academy is a closed world, and characters excluded from a school setting, or more specifically, the school life genre, cannot exist as PCs.

Conversely, as long as it fits within the school life framework, sessions need not be confined to the school grounds; they can take place anywhere, even abroad for events like school trips or club matches. It doesn't matter if it's Antarctica or America.

School for the Gifted

Seika Academy is a large private high school with a traditional boarding system. Within the academy and its surrounding area, the headmaster and student council hold immense authority, allowing them to keep internal incidents confidential. Consequently, incidents within the academy are resolved by itself independently.

Many students, having been scouted for their unique talents, are grateful to the academy and prefer to have internal matters resolved without outside interference from authorities like the police or military.

Basic Ethos: Mission-based

Seika Academy is a missionary school, adhering to mainly Catholic values in student guidance and daily activities.

Although the school culture allows a high degree of freedom, mass is held every Sunday, and unique classes such as theology are part of the curriculum. Many school events also have a Western flavor.

School Ghost Stories

Like many traditional missionary boarding schools, Seika Academy has its share of ghost stories and grotesque incidents. Consequently, students experience both Christian teachings and modern Japanese norms while regularly discussing occult topics. In this academy, ghost stories are a common and accepted topic of conversation.

The Exorcist Student Council's Existence

The fact that the student council subjugates Demons is officially denied, but legends that the school's bravest engage in ghost-hunting are widely circulated. The activities of the Exorcist Student Council are an open secret known to those in the know. Therefore, many students feel a sense of reverence towards the Exorcist Student Council members, who hold a sort of investigative privilege when it comes to gathering information.

Weapons

As the school is part of modern Japan, carrying swords is not allowed. However, when acting as members of the Exorcist Student Council, the use of weapons is permitted, but firearms are still prohibited.

Naturally, the general student body is prohibited from possessing weapons of any kind. Bows for the archery and kyuudou clubs, katanas for the kendo club, and fleurets for the fencing club are allowed, but using them for any purpose other than their intended one or causing injury or death to a person will result in severe punishment.

Character Rules

The position of the PCs

The PCs are members scouted for the Exorcist Student Council of Seika Academy. They follow the directives of President Hiiragi Yuuki and fight the monsters that appear at school.

Within the school, their positions will tend to be either students or school staff, namely teachers.

Contacts

The GM provides two Contacts, tailored to the scenario. Their details may be decided in consultation with the players, but it's preferable if the GM makes one related to the scenario. Below are examples of Contacts. The relationship with each Contact can be determined using the Relationship Table shared among PCs. Additionally, an Extra Contacts Table related to the school is provided on page 274.

[Teachers]

Principal, Vice Principal, Homeroom Teacher, Japanese, Mathematics, Science (Biology, Chemistry, Physics, Earth Science), Social Studies (Geography, World History, Japanese History, Modern Society, Ethics), English, Health and Physical Education, Art, Music, Theology, Talent Development

[Personnel]

School Doctor, School Nurse, Counselor, Sister (Nun), Cafeteria, School Store, Administrators, Board Members, Maintenance, PTA, Ministry of Education, Local Education Committee, Police, Hospital, Public Institutions

[Famous people on campus]

Class Representatives, Top Academics, Top Athletes, Good-

Looking People, Medalists (Competition Award Winners), Eccentrics and Oddballs, People Involved to Past Incidents, Children of School Personnel, Cheerleading Squad Leader, School Bullies, Delinquent Groups

[Club activities]

Sports Clubs, Martial Arts Clubs, Arts Clubs, Science Clubs, Literary Club, Subculture Clubs, Occult Clubs, Newspaper Club, Wind Ensemble

[Committees]

Student Council, Discipline Committee, Sports Committee, Gardening and Maintenance Committee, Library Committee, Weekly Duties Committee, Cheerleading Squad

[Residents of the shopping district near school]

Bookstore, Sports Shop, Arcade, Karaoke Bar, CD Shop, Stationery Store, Convenience Store, Favorite Dining Spots for Students (Fast Food, Sweets Shop, Café, Diner), Shrine, Temple, Church, Local Government Office, Police Box, Fire Station, Movie Theater, Library, Grocery Store, Greengrocer, Fish Market, Supermarket, Fashion Stores, and so on

● The Effect of a Contact

Contacts function not only as sources of information but also for borrowing special items or covering up incidents.

For example, in your daily routine, not only could you hear rumors from the cafeteria lady, but you could also ask for extra food to barter with Demons or have mysterious incidents in the cafeteria kept quiet for a while.

Spots on Campus

Student Council Room

Effectively, this is the hangout spot for the PCs.

Due to the student council president being a significant figure at the academy, it has a very spacious area, as large as an ordinary classroom.

It is stocked with extensive records of the historical activities of previous exorcist student councils and the school's history. Additionally, some equipment and medical supplies are stored in the corner lockers.

The back vault does not contain student council funds but rather seals dangerous items collected by the exorcist student council.

Special School Store

The Exorcist Student Council doesn't fight purely on a volunteer basis. As graduates of the prestigious Seika Academy, they can receive recommendations to the appropriate channels and earn "Exorcist Rewards." These rewards are primarily a special currency, usable within the school's facilities, known as Macca. Macca is recorded on IC cards and can be used to purchase special equipment at the school's special store.

The special school store outwardly operates like a convenience store, but its backroom sells weapons, armor, and items. In game terms, the special school store is treated similarly to a junk shop.

2nd Nurse's Office

For some reason, this school has two infirmaries, though regular students normally only use the first. The second infirmary is reserved for severe injuries and is almost exclusively used by the Exorcist Student Council. The mysterious head of the 2nd infirmary, Yumiko Arai, is a qigong healer who trained in India and can heal any kind of wound.

In game terms, the second infirmary is treated as a "Fountain of Life."

Chemistry Lab

The chemistry laboratory, located at the far end of the new school building's science wing, is a place that repels many due to its strange chemical odor and eerie noises.

The chemistry teacher, Fujisaki, nicknamed "Igor" and always dressed in a black suit, is a real alchemist who continues to research the Fusion of Demon Cards.

In game terms, the chemistry lab is treated as a facility for Demon Fusion, similar to the Cathedral of Shadows.

Old School Building

The strange phenomena at Seika Academy center around the closed old school building.

This is because a bizarre labyrinth extends beneath the old building into its basement, where a terrifying Tyrant is sealed.

The janitor, Mr. Ranzou Jaguchi, continuously patrols to ensure no one other than the members of the Exorcist Student Council enters the old school building.

After all, the old school building transforms into an "outer-distorted labyrinth" every night, turning into a dungeon where many monsters wander.

The members of the Exorcist Student Council are constantly fighting back the hordes of Demons that appear there.

Clock Tower

The clock tower that stands tall in the center of the school building is the symbol of Seika Academy.

It houses a hidden room inaccessible to general students, where the Exorcist Student Council gathers information and holds secret meetings.

Athletic Facilities

Seika Academy, being a large institution, boasts both new and old gymnasiums that are used daily for physical education and club activities.

The outdoor sports facilities are scattered throughout the expansive hillsides.

The athletics track closest to the main building includes a 100-meter straight course, allowing for a full range of track and field events.

There are dedicated fields for baseball and soccer.

For tennis, modern courts have recently been established, but the old courts, located deeper in the hills, still exist. Freshmen are often subjected to a grueling training regimen that involves running up the hills and around the old courts, earning the nickname "Unyielding Courts."

The dojo is used for kendo, judo, and karate, while kung fu and wrestling make use of both the outdoors and the gymnasium.

The swimming facilities include a new heated pool located in the basement of the new gymnasium and an old outdoor pool near the old school building. The old pool has been subject to

many ghost stories and is generally avoided outside of summer.

Attached Church & Cathedral

Being a mission school, Seika Academy has an attached church with priests and nuns who also serve as teachers. They double as counselors for students, offering guidance and support.

The cathedral is large enough to accommodate the entire student body, and a morning assembly is held there every week.

Primarily designed for Mass, it features a magnificent altar and a genuine pipe organ. It is also used for choir contests, theatrical performances, and film screenings.

Libraries

Seika Academy has three libraries.

First, the new library located within the main school building. It features a bright, spacious study room managed by professional librarians. The study room is equipped with internet access and an audio room, making it a multifunctional space that also serves as a recreational facility.

Second, the theological library in the attached church. This library is dedicated to mission education and church activities, maintaining a constant silence. Permission from a sister is required to use it.

The third is the old, closed library in the former school building. It now serves as a storage area for old, restricted books that have been moved from the new library. A librarian is in charge of restoring and organizing these books. General students are not allowed to enter without permission. The old library is subject to many rumors, and is said to have a hidden underground vault, containing dangerous books that students are forbidden to see.

Student Dormitories

As Seika Academy has a long tradition as a mission-based school, many students come from outside the school district, with half of the students living in dormitories.

The dormitories are divided into two buildings, one for boys and one for girls, each with a resident priest or nun serving as a supervisor. Each room accommodates 2 to 4 students, with upperclassmen assigned to two-person rooms.

Large Dining Hall

Between the dormitories and school building, there is a large dining hall and a general store that provide meals for the students. While commuting students are allowed to bring their own lunches, many choose to eat here.

Breakfast and dinner for dormitory students are also served here.

In the afternoons, it turns into a cafeteria, becoming a relaxing spot for students, and teachers without classes.

Faculty Rooms

When teachers are not in class, they spend their time in department-specific faculty rooms.

The art and science classrooms are adjacent to specialized rooms, which also serve as dedicated resource rooms. Teaching materials and resources are frequently taken from here.

While each of these rooms are shared by its department, some subjects with fewer teachers have spaces that function more like individual offices for those teachers.

Factions

Outside factions, with a few exceptions, cannot intervene in the academy. Their interference signifies the collapse of the "academy" as a closed world.

Therefore, their internal influence within the academy is expressed through clubs, committees, circles, or individuals whose activities strongly reflect these factions.

Ring of Gaia

Their ideology is considered heretical within the academy, but there have been instances where some individuals, whose talents were cultivated by the cult, sought refuge at Seika Academy, but carry on their beliefs.

Order of Messiah

Many of the academy's teachers are devoted Catholics, but some have been influenced by radical crusader ideals and support the Messiah Church.

Fairyland

Hidden in the hills behind the academy, lost fairies are said to reside. Members of the Fairy Tale Research Society and the Music Club have claimed to witness them.

Eastern Magic Society

The Magic Studies Society is becoming increasingly influenced by them through their dangerous grimoires. The club's representative, Kurotsume-kun, was summoned to the student guidance office due to his eccentric behaviors.

Ozawa Group

A group of delinquents. While they keep a low profile on campus, they are outwardly delinquent, violent, and rebellious. After school, they often head to Kichijoji to cause trouble, mug people, and and other violent acts.

They're rumored to have connections with SDF officials via their right-wing senpai.

Les Sœurs

Also known as the "Violet Sisterhood." It is a secret sorority organized by the noble ladies living in the girls' dormitories. They form a spiritual sisterhood, caring for and supporting each other. New members are discreetly chosen based on family status, personal character, and academic performance. With many outstanding members, they wield significant influence in campus politics, and alumnae are active in various fields.

Les Sœurs is an old-fashioned secret society not uncommon to boarding schools, although the initiation ceremonies are said to be magical, with angels reportedly descending upon them.

Plasma Research Group

Officially known as the "Physics Science Club," it turned into a bizarre group focusing on plasma experiments under the guidance of the advisor, Professor Otsuki, a plasma enthusiast. Utilizing their advanced knowledge of electricity, they are developing robots with the aim of competing in ROBO-CON, but the recent trend towards larger designs has led to incidents where the robots go out of control in the parking lot.

The Ten Bushin

Officially called the "Martial Arts Club Liason." It includes the Kendo, Judo, Karate, Boxing, Wrestling, Fencing, Archery, Sumo, Chinese Martial Arts Research, and Taekwondo clubs. The captains of each club are considered the academy's strongest fighters and are collectively known as the "Ten Bushin." They see themselves as protectors of the school's order, and at times clash with the Exorcist Student Council.

Seika Academy Extra Contact Table

(Roll 1d10, or choose)

| d10 | Content | |
|-----|-------------------------|--|
| 1 | Hiiragi Yuuki | President of the Exorcist Student Council at Seika Academy. Wielder of the magic sword "Himegami." |
| 2 | Koichi Yawata | A serious math teacher. Enjoys building his own computers as a hobby. |
| 3 | Igor Fujisaki | A mysterious music teacher researching Demon Fusion. |
| 4 | Ozawa | Leader of a delinquent group. |
| 5 | Sosuke Kagitani | A sinister and perverse classical literature teacher possessed by the fallen Gagyson. |
| 6 | Yoshihiko Otsuki | A physics teacher known for his love of plasma and his eccentric personality. |
| 7 | Yuko Takao | A beautiful English teacher with hidden shamanic abilities. |
| 8 | Chiaki Tachibana | Daughter of the Tachibana conglomerate. |
| 9 | Takashi Kurosara | President of the Black Magic Research Society and the biggest otaku in the academy. |
| 0 | Yumiko Arai | Health teacher of the second infirmary, also known as the "Healing Saint." |

Part 7

GAME MASTER



Game Master

What's a Game Master?

A Game Master (GM) is the person responsible for running and moderating a TRPG. They both manage the flow of the game and serve as the referee who applies the rules. Additionally, they prepare the game's scenario and guide players through it.

Think of them as a movie director—with the players as actors starring in the movie, who simultaneously enjoy their own experience as the audience. The GM leads, together with the players, in crafting an engaging adventure story.

The GM is a crucial element of the game

The analogy that the GM is like a movie director is a fitting way to describe the unique nature of TRPGs as story-driven games. A story game is not a finished game where players compete in a closed environment to determine winners and losers. Instead, it's an open system that evolves continuously, incorporating various elements along the way. While this book provides a lot of rules and information to help run the game, unfortunately, that alone isn't enough. The game can only happen when both the GM and players come together to run it. You can use the scenarios included in this book, but once they're finished, the GM will have to create their own.

However, the creation and operation of scenarios, even when built upon the rules established in this book, will differ greatly from one GM to another. Even if the setting remains modern, each session will result in a different story. The reason for this is twofold: the GMs are different, and the players are different. To all GMs, embrace this with pride and embark on your adventure.

The GM's Roles

The GM has several responsibilities:

[1] Bridging the Rules & Players

The GM serves as the referee in a storytelling game. They need to thoroughly read the rules, determine target values when necessary, and provide instruction for the required checks during game play.

[2] Scenario Creation

The GM creates the scenario for each session, or chooses one from an existing source. Only the GM knows the full details of the scenario.

[3] Storytelling

The GM is the heart of story-driven games. They set the stage for the scenario, introduce the session with an Opening, provide scene descriptions, and even play the roles of NPCs that appear in the story.

[4] Game Management

The GM is central to managing the game alongside the players. While players will be preoccupied with managing their characters, the GM manages the overall progression of the game during a session.

[5] Maintaining Tone

The GM has the crucial role of maintaining the game's atmosphere and tone. Although the actual game emerges from the interaction between the GM and the players, the players may not always fully grasp the tone intended by the designer or the GM. The GM must ensure that the game's atmosphere is preserved both before and during the game, maintaining the enjoyment of the story-driven experience.

Rule Adjudication

The GM acts as the bridge connecting the rules and players during the game.

They assess which rules apply, determine checks when needed, and decide whether certain stats or skills are relevant.

When uncertain, use the following criteria to aid your decision-making:

Stay True to *Shin Megami Tensei*

The primary criteria is to interpret things in a way that aligns with the traits of "Shin Megami Tensei." If you think about "what would happen in that universe," participants will be more likely to accept your decisions.

Be Player-Friendly

If unsure about how to interpret a rule, prioritize the benefit of the players. This should allow things to proceed without hindering the flow of the game.

For a More Fulfilling Game

The GM has the authority to suspend certain rules. The GM should always aim to make judgments that lead to a more enjoyable game.

Be Consistent

Strive to keep rulings consistent. If they change every session, it can confuse the players and lead to trouble.

Don't Rewind

It's common to realize after the fact that a rule was misjudged. However, the game shouldn't be rewound.

Dwelling on the past prevents progress—don't lose sight of the future.

Warm-up & Cool-down

The GM's work extends beyond managing the game during play. The success of the game is often determined by the preparation before and reflection after—the Warm-up and Cool-down phases.

This is especially crucial when playing in conventions or groups outside of familiar circles, as it's vital to assess the players during these stages.

Warm-up

As a designer, I often run demo sessions. During these, I place particular emphasis on the Warm-up phase, where I gauge the players' enthusiasm, tendencies, and skills.

For "Shin Megami Tensei X," if there are players I'm working with for the first time, it's helpful to ask the following questions:

[1] Experience with the "Shin Megami Tensei" video games

Ask the players about their familiarity with the video games, how deeply they've engaged with it. You don't want to spoil anything for them. This will give a general idea of their knowledge about the game world and the "extent" to which you want to explain.

You can also ask about other recent games they've played to get a sense of their preferences.

[2] Experience with TRPGs

Find out their level of TRPG experience, their favorite games, if they've ever Game Mastered before, and their familiarity with the "Shin Megami Tensei TRPG" series. This helps you determine how much rule explanation is needed and predict potential areas of confusion.

For example, even if players are familiar with the dice, differences in how they're read or rolled can cause misunderstandings. Also, the flow of stories and the heroism of protagonists varies greatly.

[3] Non-Gaming Interests

Ask them to share one of their non-gaming hobbies or interests.

TRPGs are a comprehensive hobby, much like film, so knowing a player's outside interests can clarify what aspects of the game they may focus on.

For instance, someone with an interest in the occult or mythology will likely be drawn to the intrigue of Demons in "Shin Megami Tensei," while those who love firearms or martial arts may focus on items and equipment.

Along with these questions, if the players start getting excited and talking more, that will be enough to loosen the mood (Warm-up). You're ready to move on to the Trailer that directly connects to the game's content.

Cool-down

The cool-down phase is a moment to reflect on the game. After finishing tasks like Alignment assessment and character growth, encourage the players to fill out impression sheets, and let friendly conversations blossom.

Scenario Creation

The Game Master must prepare a scenario for the game.

A scenario is the outline of the adventure, containing the data needed to handle events and NPCs that the PCs will encounter.

Methods of Scenario Creation

In "Shin Megami Tensei X," there are generally two approaches to creating a scenario:

[1] Choosing a Boss

[2] Deciding the Drama

The first approach is the classic TRPG style and can be enjoyed in various settings, which fits well both for original material and as a modern occult action game. The book includes data on over 200 Demons, all of which can serve as Bosses, offering exciting combat and investigative opportunities.

The second approach involves the GM scripting situations they want to recreate within the scenario, aiming for a more dramatic experience in the "Shin Megami Tensei" universe. To support this style, "Shin Megami Tensei X" introduces systems like handouts to help enhance the drama.

Scenarios & Gate Power

As mentioned in the World section, "Shin Megami Tensei X" uses a system called Gate Power (GP) to manage the world setting.

GP determines the level of Demons that can appear and the types of items that can be acquired, which are referred to as Encounter Rates.

The GM should compare the party's level with the Gate Power when creating scenarios.

● Gate Power & Encounter Rate

Encounter Rate A (up to GP): Demons at or below this level typically appear in groups equal to the number of PCs, which is considered a standard encounter.

Items within this range can be purchased in shops and similar facilities. Equipment within this range won't lead to immediate arrest unless a PC uses it for criminal or threatening activities. NPCs may also possess equipment within this range.

Encounter Rate B (GP+5): The standard for mid-Bosses. Usually appearing in groups of 1~2.

If they appear in number equal to the PCs, there's a high chance of casualties. Items in this range may be obtained via specific skills or through Contacts. Their price will be at least double the standard rate. If the police discover equipment beyond this range, the PC may be considered a danger to the public.

Encounter Rate C (GP+10): The standard for a Boss, typically accompanied by 1~3 minions.

Items within this range are typically unavailable. They may be introduced at the Game Master's discretion when absolutely necessary for the scenario.

Encounter Rate D (GP+15): A powerful Boss, appearing alone. If confronted by PCs below level 10, there is a high chance the party could be wiped out, even if it's the sole opponent.

Items beyond this range should generally not be introduced. If they are, they should be disposed of within the same scenario.

Encounter Rate E (GP+20): A powerful Boss, appearing alone. If confronted by PCs below level 20, there is a high chance the party could be wiped out, even if it's the sole opponent.

Items beyond this range should generally not be introduced. If they are, they should be disposed of within the same scenario.

Encounter Rate F (GP+21 and above): Demons in this range are essentially unbeatable. They are extremely powerful and should only be introduced in high-level scenarios (L30+).

For anything lower, their appearance should be limited to scenarios where defeating them is not the goal, such as preventing their summoning.

Items in this range should not be introduced at all.

● Gate Power & Encounter Rate

When PCs are at lower levels, it's crucial to adhere closely to Gate Power guidelines.

While the recommended play range in "Shin Megami Tensei X" is between levels 5 and 40, PCs below level 10 still have uncertainties in their primary attack rolls, limited HP, and are significantly more vulnerable compared to Demons of a similar level. In this range, Boss Demons should be kept within Encounter Rate C, and B-rate Bosses are preferable.

Conversely, once PCs reach around level 20, their power begins to increase dramatically, allowing them to face higher Encounter Rate Bosses. By level 40, considered the final tier of game play, these Metahuman PCs will be able to challenge Vile with immense power.

Random Encounters

In "Shin Megami Tensei X," besides the scripted battles within the scenario, introducing random encounters with Demons can enhance the game by serving as practice for combat, replenishing items, gaining experience points, and adding to the thrill of the game.

This becomes particularly engaging in scenarios leading up to a Boss battle, where random encounters before the main fight help build excitement.

● Gate Power & Encounter Rate

Once the PCs enter a dungeon, the GM sets an Encounter chance (between 10~50%) that reflects the current danger level. Every time the PCs enter a new area or linger in one place for too long, the GM declares a % roll.

The actual roll is carried out by a representative of the PCs. Since they represent the whole party, any PC may offer their Fate.

If the check succeeds, Demons of Encounter Rate A will appear. On a Critical, Demons of Encounter Rate B will appear. Automatic failures or Fumbles have no special effect.

The Encounter chance should be set somewhat conservatively, especially in drama-focused scenarios where too many battles might obscure the central theme.

In some situations, you may opt for a low Encounter chance in the Approach phase.

Enemy Groups for Encounters

For random encounters, it's best to prepare two types of enemy groups that suit the level of threat posed to the PCs.

The first type, a group of small fry Demons that can't be instantly defeated but still put up a fight. These Demons will primarily exist to provide extra experience points, Macca, and items.

If the PCs have area-of-effect magic, care should be taken so they are not instantly wiped out by exploiting a weakness. Aim for them to be strong enough to survive for 3-5 rounds.

The second type, a mixed group of Demons with different roles for a more varied battle. The trick is to vary their weaknesses and attack methods.

Ideally, leave out healing or debuffing Demons, and instead have just one Demon with buff skills to add thrilling tension if the battle drags on.

Aim for the combat to last 5~8 rounds.

For both types, the number of Demons should match the number of PCs.

[1] Choosing a Boss

One of the charms of "Shin Megami Tensei X" is the opportunity to experience a different "Shin Megami Tensei," facing off against powerful enemies from the original games in a TRPG setting.

The thrill of engaging in an all-out battle with those iconic Bosses is part of the fun.

So, choose the Demon you want the PCs to fight, and set up the final battle's stage and lineup to make the Boss fight as exciting as possible.

Then, all you need to do is craft the Opening and Approach in such a way that motivates the PCs to get excited for the Boss battle.

● Opening: Motivation

The key point is to give a "reason to go fight."

The Opening's purpose is to provide or confirm the characters motivation for risking their lives in battle with powerful foes.

There could be a "request" or one's own "clear purpose for fighting"—any general motive works, as long as it's confirmed.

● Approach: Preparing for Battle

The approach phase serves three key roles: First is Information Gathering.

This is where PCs gather information, which helps them understand what they need to do during the Dungeon Attack and allows them to prepare. Therefore, the GM should design the Approach phase in a way that ensures PCs who act accordingly can obtain important information, such as the Boss' weaknesses, mythological background, and objectives.

Second, is reviewing the rules.

Before the Boss fight, this phase offers opportunities to practice different game rules. For example, if the PCs fail at gathering information, the GM can trigger random encounters and initiate smaller battles.

Third, is deepening the story.

The Approach follows a flow of "choosing how to gather information" → "making a check" → "presenting the info-gathering scene based on the result." This allows both PCs and the GM to naturally explore and engage with the story. Bringing NPCs into the conversation during this phase can help increase the excitement.

● Enhancing the Boss Battle: Adding Minions

A simple way to make a Boss battle more exciting is to give the Boss appropriate minions.

If the PCs' research goes too well, revealing too many weaknesses, the Boss battle may end too quickly and become less engaging.

To prevent this, equip the Boss with minions that have varying Affinities to challenge the PCs. Demons with Debuff and Buff skills can also enhance the Boss' strength. However, be moderate with healing skills to avoid making the battle too difficult.

Also, choosing minions which align with the Boss' mythology can produce an even more fantastical atmosphere.

● Dungeon Construction

Boss scenarios often involve combats set in "Outer-distorted" structures. In such cases, turning this "Outer Distortion" into a thrilling dungeon can make the game even more engaging.

Adding unique Demons, traps, Dark Zones, and other special elements helps avoid a monotonous string of battles.

Furthermore, setting the stage in line with the Boss' mythological background can make the game more engaging. For example, if the Boss is from Norse mythology, you might imagine the roots of Yggdrasil or a snowy Nordic landscape; For a Fallen angel, a design embodying the Makai would be fitting.

[2] Deciding the Drama

TRPGs are conversation-driven, and many players enjoy the interactions and negotiations with NPCs. Especially with games like "Shin Megami Tensei X," where players might want to emulate famous lines from the original game.

One surefire method is to first think about the drama you want to recreate, and then craft a scenario that incorporates events allowing that scene to be brought to life.

● Key Elements: Motivation & Situations

In drama scenarios, the key elements are "motivation" and "situations to express emotions."

These should be introduced in the Warm-up, incorporated into the Opening, reinforced through the Approach, and culminate during the Boss battle.

● Making Handouts

For drama scenarios, it's best for the GM to prepare handouts in advance to clearly convey their intentions.

These handouts should include recommended classes, backgrounds, suggested Contacts, and character descriptions. If there is a possibility that fewer players than expected will participate, the GM should indicate the order of importance for the characters needed to ensure the session can proceed smoothly.

PC1 Recommended Class: Summoner

Backgrounds: Not specified

Contact: Stephen is recommended

Description: A high school boy who loves computers. He's interested in the girl next door, his childhood friend, but it seems she recently got a boyfriend.

Soon after, the girl goes missing, and her father asks him to help search for her.

● Symbolism

When creating a drama scenario, it's essential to pay attention to the mythological backgrounds of the Demons, even more so than with Boss scenarios.

This is because many Demons in their mythology symbolize something.

For example, many fallen angels symbolize human sin in Christian mythos—Andras, for instance, symbolizes discord.

Additionally, the very nature of a fallen angel implies a wicked being that tempts and corrupts humans, and rebels against God.

Even if a particular NPC is virtuous and driven by justice, any connection to a fallen angel could be seen as being part of that Demon's schemes.

To avoid unintended misinterpretations, it's important to be mindful of the symbolisms.

If handling such themes proves challenging, GMs can stick to the basic Law vs. Chaos dichotomy from the original game, and focus on presenting choices within that framework.

● Considerations for Running Drama Scenarios

Drama-focused scenarios tend to naturally spotlight particular PCs. This should be clearly stated from the start, and care should be given to ensure all players are comfortable with their roles within the scenario.

Introductory Scenario: "Time to Awaken"

Trailer

"Give it back..."

A girl in a straw hat is crying.
She is in Odaiba East Wharf Park, with Tokyo Bay stretching out before her.
However, beneath the surface of the water, a massive black shadow drifts slowly.

"Give back... my..."

Summary

"Time to Awaken" is an introductory scenario intended for use with sample characters.

Recommended Level: Awakened (Stage II), L5

Estimated Time: 4 hours

The PCs are tasked with investigating the appearance of a [Fish-like Monster] in Odaiba, where they encounter a girl in a straw-hat named [Aya Hayase], and become entangled in the incident unfolding.

As their investigation progresses, they learn that the [Mighty Messenger] Nyarlathotep is plotting to revive [Vile Dagon] by stealing the idol of the [Azumi] tribe, an ancient seafaring people, and giving it to the [Ring of Gaea]. Aya, a descendant of the Azumi clan, prepares to confront Nyarlathotep by setting the [Elder Sign] in place at Odaiba's giant Ferris wheel, waiting for the Demon's arrival.

The PCs reunite with [Aya Hayase] and help her drain Nyarlathotep's power. But in a fleeting moment, Nyarlathotep kidnaps Aya and offers her to the Ring of Gaea as a sacrifice for the Vile summoning.

The PCs must then deal with a zombie horde, and the [Ring of Gaea]'s necromancer commanding them, to prevent Dagon's resurrection. However, time is running short for the PCs.

Recommended PC Composition & Contacts

- **PC1: Fateful Youth**
Stephen, Titi
- **PC2: Street Fighter**
Madam Nyx, Shigeo Itoi
- **PC3: Holy Guardian**
Arian Sinclair, Master Therion
- **PC4: Private Eye**
Inspector Urata, Major Kato, Doctor Thrill, Kaoruko Azumi

Scenario Flow

[1] Opening

The PCs are tasked with resolving a Demon-related incident in Odaiba.

[2] Approach 1

Conduct an on-site investigation. Events such as "Grotesque Group" and "Girl on the Shore" occur.

[3] Approach 2

Info Gathering Scenes. After completing up to three cycles, or if all PCs agree to "head to the Giant Ferris Wheel," the Approach ends.

[4] Giant Ferris Wheel

Reunite with Aya Hayase, and confront Nyarlathotep.

[5] Boss Battle

Fight the Ring of Gaea's necromancer, who seeks to summon Dagon.

[6] Ending

Opening: "The Bay Area Mystery"

[Description]

Through the Exorcist Network, a request goes out to novice exorcists.

"There have been reports of a fish-like monster appearing in Odaiba. While there are no casualties yet, we predict the likelihood of victims is only a matter of time. Identify this monster as soon as possible and, if necessary, eliminate it."

[Explanation]

First, we review the initial information.

• Odaiba

The scenario takes place in Odaiba, a man-made island jutting into Tokyo Bay. → Explanation (p. 234)

Odaiba is home to Fuji TV and numerous amusement facilities, making it a trendy date spot. On the seaside, there are various piers that regularly receive cargo ships from abroad.

• Case Summary

A [Fish-like Monster] has been sighted around Odaiba's dating spots and along the seaside piers. While no one has been injured or killed by the creature yet, staff members from the amusement facilities are concerned that if victims emerge, it may deter visitors.

Therefore, they request the PCs to operate discreetly.

The reward for the job is 500 Macca. If necessary, an advance of up to 100 Macca can be given.

- The Role of PCs

The PCs are established as being companions.

They have already bonded as a team after a minor Demon-hunting mission, and they are aware of the existence of Demons and that something significant is brewing.

In this scenario, the request comes either from the Exorcist Network or from one of the PCs' Contacts (such as the police or SDF).

To enrich the following Approach, it is preferred that the source of the request lacks strong magical abilities of foresight.

[Troubleshooting]

The Opening should be a quick pass of information, then quickly transition to the Approach.

Approach 01

[Explanation]

During an Approach, the PCs can follow this general process:

- Conduct an on-site investigation → Obtain Keywords
- Use Contacts → Gather surrounding information
- Follow Keywords → Get information related to the keywords

First, conduct on-site investigations and trigger the events "Grotesque Group" and "Girl on the Shore."

After that, the PCs can use their Contacts or follow Keywords in info gathering scenes. After completing up to three cycles, or if all PCs agree to "head to the giant Ferris wheel," the Approach ends, advancing to the "Giant Ferris Wheel" scene.

Shopping and the like can be done during breaks between information gathering.

On-site Investigation

[Description 1]

Looking around, there are only tourists, and none seem to know any detailed information. After finally catching a store clerk, they mention that a couple had seen the monster near the [Wharf Park] area.

[Description 2]

"There's been a lot of [Vagrants] lately. This is a land reclaim, so where are they coming from?"

"You know what? It's like, I can't understand them. Maybe they're not Japanese?"

[Description 3]

"When I was on the ferry, I saw a crazy huge shadow swimming in the water. Could it have been a [Whale]?"

[Explanation]

By investigating the area where the monster was spotted, the PCs can gather some information.

If the PCs choose to investigate the [Vagrants], the proceed to "Grotesque Group."

[Troubleshooting]

Odaiba is reclaimed land, so getting there requires either a vehicle or using a limited number of public transportation options like the Yurikamome Line. For convenience, assume that the intermediary for the request has rented a Land Cruiser or van large enough to transport the entire group.

Grotesque Group

[Description 1]

It's a scene that doesn't match the stylish, well-maintained Odaiba at all. Several men, their bodies covered head to toe in tattered rags, are slowly moving along the roadside. Their faces are hidden beneath the worn-out cloth draped over their heads.

In this day and age, the homeless of Tokyo would tend to dress better than this.

Approaching, an overwhelming stench assaults you—so strong it could be described as the smell of rot.

The stench is so bad it makes you feel nauseous.

[Description 2]

"Iä! Iä!"

As the PCs get closer, the vagrants let out strange cries and begin to stagger away. They seem oblivious to any calls to stop, continuing to flee.

"Iä! Iä!"

Just as their chant reaches a peak, a giant wave suddenly crashes down, sweeping the PCs away.

[Explanation]

The PCs encounter the recent surge of vagrants.

The purpose of this scene is to illustrate their bizarre behavior.

If the PCs do not flee despite the stench, proceed to [Description 2]. Here, the PCs are unexpectedly washed away by a crashing wave and lose sight of the vagrant group. This wave was created by the Brute Azumi's [Water Wall].

After this event, if the PCs investigate Wharf Park, proceed to the "Girl on the Shore."

[Troubleshooting]

The vagrants that appear here are actually disguised Undead Zombies controlled by the [Ring of Gaea]. To help the PCs realize this, describe the vagrants in a way that feels as grotesque as possible. You should emphasize inhuman elements, such as explicitly mentioning a putrid stench or describing their strange movements.

Girl on the Shore

[Description 1]

"Give it back..."

A girl in a straw hat is crying.

She is in Odaiba East Wharf Park, with Tokyo Bay stretching out before her.

"Give back... my..."

[Description 2]

"Iä! Iä!"

Strange figures began gathering, uttering bizarre words.

[Explanation]

After progressing through the on-site investigation and finishing the "Grotesque Group" event, the PCs head to the Wharf Park, where they encounter a girl wearing a straw hat. She is crying as she gazes out over Tokyo Bay (see [Description 1]).

If the PCs call out to her, she becomes wary and tries to leave. Even if they manage to persuade her, she only looks back at Tokyo Bay and leaves them with these words:

"The [Time of Awakening] is soon at hand."

If they try to question her further, suspicious, homeless-looking vagrants begin to gather and attack (see [Description 2]).

Enemy: Undead Zombie × 3

At first, they appear to be mysterious figures, but using "Analyze" will reveal that they are Zombies. The game master should refrain from directly calling them zombies at first, to harbor uncertainty and build suspense.

The girl is no longer present by the time the battle begins. Even after searching the surrounding area, she cannot be found.

In this scene, the PCs gain the Keywords: [Time of Awakening], [Zombie], and [Girl with the Straw-hat].

[Troubleshooting]

The goal of this scene is to introduce the girl (Aya Hayase) and provide clues about the zombie horde.

The PCs won't uncover her true identity until much later.

The zombie battle mainly serves to let the girl escape and give the PCs some combat practice.

Approach 02

Here, the PCs can use Contacts or follow Keywords to gather information. They can perform up to three Cycles of information gathering.

Even if they have more time, if all the PCs decide to "head to the giant Ferris wheel," the Approach phase ends, and the scene shifts to the "Giant Ferris Wheel."

Information Gathering via Contacts

Make a Conversation Judgment. If there are relevant Keywords, each one grants a +20% bonus.

When conversing with a Contact you always learn the Basic Info, regardless of success or failure. If the check is successful, you also learn the Bonus Info. If Critical, you receive a Service.

● PC1: Fateful Youth

■ Stephen

Basic Info: "Ah, I've heard quite a bit. You should check out this site," he says, introducing an occult website.

According to it, there's been an issue of a bizarre group of [Vagrants] recently moving to Odaiba from Ueno.

The [Vagrants] were marching along the seashore, chanting "Iä! Iä!" They were said to be carrying the [Idol] of an odd [Fish-like Monster].

Bonus Info: There's a mysterious group known as the [Ring of Gaea] said to be active in Ueno.

Service: A [U.S. Navy submarine] apparently collided with something large at the entrance to Tokyo Bay. They're saying it was a [Whale].

■ Titi

Basic Info: The [Time of Awakening] is drawing near. When [The Stars are Right], the [Sleeping God] will awaken.

The ritual will soon take place. If the prayers are offered with the blood of the [Chosen Lamb], the [Sleeping God] beneath the sea will awaken.

Bonus Info: The name of the [Sleeping God] is [Cthulhu], and [Dagon], its precursor, already lurks beneath us. They intend to use the [Daughter of Old Blood] to falsely replace the [Original Guardian].

Service: The girl you seek is at the [Giant Ferris Wheel]. She's there trying to stop the [Mighty Messenger].

● PC2: Street Fighter

■ Madam Nyx

Basic Info: Oh, my. This is serious, isn't it?

It's true that soon the time when [The Stars are Right] will be upon us. Someone is likely to use this power to summon something big—perhaps a god. Maybe the [Ring of Gaea] in Ueno, for example.

Bonus Info: It's rumored that the [Ring of Gaea] has a [Necromancer] who can control [Zombies].

Service: There's the [Church of Starry Wisdom] over in Shinjuku. If you want to know what's going to happen when [The Stars are Right], you should go there.

■ Shigeo Itoi

Basic Info: I've heard about sightings of mermen in Odaiba. If you find out anything, please share the information with us.

Bonus Info: Recently, a [Group of Strange Vagrants] has appeared in Odaiba. They don't seem to be Japanese, and no one can communicate with them. They just shout, "Iä, Iä."

By the way, have you heard the story about another [Whale] wandering into Tokyo Bay? Apparently, it's a pretty big one. There's a huge commotion because it supposedly collided with a [U.S. Submarine]. Around that time, there was also some major activity near Umi-hotaru.

Service: Did you know? The [Giant Ferris Wheel] in Odaiba apparently accepts custom decorations. They can run cables along the wheel to display a specific message in huge letters. Lately, I hear that a girl has been putting in requests.

● PC3: Holy Guardian

■ Arian Sinclair

Basic Info: Apologies, I am quite busy.

After all, the time [The Stars are Right] is at hand, which is causing the Demons to stir. For those of the heretical cults, this is an unmissable opportunity for [Vile Summoning].

If you're involved in such matters, you must disrupt the preparations for the [Vile Summoning] ritual. Rescue the [Chosen Lamb], who is to be sacrificed.

Bonus Info: If you're dealing with a [Fish-like Monster], they are often Weak to Fire.

Especially if it uses [Water Wall], then it's almost certain.

Just in case, I'll give you this Maharagi Stone.

Service: I've heard that an evil entity, the [Mighty Messenger], is active. Indeed, the [Faceless God], Vile Nyarlathotep.

I'll give you an [Elder Sign] to help subdue its power.

■ Master Therion

Basic Info: Soon [The Stars are Right]. Do you not know the whereabouts of the [Chosen Lamb]? Indeed—the [Descendants of the Sea God]. They are needed for the resurrection of [Vile Dagon].

Where is [Dagon], you ask? What nonsense do you speak? Didn't that girl in the straw hat, Aya Hayase, come to ask me that very question?

Bonus Info: Grrrrr. The machinations of the [Mighty Messenger] have engulfed Tokyo. And that little girl—she made off with my "Necronomicon!" If the [Elder Sign] inscribed within it is drawn properly, even the [Mighty Messenger] should lose its power for a while; but without it, how am I supposed to obtain the power of [Cthulhu]?

Service: Ahh, yes, here it is.

I'll lend you this [Elder Sign]. It's the real deal, one I personally excavated from Antarctica. Oh, that was quite the disaster—I was attacked by a Great Old One back then. Managed to survive by recounting tales of Fomalhaut!

● PC4: Private Eye

■ Inspector Urata

Basic Info: Ah, I've heard that the [Ring of Gaea] is planning some kind of [Vile Summoning]. Seems like it's a big one.

Lately, that cult has been getting into necromancy.

They're using [Zombies].

Well, you probably already know that [Zombies] are Weak to Fire.

Speaking of which, I heard something strange from Princess [Azumi]. She asked that if her cousin comes to you, you should give her a hand.

Her name is [Aya Hayase].

Bonus Info: Speaking of [Azumi], that's an ancient sea god too. A southern sea god that was found in the Seto Inland Sea area, said to have a fish-like appearance. I wonder if they're related to the Middle Eastern sea god [Dagon].

Service: I'll provide you with 10 Holy Shots. Use them well.

■ Major Kato

Basic Info: We're got our hands full over here in Yokosuka and Kichijoji. Ah yes, a [US submarine] in Tokyo Bay collided with something. Seems like it might be a Demon, but there's a dispute over letting us investigate. Also, there's an incident happening in Kichijoji.

Bonus Info: Be careful. We've received seismic predictions, and Odaiba looks at-risk. Something might happen there.

Speaking of, did one of your people reserve a decoration for the [Giant Ferris Wheel]? What's with the [Pentagram]? It almost looks like an [Elder Sign], which would mean we're talking Cthulhu-level stuff. Who are you planning to fight?"

Service: We've got a facility near the Odaiba International Dock. If necessary, I can lend you an MP5 and a Hand Grenade from there.

■ Dr. Thrill

Basic Info: [Zombies] are part of the punishment system in Voodoo. They remove the soul of the sinners and put them to work. Quite efficient, really. They're also handy for supporting magic rituals. The only problem is that they're a bit lacking in brains.

Fire and purification (Expel) are your countermeasures against zombies.

Bonus Info: If you want to summon, or neutralize, a powerful Vile, you have to make your ritual big. The bigger the ritual, the more powerful the Vile can be called or suppressed. By my calculations, a magic circle with a 100-meter diameter could drive back even the most ancient Vile. Well, I, the great genius that I am, would've done something about it before any magic circle could be drawn.

Service: By the way, doesn't Azumi from Japanese mythology resemble the Philistine sea god, Dagon?

■ Kaoruko Azumi

Basic Info: Withdraw from the Odaiba incident. It's far beyond your capabilities...

Odaiba will soon be isolated, and turned into a dreadful battlefield.

This is all I can say for now.

Bonus Info: The person you encountered is my cousin, [Aya Hayase]. She is trying to reclaim the [Idol] of our deity Azumi, that was stolen by the [Mighty Messenger].

The preparations are already complete.

Still, if you insist on going, please help my cousin. She has set up a trap on the [Giant Ferris Wheel] to drain the power of the [Daughter of Old Blood].

Service: Even if her plan works, the scheming of the [Mighty Messenger] is unfathomable. They could have any number of unwitting pawns serving them. Be cautious.

Information Gathering via Contacts

Make a Conversation Judgment. If there are relevant Keywords, each one grants a +20% bonus.

When conversing with a Contact you always learn the Basic Info, regardless of success or failure. If the check is successful, you also learn the Bonus Info. If Critical, you receive a Service.

■ [Fish-like Monster]

Basic Info: Probably a Demon related to some sea deity. Most likely Weak to Fire.

Bonus Info: Brute "Azumi" bears a similar appearance. This being is originally a god worshipped by the ancient southern sea-faring people, the [Azumi] tribe, who lived in the Seto Inland Sea.

Service: According to one beliefs, Azumi is related to the Philistine fish-headed god Dagon, and it is said that Azumi has the power to call Dagon.

■ [Wharf Park]

Basic Info: A seaside park located on the Tokyo Bay side of Odaiba. It's a popular date spot.

Bonus Info: Looking out over Tokyo Bay from here, a massive shadow can sometimes be seen beneath the water. It's speculated to be a [Whale].

At night, [Vagrants] gather and chant bizarre cries of "Iä! Iä!"

Service: Rumor has it these [Vagrants] have come from Ueno.

■ [Vagrants]

Basic Info: Normally, there aren't many vagrants in Odaiba, as it's a reclaimed island, and any that are too squalid are usually driven away by security.

In recent years, most vagrants are around the Yamanote Line area, and a large cardboard village has formed in Ueno Park.

Bonus Info: There has been a rise in cases of vagrants disappearing from Ueno. It seems they don't return after attending the charity bazaars held by the local religious group, the [Ring of Gaea].

Could they have been put to work somewhere else?

Service: Lately, vagrants tend to be day laborers, so those who smell extremely foul are fewer in number. Many wash off at park fountains since being too smelly keeps them away from busy areas.

■ [Whale]

Basic Info: A large marine mammal. Normally it lives in the open ocean, though they occasionally enter Tokyo Bay. It can stay underwater for over an hour, but it's still an air-breathing animal.

None of the witnesses of the recently sighted [Whale] have reported seeing it surface to blow.

Bonus Info: A [U.S. Submarine] collided with the [Whale], resulting in significant damage to the sub. There were huge claw marks along the hull. The U.S. military is trying to cover up this fact.

Service: A [U.S. Submarine] crew member claimed that the entity they collided with was a giant fish-headed humanoid. Remarking, "It reminded me of Dagon, the Philistine god from the Old Testament."

■ [Time of Awakening]

Basic Info: Unknown. It seems some form of Vile is awakening.

Bonus Info: This phrase is often associated with the god slumbering beneath the sea, [Cthulhu].

Service: It is said that the [Elder Sign] is effective against deities related to [Cthulhu].

■ [Zombie]

Basic Info: Undead Zombie. Weak to Fire and Expel.

Bonus Info: They still appear human enough that, with some disguise, they might be mistaken for the living. However, the strong odor of decay is a dead giveaway, and would need to be masked somehow.

Service: You receive one "Maharagi Stone."

■ [Girl with the Straw-hat]

Basic Info: Lately, she's often seen near [Wharf Park] and the [Giant Ferris Wheel].

Bonus Info: Her name is [Aya Hayase], and it appears she hails from the Seto Inland Sea. She's searching for some sort of [Idol].

Service: She is the cousin of the [Azumi] clan princess, and she is searching for the [Idol] stolen from their family by the [Mighty Messenger].

■ [Idol]

Basic Info: A strange idol depicting a god with a fish's head.

Bonus Info: Originally belonging to the [Azumi] tribe, it was stolen by the [Mighty Messenger] Nyarlathotep and is now in the hands of the [Ring of Gaea]. The [Idol] allows the user to transform into Brute Azumi.

■ [Ring of Gaea]

Basic Info: A new religious organization aligned with Chaos.

Bonus Info: Some radical members have obtained the [Idol] of [Azumi] and plot to summon [Dagon].

Service: The one in command seems to have transformed into Brute Azumi using the power of the [Idol].

■ [U.S. Submarine]

Basic Info: Based out of Yokosuka. It reportedly collided with a whale recently.

Bonus Info: It doesn't seem to be a [Whale], as there were huge claw marks on the hull. Crew members claim to have heard cries of "Iä! Iä!"

Service: The [Whale] was last seen heading towards the [Odaiba] area.

■ [The Stars are Right]

Basic Info: A condition for the resurrection of a Vile. A phrase commonly used in the Cthulhu Mythos. It seems that this condition will soon be met.

Bonus Info: It is during such times that the [Mighty Messenger] Nyarlathotep tends to be active.

Service: Apparently there's a church in Shinjuku called the [Church of Starry Wisdom] that worships Nyarlathotep.

■ [Sleeping God]

Basic Info: A euphemism for Cthulhu.

■ [Chosen Lamb]

Basic Info: "Lamb" refers to a human, often symbolizing a sacrificial lamb. In rituals such as the summoning of Vile Demons, specific conditions are often applied to the sacrificial offering to ensure better results.

Bonus Info: It seems that the power of an ancient bloodline is required for the Vile summoning.

■ [Cthulhu]

Basic Info: A Vile Demon, the slumbering god of the sea. One of the deities from the Cthulhu Mythos, created by H.P. Lovecraft.

Bonus Info: Dagon is one of its subordinate entities. Father Dagon, and Mother Hydra are often mentioned together.

■ [Dagon]

Basic Info: A fish-headed god mentioned in the Old Testament, worshipped by the Philistines. Dagon has been incorporated into the Cthulhu Mythos.

■ [Daughter of Old Blood]

Basic Info: A girl descended from an ancient people.

Bonus Info: In this scenario, it refers to [Aya Hayase], the cousin of the Azumi tribe's princess.

Service: She is trying to reclaim the [Idol] that was stolen from her family, all by herself.

■ [Original Guardian]

Basic Info: Refers to Azumi, an ancient Japanese sea god. A necromancer from the Ring of Gaea who possesses the Idol of Azumi can transform into Brute Azumi.

Bonus Info: If the Azumi clan reclaims the statue, they can banish Dagon from Tokyo Bay back to the Red Sea.

■ [Giant Ferris Wheel]

Basic Info: One of the world's largest Ferris wheels, located in Palette Town, Odaiba. It takes 16 minutes for a full rotation.

Bonus Info: In this book, for a cost, you can request a custom design to be displayed, using the decorative lights on the Giant Ferris Wheel.

Service: The most recent client was a girl named [Aya Hayase], featuring a unique pentagram design.

■ [Mighty Messenger] / [Faceless God]

Aliases for Nyarlathotep.

■ [Necromancer]

A radical member of the Ring of Gaea, who leads Zombies and is attempting ritually summon Dagon. With the [Idol] of [Azumi] in his possession, he can transform himself into Brute Azumi.

■ [Church of Starry Wisdom]

A heretical church located in Shinjuku.

It was founded by Father Nye, an apostle of the [Mighty Messenger] Nyarlathotep, but even if you visit, you won't be able to meet Father Nye.

However, if you go there, you will discover from the heretical grimoires left behind that Father Nye is planning to unleash Vile Dagon.

■ [Descendants of the Sea God]

Refers to the Azumi tribe.

■ [Aya Hayase]

Basic Info: The girl with the straw hat. She is a descendant of the ancient seafaring people from the Seto Inland Sea known as the "Azumi." She is fighting

against the schemes of Nyarlathotep, who stole the treasure of her people, the Idol of [Azumi].

Bonus Info: She is attempting to weaken Nyarlathotep using an [Elder Sign] placed on the [Giant Ferris Wheel].

■ [Elder Sign]

A distorted pentagram said to have the power to diminish the magic of deities from the Cthulhu Mythos.

In reality, it seems to work only on lower-ranking entities, but [Aya Hayase] has enlarged it in hopes of being effective against Nyarlathotep.

■ [Azumi]

Basic Info: An ancient seafaring tribe of southern origin, believed to have lived in the Seto Inland Sea. In this story, their descendants, the Azumi, continue to pass down a magical power.

Bonus Info: The [Idol] of [Azumi] grants its holder the ability to transform into Brute Azumi and the power to summon the sea god Dagon.

The Giant Ferris Wheel

[Description 1]

The girl gazes up at the giant rotating Ferris wheel.

"As it comes full circle, fate is sealed."

She turns to face you.

"It won't be long now before [The Stars are Right]."

That's when the [Time of Awakening] will begin.

If you've come this far, you must already know the truth.

Fight alongside me against the [Mighty Messenger]."

After this, the PCs can talk with the girl before Father Nye appears, leading to Description 2.

[Description 2]

"O [Chosen Lamb], a rather ill-suited place to start your journey to the afterlife, don't you think?"

The dark-skinned priest smirks, and a Wilder Demon leaps out from behind him.

This leads to a battle between the PCs and Wilder Garm. If the PCs win, the story moves to [Description 3]. If they are defeated, the scenario ends.

Enemy: Wilder Garm × 1

[Description 3]

"Who would've guessed, that a mere beast would prove so useless?"

The priest's face vanishes, spreading like darkness and transforming into a mighty shadow.

"Mighty Messenger! Faceless God! He Who Howls to the Moon!"

The girl cries out in despair towards the shadow.

"I cannot allow Vile Dagon to awaken. We will stop you here!"

Behind the girl, lights flicker along the intricate cables wrapping around the Giant Ferris Wheel. A pentagram of complex curves and diagonal lines appears, with a bright symbol at its center, resembling both an eye and a flame.

"You think you can seal me with an [Elder Sign]? Useless!"

The priest waves his hand, and in an instant, all of Odaiba is swallowed by darkness—a total blackout.

Only the priest's silhouette remains, enveloped in a sinister, burning light. His form expands into a colossal shadow, and as you look upward, a gigantic, three-eyed entity briefly materializes before vanishing.

The next moment, the girl screams, and a large mass flies off toward Wharf Park.

When the power returns, the priest and the girl are gone. The pentagram that had adorned the Ferris wheel is shredded to pieces.

[Explanation]

This scene depicts the confrontation between Aya Hayase and Vile Nyarlathotep, in his guise as Father Nye.

To prevent the resurrection of Vile Dagon and banish Nyarlathotep from the ritual, Aya Hayase places an [Elder Sign] on the Giant Ferris Wheel, to temporarily weaken Father Nye's powers, and enlists the help of the PCs ([Description 1]).

Regardless of the PCs' response, Father Nye eventually appears.

He calls Wilder Garm to eliminate the PCs ([Description 2]).

After the PCs defeat Garm, Nyarlathotep reveals his true form and tries to annihilate the girl and the PCs. But at that moment, the [Elder Sign] the girl placed on the giant Ferris wheel activates, draining Nyarlathotep's power. Nevertheless, the mighty Vile causes a blackout across Odaiba with a mere gesture, demonstrating his real power as a creature of darkness. He then abducts Aya and vanishes toward the pier park. **(Scene 3)**

The PCs must now pursue Nyarlathotep to Wharf Park, to disrupt the Ring of Gaea's ritual to resurrect Vile Dagon.

[Troubleshooting]

This scene is meant to pass the baton from Aya Hayase to the PCs.

Although it seems that Aya, with the PCs' help, could repel Father Nye, she is ultimately abducted by Nyarlathotep, leaving the PCs to deal with the chaos created by the Ring of Gaea's ritual, which is part of Nyarlathotep's grand scheme.

Wharf Park Ritual

[Description]

When you arrive at Wharf Park, the eerie chant of "Ia! Ia!" is already growing louder.

Behind the group of unsettling vagrants—rather, the

Zombies—lies the unconscious body of Aya Hayase. Standing beside her is a grotesque fish-headed monster.

"Iä! Dagon! Iä! Cthulhu! Our time has come!"

In response to the chants, the seabed offshore an ominous glow begins to flicker repeatedly..

[Explanation]

This is the final battle.

The PCs must defeat both the necromancer of the Gaia Cult, who has transformed into Brute Azumi, and the horde of zombies within 15 rounds.

Enemy: Brute Azumi (Boss) × 1 (Front row)
Undead Zombie × 4 (Front row)

All enemies act randomly, but if they roll a 0, treat it as an Unarmed Attack.

There is a time limit for this battle. If it extends beyond 15 rounds without a decisive outcome, Vile Dagon will be freed from the ocean's depths and will obliterate all of Odaiba, including the PCs.

To subdue Dagon, the PCs must defeat Azumi, retrieve the statue and Aya Hayase, and have her use the statue's power.

Once Azumi and the Zombies are defeated, and Aya is rescued, the game proceeds to the ending.

[Troubleshooting]

Brute Azumi is "Weak to Fire," so, with a coordinated effort, the party can prevail. However, "Water Wall" will block fire-based techniques, putting the PCs at a disadvantage.

If the "Water Wall" skill is used, make sure to clearly state its duration and effect.

Ending

[Description]

"Dagon, O Lord of the Sea. By the name of Azumi, I beseech you, be still."

Raising the fish-headed idol, Aya Hayase exclaims. In the same moment, the light emanating from the seabed toward Odaiba ceases its movement.

"The curse is lifted. May you now return to the waters of your homeland."

The glowing light flickered for a moment more, but then slowly began to recede back into the depths of the open sea.

[Explanation]

With the use of the Idol of Azumi, Aya Hayase successfully subdues the Vile Dagon, driving him away from Tokyo Bay.

As a result, Tokyo is saved, and the incident is resolved.

In gratitude, the princess of the Azumi clan rewards the players with an extra 200 Macca each.

Aya Hayase returns to the Seto Inland Sea, taking the statue with her.

Scenario Ideas

How to use these ideas

These are just ideas, so GMs should alter the details as needed. The number of Demons can be adjusted to suit the PCs.

■ Three Towers

GP: 20

Strange disappearances have been occurring around three high-rise buildings facing Ebisu Garden Place.

The PCs are asked to investigate and discover that an old shrine in Shibuya has been destroyed, releasing a dark energy that has accumulated on top of the three skyscrapers, forming the eggs of a malevolent Vile. The PCs must act to eliminate these threats.

● Dungeon Construction

• Tokyo Westin Hotel

Snake Naga. Guarded by Apsaras.

• Ebisu Garden Terrace Ichiban-kan

Jirae Tsuchigumo. Guarded by Oni. Open to negotiate if you bring alcohol.

• Ebisu View Tower

Drake Cockatrice. Guarded by Gaeon "Fallen Monk."

■ Foreign Flight

GP: 10

At a nearly completed high-tech building in the Bayshore New Urban Center, a demonic incident occurs, and the PCs are hired to subjugate the Demons.

The culprits are the three Harpy Sisters (Aello, Celaeno, and Ocypete), but the PCs will be hindered by security robots, Talons, that the sisters have taken control of.

This is a trick scenario in which Machines with Resist Gun appear when the information that firearms are effective is relied upon too hastily.

Demons Appearing: Talon

Bosses: Aello, Caeleno, Ocypete

■ Nightmare in Nakano

GP: 10

The police academy in Nakano becomes Outer-distorted, reviving soldiers from the old Imperial Army's Nakano School as Army Zombies that begin to attack civilians. The PCs must track down and defeat the Fallen Gagyson, who is controlling the Army Zombies.

Demons Appearing: Army Zombie

Boss: Gagyson

■ Raid on the Tokyo Government Building

GP: 20

As Demon appearances increase, direct combat begins between the Tokyo Government's security forces and Demons. A horde of monsters emerges from the depths of the Oedo Line subway, heading for the Tokyo Government Building.

Caught in the chaos, the PCs must find a way to escape the building.

Demons Appearing: All sorts from the Foul, Haunt, and Spirit Races.

■ Phantom Killer

GP: 15

In the dead of night, a phantom killer prowls the business district. At first glance, the killer appears to be a small boy, but his methods are brutal, dismembering people with a sharp knife.

The PCs are hired to subjugate the Demon, which turns out to be the Night Nightmare.

Boss: Nightmare

■ Nightmare on the Alta

GP: 20~

The Ring of Gaea plans to use the giant screen at Alta to display a massive summoning magic circle and summon a Vile.

Saved by the Order of Messiah, the PCs rush to Alta to save Tokyo, but their time is limited.

In a countdown scenario, the PCs must confront the Boss.

Boss: Fallen Monk or Oni Jorou

■ Woodpecker

GP: 10

In Shinjuku's underground shopping mall, bizarre incidents occur as vagrants repeatedly hammer the floor and throw food into the widening cracks.

When police apprehend the vagrants, they seemingly die on the spot, baffling the authorities.

As the PCs fulfil their task to investigate and retrace the steps of the police, they discover that the homeless are Zombies controlled by an evil necromancer. By smashing the ground and throwing food, a sinister secret is revealed; a demonic tree is being fed and growing in Shinjuku's underground.

The PCs must track the source of the cracks and infiltrate the sewage treatment plant beneath Shinjuku, where they will battle the Wood Mandrake that has rooted there.

Demons Appearing: Zombie, Audrey

Boss: Mandrake

※**Note:** You can increase GP and replace the monster you are raising with something like the Drake Basilisk or the Wood Yggdrasil.

■ The Spider's Web

GP: 15

A man's lover goes missing, and when he finally finds her, she has become mentally unstable.

The man searches for a way to save her, and a fortune teller named Titi from Harajuku informs him that an evil dream (Nightmare) is lurking within her mind. The fortune teller casts a spell to allow him to enter her psyche.

Boss: Nightmare

■ The Unyielding Spirit of Tennis

GP: 5

School Arc. At the old tennis court, known as the "Unyielding Court," a ghost appears, serving decapitated heads like tennis balls. The Exorcist Student Council is called in to deal with the ghost and discovers that it is the spirit of a tennis player who died in a traffic accident the night before the national competition. They must then face the Raptor Chon Chon, who is manipulating the spirit.

Boss: Chon Chon

■ Zombie Hospital

GP: 10

At a hospital in Kichijoji, patients begin disappearing. The hospital staff claim that "they probably fled to avoid paying for treatment," but that they all looked lethargic and pale.

The morgue has a hidden staircase leading underground, which seems to extend into the depths of the earth.

The PCs hear that a friend of theirs has been admitted to this hospital...

This scenario involves liberating a hospital that has been taken over by a Ghoul and is infested with Zombies.

Demons Appearing: Zombie, Zombie Dog, Zombie Cop

Boss: Ghoul

■ Highway Devil

GP: 12

One of the PCs' close friends, a car enthusiast, dies in a tragic accident caused by a Gaean Death Rider.

His vengeful spirit turns into the Foul Chris the Car, and haunting the highways at night in search of the one responsible for his death.

To bring his soul to rest, the PCs must either defeat Chris the Car or track down and capture the Death Rider.

Boss: Death Rider, Chris the Car

■ Monster of Id

GP: 20

A serial killer who looks exactly like a PC appears and begins committing brutal murders every night. One victim, who somehow survived, testifies that the culprit looked just like the PC.

The truth is, the killer is a Doppelgänger, born from the unconscious envy of someone close to the PC.

In a dark corner of the city night, the PC must confront a sinister version of themselves---

Boss: Doppelgänger

■ Echo Building Shutdown

GP: 10~15

Echo Building, a secret research facility operated by the Self-Defense Forces, suddenly cuts off all communication with the outside world. Taking the situation seriously, General Gotou summons civilian exorcists (the PCs) to infiltrate Echo Building and restore the system.

Inside, however, the prototype special track Demon-suppression vehicle that Gotou is developing, the "Iron Crab," has gone berserk due to interference from Outer-distortion, and now awaits the PCs...

This scenario is suited for parties with SDF Officer PCs.

Demons Appearing: Bit Ball, Talon

Boss: Iron Crab

■ Jack-in-the-Box

GP: 15~20

TDL's popular attraction "Jack-in-the-Box" involves answering quizzes while navigating through a maze to win luxurious prizes. However, rumors have spread that those who enter a certain room in the maze and correctly answer a special quiz never return.

To save the missing people, the PCs must defeat the Tyrant reigning over TDL—King Frost.

Demons Appearing: Jack Frost, Pyro Jack

Boss: King Frost

■ Giant Oarfish (A Messenger from Dragon Palace)

GP: 30

A mysterious ruin is discovered on the seabed of Tokyo Bay. From the ruins, a messenger of Oto-hime appears, inviting the PCs to the "Dragon Palace."

However, Oto-hime has been imprisoned by the resurrected Vile Dagon, and Dragon Palace is now under the control of Dagon's followers. The PCs were summoned as sacrifices for Dagon.

Rescue the captured Oto-hime and defeat the Vile Dagon!

Demons Appearing: Mizuchi, Oto-hime

Boss: Dagon

Part 8

APPENDIX



Rules Summary

Basics of the Rules

Default Rules

- **Round down:** Round off the decimal points of fractional numbers.
- **Any data or situations not specified in this summary are left to the GM's discretion. Such decisions should be based on game convenience.**

Stats

Strength (ST): Represents physical attack accuracy and power.

Magic (MG): Represents magical ability. Used for Magic checks, spell power, and MP calculation.

Vitality (VT): Indicates physical endurance. Used to calculate HP, Defense, equipment requirements, and recovery from BAD STATUS.

Agility (AG): Represents speed and dexterity. Used for ranged attacks, initiative, and Dodge checks.

Luck (LK): Used for checks not covered by the other stats. This includes Negotiation checks and calculating max Fate.

Fate: Heroic support points used to aid dramatic actions or reduce damage.

HP: Hit points, representing life force.

MP: Magic points, representing magical energy.

Dice Used

This game uses two ten-sided dice numbered from 0 to 9. From here on, these ten-sided dice will be referred to as "d10."

When an expression like "xd10" is seen within a calculation or formula, it indicates rolling x number of d10 dice and adding the results to the equation.

When rolling d10 for anything other than % rolls, treat any roll of "0" as a "10."

Checks

When determining the success or failure of an action, a % roll check is used.

For each check, a "target number" is calculated according to the rules, and if the result of the % roll is equal to or below that value, the check succeeds. If the % roll exceeds the check value, the check fails.

● % Rolls

A % roll refers to rolling two d10 dice, resulting in numbers ranging from 01 to 100.

Before rolling, assign one d10 to represent the tens digit. When rolled together, these two dice generate the % roll result. You must distinguish between the two dice used for the % roll, such as by using dice of different colors to differentiate the tens digit from the units die.

• Special Cases for % Rolls

If the result of a % roll falls within the following ranges, the outcome is determined regardless of the target number:

| | |
|---------|---|
| 01 | Success regardless of the TN, and it's considered a Critical. |
| 96 ~ 99 | Failure regardless of the TN. |
| 00 | A Fumble regardless of the TN. Something bad will happen. |

● Criticals

A % roll result of equal to or less than "1/10 of the TN," is considered a Critical success.

Criticals usually result in double damage, bypassing the opponent's Defense, a doubled chance of inflicting BAD STATUS, and other such benefits.

Even if the target number is less than 10, a result of "01" is always a Critical.

● Fumbles

A % roll result of "00" always results in a critical failure.

In the case of an attack, this means hitting oneself or an ally. In the case of dodging, the opponent's attack becomes a critical hit.

Power Rolls

Power rolls are determined by rolling 1d10, and apply the results to the Power of an attack or skill.

If a "10" is rolled, "exploding dice" come into play. You roll another 1d10 and add that result to the total. If another "10" is rolled, roll again and keep adding. This continues as long as "10s" are rolled, with all results being totaled to calculate the final power roll.

● Fate

Each time Fate is spent, you choose one of the following effects:

- **Re-roll one of your own rolls.**
- **Adjust your Target Number by ±20%.**
- **Halve the damage taken by yourself or an ally.**
Additionally, for 2 Fate, you can grant another character 1 Fate.

Combat

Initiative (Determining Turn Order)

At the start of combat, roll the dice specified for initiative. A roll of "10" explodes.

Participants act in order from the highest result to the lowest. In case of a tie, tied characters roll 1d10, with the highest roll determining who acts first.

This turn order remains in effect until the end of combat.

Actions

When it is your turn, you can do one of the following actions:

● Action

Perform an action listed under the "Actions" section of your character sheet. If the action costs HP or MP, it will be indicated in the "Cost" column.

● Use an Item

Use an item listed in the "Items" section of your character sheet.

● Focus

Skip your turn to prepare for your next action, giving you a +20% bonus to your next check. This bonus accumulates, but is lost if you suffer BAD STATUS or perform any action other than dodging.

● Guard

You cannot attack, but you gain a +20% bonus to all Dodge checks until your next turn.

● Assist

Select one other PC and make a Luck check. If successful, that PC gains a +20% bonus on their next check. This effect stacks.

Dodge

When you are attacked, you perform a "Dodge check" against your Dodge TN. If successful, you avoid the attack and take no damage.

However, if the attack was a critical hit, a successful dodge check reduces it to a normal hit. If your dodge roll results in a critical success, even a critical hit is avoided.

Damage

Damage from an attack is calculated by adding the result of the "Power Roll" to the "Power" specified for each action.

$$\text{Damage} = \text{Power} + \text{Power Roll}$$

The defender can reduce the damage by their Defense: Physical Defense for attacks with "Strike" or "Gun" Affinities, and Magical Defense for all other attacks.

● Non-attack Actions

Non-damage effects, such as HP recovery spells, are calculated in a similar manner but are not mitigated by Defense.

● HP

When damage is taken, reduce your HP accordingly. If a PC's HP reaches 0, they die.

Affinity

In the "Affinity" section of a character sheet or Demon's data, phrases such as "Resist --" or "Null --" may appear. If an attack's "Affinity" matches the target's "--," special effects occur.

| | |
|----------------|---|
| Weak to | Damage is doubled, and the chance of BAD STATUS is also doubled. |
| Resist | Damage is halved, and the chance of BAD STATUS is also halved. |
| Null | No damage is taken, and no BAD STATUS occurs. |
| Drain | Instead of taking damage, recover HP equal to the attack's power. No BAD STATUS occurs. |
| Repel | The attack is reflected back at the attacker. No BAD STATUS occurs. |

BAD STATUS

BAD STATUS (BS) represent a state where the character is at a severe disadvantage. For specific effects, refer to the "BS Table."

If a BS indicates a "X" in the "Dodge" column, the character cannot perform Dodge actions.

● BAD STATUS Save

When an attack that causes BS is inflicted, the roll to determine whether the BS occurs is performed by the victim of the attack.

● BAD STATUS Priority

When multiple BS effects occur, only the highest-ranked one remains, except for CURSE and DEAD, which do stack. Refer to the "BS Table" for the priority rank.

● BAD STATUS Recovery

If the "Recover" column in the "BS Table" contains an "O," you may make a "Vitality" check to attempt to recover from the BS.

The Recovery check can be made at the beginning of your turn each round. You may act normally after recovering from BS.

Recoverable BS effects are also cured automatically at the end of a battle or scene.

Experience after Battle

Upon defeating enemy Demons, you earn the experience points, and an equal amount of Macca (currency), specified at the end of combat.

These rewards are divided among all PCs who participated in the battle. Being DEAD at the end of the battle does not prevent you from receiving experience points. If a level-up occurs from the experience gained, the PC revives with full HP and MP after the prescribed growth is applied.

Boss Characteristics

The GM can enhance Boss Demons with the following traits:

- **The Boss may act twice per turn.**
- **The Boss' HP and MP are replaced with the Boss-specific values.**
- **The Boss treats all BS effects that are "Recover: O" as "Resist," halving the chances of being afflicted by them. Bosses are unaffected by BS effects with "Recover: X."**

BAD STATUS Table

| Priority | Name | Affinity | Dodge | Recover | Effect | Recovery Timing |
|-----------|-----------------|----------|-------|---------|--|---|
| 0 | DEAD | — | X | X | Dead. | Magic, items |
| 1 | STONE | Death | X | X | Can't act. Halves damage other than Physical, Force, and Almighty. 30% chance of Insta-kill when hit by melee or ranged attacks. | End of combat, magic, items |
| 2 | FLY | Death | O | X | Stats other than Agility become 1. All damage taken is x2. | End of combat |
| 3 | PARALYZE | Nerve | O | X | Attack-related checks against enemies cannot exceed 25%. Auto skills like healing and support magics are unaffected. | Magic, items |
| 4 | CHARM | Mind | O | O | Temporarily placed under the GM's control as an NPC. | Recovery check, end of combat, magic, items |
| 5 | POISON | Curse | O | X | Damage dealt is halved. Lose 1d10 HP per action taken, and per non-combat scene. | Magic, items |
| 6 | CLOSE | Curse | O | X | Can't use Magic skills. | Magic, items |
| 7 | BIND | Nerve | X | O | Can't act. Melee & ranged attacks Auto-Critical. | Recovery check, end of combat, magic, items |
| 8 | FREEZE | Ice | X | O | Unable to act. Melee & ranged attacks Auto-Critical. Physical damage ignores any non-Weak Affinities. | Recovery check, 2nd turn after, end of combat |
| 9 | SLEEP | Mind | X | O | Can't act. Restore [VT + L] HP & MP. | Recovery, damage taken, end of combat, magic, items |
| 10 | PANIC | Mind | ▲ | O | 50% chance of actions replaced with a roll on the PANIC Table below. Even choosing to do nothing is subject. | Recovery check, end of combat, magic, items |
| 11 | SHOCK | — | X | O | Can't act. | Recovery check, 2nd turn after, end of combat |
| 12 | HAPPY | Mind | O | O | Can't act. Standing about with a blissful smile. | Recovery check, end of combat, magic, items |
| * | CURSE | — | O | X | Actions have a 30% chance to be replaced with something unfavorable instead. Checks Auto-Fail on 86+. | Fountain of Life |

Designer's Notebook

We're back at it again.

"Shin Megami Tensei TRPG Devil City Tokyo 200X" (abbreviated as Megaten X) is JIVE's latest Megaten TRPG, following last year's "Shin Megami Tensei III - NOCTURNE TRPG ~Tokyo Conception~." This game allows you to embark on modern-day adventures. Please give it a try!

Since the title is long, please refer to it as "Shin Megami Tensei X" (pronounced Megaten X). The abbreviation was kindly suggested by Group SNE's Shou Tomono-sensei during a talk show at R.CON WEST in Osaka in March 2005, saying, "The title is too long!" We're grateful for the suggestion. As it were, the original series went from I, II, and III to "9," so let's consider this one "X" (10).

Now, the design concept this time is "Simple & Hard." Building on the development of Shin Megami Tensei III TRPG, we've crafted a system that allows for exciting adventures set in the modern world, while retaining as much of the previous system as possible to make it easier to play. Since the protagonists are human, they can be empowered with weapons and armor, but at their core, they remain quite vulnerable against Demons. However, the various strategies available should lead to more dramatic developments.

We aimed for data compatibility with "Shin Megami Tensei III TRPG," but we couldn't achieve 100%. Nonetheless, the changes are very clear, so if you find the Demons lacking, please recalculate using the data from "Shin Megami Tensei III TRPG." Simply copying the EXP from Demons of the same class should make them functional.

For the Demon data from Shin Megami Tensei I and II that we couldn't include this time, as well as additional data for the highly requested occult and martial arts themes, as well as rules for creating Zoma, network-related rules, and a detailed post-Great Cataclysm world guide, we plan to cover these in the upcoming supplement "Diamond Realm (tentative)."

We would greatly appreciate your support.

Lastly, I would like to express my gratitude.

I want to thank JIVE and ATLAS for giving us the opportunity to publish another modern Megaten TRPG. I also extend my thanks to Mr. Miyano and Mr. Shimizu from Arclight, who assisted with editing, and Ms. Kuroyurihime for providing the elegant sample character illustrations despite a busy schedule. My thanks also go to Mr. Kaji, who responded to unreasonable requests, and to all the friends who joined in on the rigorous playtesting, Mr. A, who created the prototype character sheets, and everyone who participated in the public playtests at R.CONWEST, YS-CON, and other events. Thank you all very much.

P.S. Support for the content of this book will be provided on the official JIVE website. Please direct your questions and requests to the dedicated email address on the website.

Yuusuke Tokita

STAFF

Game Design & Writing

Yuusuke Tokita (Suzaku Games), Masaru Nishigami

SPECIAL THANKS

Noritaka Mitsuda, WORLD SYSTEMS, A,
All participants of the R.CONWEST public playtests,
Volunteers from the Vantan Computer School

Looking back, it has been a long, long journey.

"Shin Megami Tensei" is the game that sparked my collaboration with Mr. Tokita.

Ever since it was released for the Super Famicom, I have been captivated by this mysterious game, which lumps angels, gods, and devils together as "Demons." I've played the original game extensively, got absorbed into TRPGs, and before I knew it, I was in a position to breathe life into these Demons myself.

Truly, fate works in mysterious ways.

My role this time is the same as in the previous for "Shin Megami Tensei III TRPG," handling Conversation, Fusion, and all the data related to Demons. All the data has been powered up and expanded from the previous game, and I spent every day tearfully battling spreadsheets (of course, the development team and I will continue our fight from here).

The fusion rules are based on "Shin Megami Tensei II," but the original involved quite complex internal processing, so for this game, we've simplified it slightly. Nevertheless, with features like the signature Triple fusion, Dark fusion, and Devilkin fusion, I believe data enthusiasts will be satisfied.

In addition, we've added new elements to the Conversation rules, which were previously centered around conditional negotiations, such as NPC attitudes and PC responses, to better recreate the diverse conversation scenes with Demons found in the original game. By conversing with Demons, I hope players can feel the breath of life in these beings, living in the world of the apocalypse.

On a side note, I was recently asked, "Is it true that working on Megami Tensei can lead to paranormal encounters?"

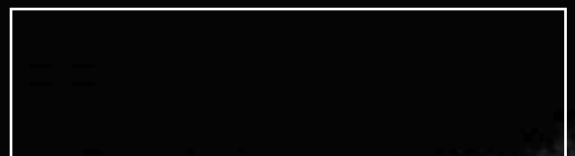
Of course not. Although, I have experienced some odd things that are hard to explain, like hearing footsteps in an empty house, and sometimes feeling a bit inexplicably unsettled. But I'm pretty sure I'm not CURSED or anything, so no worries, I think. A-ha-ha.

As usual, the folks at WORLD SYSTEMS helped with playtesting and development (and brought us snacks). Thanks a lot... and we look forward to working with you in the future.

Well, the journey through Devil City Tokyo has finally ended... or so I would say, but the journey is far from over. We'll soon reunite after we return to our battle creating more Demons on the computer.

That's all for now. Until next we meet, somewhere in the Makai.

Masaru Nishigami



a JIVE Series TRPG

Shin Megami Tensei TRPG Devil City Tokyo 200X

First published on July 24, 2005

| | |
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Fan Translation

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Special Thanks

Yasahana, Meduka, Enma,

And those of you past and present who offer your time to improve the text.

Discord: <https://discord.gg/QDNkpkJtpb>

Feel free to join for more resources, community, and discussion, or to give feedback and ask questions.
Or Email me at Alondaar@gmail.com

Original Release Date: July 24, 2005

Translation Release Date: September 30, 2024 (TBD)

This is a free, unofficial, fan-based translation.
Please support original creators by purchasing official products.

Check out [Lionwing's](#) official localization of:
Shin Megami Tensei III: Nocturne TRPG ~Tokyo Conception~
(Set to release November 5, 2024)

And, fill out Atlus surveys asking for more TRPG / SMT support!

Translator's Notebook

Alon here. This was a long time in the making, back around the beginning of 2020, I stumbled across someone's link to a Chinese fan translated PDF of the core rules, and the Diamond Realm supplement. I have basically no familiarity with Chinese, but never-the-less I churned out a machine-read copy in English. I don't have much presence on social media, and didn't advertise it anywhere except a lone YouTube comment. Well, probably a single digit number of people interacted with that, but one reached out to me via Email (Comeau), and we had some back and forths for about 6mo.

At some point near Feb of 2023, Yasahana and I got together to buy a copy of the core rules book for about \$150, minus taxes and shipping, where it was kept in his possession until about May that same year when we met up and exchanged the books (He also had the Tokyo Mil supplement). I was at the time busy with a Sword World 2.5 book (Duo Adventure, please check it out) and then jumped into game development, not putting much thought into redoing SMT X. Well, project hopper that I am, I did eventually make a strong headway into the book and got it into a playable state in October of 2023 (Basically, in just a month). Unfortunately, that state was really only understandable by me, and there were meaning missing pieces. By December, the leak of Lionwing's project surfaced, and hype around SMT TRPGs in English channel surged.

I spend a good deal of time doing other things, talking with people about SMT X and its differences to Tokyo Conception. Hopefully no one was too annoyed about me constantly prefacing "Well, this is how it works in SMT X but-."

This was also my first foray into using Affinity Publisher and making a PDF. I think the result is decent, but it's a real mess. The file is large and slow to load, styles are randomly set/changed. Aah, even as I type this the thought of all the issues makes me question doing further books in this fashion. Maybe I'll just greatly simplify the fonts and styles.

Even if I don't, at this time I do plan to continue translating the books; and I finally own all but a single stand-alone replay book. So I have a complete collection, and a near insurmountable amount of books I want to scan & translate (not just SMT).

-Alondaar

Alondaar is a real one, send him lots of love (and money for all that auctioning he did); and thank you to Kaneko, Okada and Masuko for making Shin Megami Tensei what it is today. Shoutouts to Mitian, Pike, Crunch and Lady.

-Comeau



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