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Shin Megami Tensei Universe Dungeons and Dragons Campaign

The Premise:

The world of Shin Megami Tensei is unlike any other typical RPG. While other games, like Earthbound or Pokémon, eschew fantasy for modernish settings as SMT does with modern Japan, what SMT does differently is present a post-apocalyptic setting involving demons and questions of deep moral ambiguity. And these aren't just any demons: they aren't just mindless monsters intent on killing...at least, most of them aren't. Should you possess the right toolset, you can persuade demons not just to leave you alone, but to give you gifts, or even join your side as an ally. Of course, demons are fickle things, and if you give an answer they don't like as you're chatting it up, they'll become enraged and attack before you get a chance to react. This simple idea opens a wealth of concepts, which in my opinion, make for a very interesting choice of gameplay. And of course, let's not forget the alignment system: characters and demons tend to lean towards Law or Chaos. Law, led by YHVH (the Abrahamic God) and the different orders of angels, is the ideal of keeping order, treating everyone equally, and revering His glory...at the cost of total loss of free will and God only picking a few people to receive His blessing, with the rest being annihilated to make room for the chosen. Chaos, strong-armed by Lucifer the Fallen Angel (Satan's a different entity) and the most ruthless demons of lore, like Adam's mistress Lilith and the Lord of the Flies Beelzebub (again, different guy), push for, in short, a "might makes right" world. So long as you have the power, you can do anything you want: be weak, and get destroyed by those more powerful. Of course, there's always the Neutral path, which is not so much an alignment so much as a choice to refuse to work with both factions, and instead (usually) defiantly beating both to accomplish independent goals. There are also three different sub-alignments: Light, Neutral, and Dark. Light means you don't necessarily follow the Law, but you have a good heart, to the point that working with Dark characters is extremely hard: the reverse applies to black-hearted Dark characters, who often are but not necessarily Chaotic, preferring to do things for nefarious purposes as opposed to some pretense of chivalry. Neutral characters tend to stay independent of either camp, and can work with both equally well. The setting tends to vary based on game, though it always involves the above factors in some way, and the apocalypse and general location in question can vary based on your DM.

Alignment Combos:

Principality, a typical Lawful Light



Lawful Light: Utterly pure creatures, those of this alignment are not only inclined to do the right thing, but are obsessed with order, wanting everybody to be equals with no hostilities. Often these characters tend to be extraordinarily passionate, usually for a noble aim: however, like everything in SMT, there is a dark side. Lawful Light people are almost without exception willing to kill and be killed for their cause, out of a paradoxical belief that to achieve everlasting peace, there must be war to stop the infidels. In general, most of them are believers in God as well, and will often cause fights if they are sufficiently provoked about their beliefs, religious or otherwise: in addition, getting them to listen to your beliefs, being so caught up in righteousness, is near impossible because they refuse to hear. Demons of this alignment tend to be angels or similar beings: remember that angels are technically demons in this universe.

Lawful Neutral: These are people who aren't necessarily pure of heart, but have a predilection to follow rules, choosing to pensively stay behind the line rather than cross it. To give an example, think of a Lawful Neutral Barkeep. The barkeep is indiscriminate towards clientele with any belief system, but the minute someone breaks the rules, shit is going down. This, naturally, puts them at odds with Chaotic people, who revel in breaking said rules. Of course, there's always a downside in SMT, and in this case it's the fact that Lawful Neutral's have great difficulty with breaking rules or people who do such things, even if said rule breaking would lead to the best possible solution. Demons of this caliber tend to be portrayed as holy beasts: not necessarily good ones, but holy nonetheless.



The Norse Valkyrie is an excellent example of a Lawful Neutral demon.

Lawful Dark: Lawful Dark characters are very intriguing and often have a backstory filled with either tragedy or a misguided idea of how the world works...or they just don't give a damn. These people tend to stay just close enough to the Law that they can commit crimes without it being technically against it: such an attitude can result in terrible disaster. However, they are also often well connected or otherwise powerful in some fashion, allowing like-minded folks a wealth of newfound strengths. Should they come into contact with a Lawful Light character, however, they aren't likely to get along, only using each other for as long as necessary to uphold the Law. Demons of this type are often among the more violent entities in myth that keep the Law upheld, yet are nefarious in some way: see Set, for example. Dude kept the status quo, but killed his brother and tried to rape his nephew Horus.



The aforementioned Set.

Neutral Light: Neutral Light characters are, in essence, just everyday guys and gals who have an amiable personality, your typical goody two-shoes. They don't necessarily hold the Law in high regard, but will do the right thing without straying too far out of it. Their fatal flaw is that they tend to accept pretty much anyone, no matter their potential for chaos or righteous zealotry, potentially resulting in a fatal betrayal. Good examples of Neutral Lights are Fairy-like creatures: mischievous at times, but always willing to make up.

The most reoccurring Fairy demon, Pixie.



Neutral: Completely untainted things, either deliberately or out of innocence and ignorance. Utter Neutrals oftentimes simply haven't decided on an alignment, and will come to realize their path as they adventure, though being totally uncaring isn't uncommon nor without its perks. Perhaps the biggest failing-or depending on your attitude, perk- of an Utter Neutral is the fact they aren't aligned: while a deft enough Neutral can negotiate with skill in most encounters, the most extreme alignments on either end tend to despise Neutrals for not picking their respective ways. A true Neutral example would be any untarnished humans still remaining, though many of them will likely soon be aligned.



A human. Um...that's it.

Neutral Dark: These people tend to be independently evil: they don't necessarily stay within the boundaries of the Law nor cause Chaos for the hell of it, but they enjoy doing dastardly things without regard for what's right or wrong. Their downside tends to be the fact that without the backing of the Law or the simple joy of being Chaotic, they can often be caught for said nefarious deeds without anybody caring about them, due to no aligned reasoning and thus, no motive. Demons of this alignment are usually incredibly ferocious untamed monsters that don't care one way or another who they hurt or what they damage.

The Norse wolf Fenrir is a great Neutral Dark example, having to be chained for fear of him slaying gods and giants alike.



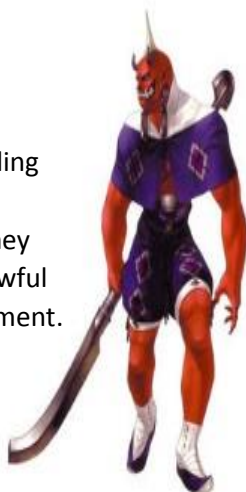
Chaotic Light: Chaotic Light characters are quite fascinating characters, as while they are good people at heart, they aren't above breaking the Law to do it: think Robin Hood. While this behavior may be frowned upon by their more Lawful brethren, most people who benefit from it don't really give a damn if the aim is noble: the end justifies the means is a good phrase to describe these characters. Demons of this variety are often loose cannons in myth who perform violent acts in the name of a greater good.



Quetzalcoatl, the snakelike creator of Aztec mythos. He was rather short-tempered and violent, but still ended up sacrificing himself for humans, exemplifying the Chaotic Light alignment.

Chaotic Neutral: These are your everyday people who aren't necessarily good or bad, just those unwilling to follow the law: a swindler, for example, isn't following the law, but they may be swindling for reasons outside their control, a sick family for example, resulting in the moral grey area that is Neutrality. Oftentimes, however, Chaos is perceived as evil, despite it not being the case, and so they may be ostracized by society in some way. The Oni is a good example of this alignment, being unlawful and crude, though not necessarily for some good or bad ideal: they simply enjoy a chaotic environment.

A generic, Chaotic Neutral Oni. Note the devilish exterior: this doesn't mean bad in the SMT universe!



Chaotic Dark: Chaotic Dark entities are the polar opposite of the Lawful Light characters, being utterly corrupted. They not only are black-hearted fiends with no qualms on such horrific acts as murder, they have no false pretense of Law, instead preferring to utterly defile it with aforementioned horrific acts. It's hard to find redeemable qualities in these characters, who generally backstab as often as they shower empty praise. Take Loki, who constantly manipulated and backstabbed his fellow Norse gods while pretending to be a blood brother and comrade in arms.

The Norse trickster Loki, a clear Chaotic Dark entity.



Common Terminology:

Demon: Not necessarily carrying a negative connotation in SMT, demons are otherworldly creatures hailing from a dimension known as the Expanse, who are often the origin of mythology in ancient civilizations. Demons have emotions and feelings like humans: however, they often have little to no “in-between”, getting very angry or very happy with no resting face. Keep in mind that, technically, angels are demons too, just ones with a more aesthetically noble appearance, and that demons representing singular beings (Zeus, Loki, Pazuzu) are more often than not semblances of what the being is, not the real deal, which explains why there can be more than one...though some are indeed the only demon of that name in existence.

Demon Summoning Program: Often the sole reason humanity has any chance of countering a demon invasion, the Demon Summoning Program is an ingenious yet potentially disastrous piece of software able to communicate with demons. Normally, demon summoning requires a cumbersome process involving knowledge of arcane rituals, sometimes taking as long as weeks to complete. However, this program, invented by a man known only as Stephen, simplifies and performs the process digitally, resulting in a demon being summoned. Should the summoner be able to successfully negotiate with the demon, it will be rendered into code and put on the device with the program installed, with the owner being able to summon the demon at any point in the future. Oftentimes this is a boon to protagonists: however, in the wrong hands, it can be catastrophic, not even taking into account that literally anyone with the program can be a Devil Summoner. It should be noted that if the demon negotiation initiated first is not successful, the demon is no longer contractually bound to be peaceable, often resulting in the summoner's death and the device going haywire, summoning demons until destroyed. Additionally, the program allows for the user to damage demons with weapons if they couldn't already: important, seeing as how normally conventional weaponry has little to no effect on demons.

COMP: Short for “Communications Player”, these devices function essentially as smartphones: however, they are also the device most suited for the Demon Summoning Program, and the ones most often possessing it. Normal phones may not be able to process it, and non-laptop computers are cumbersome, resulting in the all-purpose COMP being the summoning tool of choice. Normally, they take the appearance of a smartphone with a slide-out keyboard, though other models exist, most notably the Gauntlet, which is a glove with a touchscreen COMP embedded in the wrist area and a helpful AI installed, and the GUMP, a heavily modified gun that has a handheld computer functionally identical to the COMP replacing the muzzle of the gun. COMPS also have the ability to install numerous add-ons with a potpourri of different effects, demon translation and a feature similar to Skype among them.

One of the various models of COMP, this one has a keyboard/screen wrist, and audio and visual interfaces on the face.



A Macca coin and bill, respectively. Note the unique insignia, similar to an h.



Macca: While Yen is sometimes used as a currency in the games, any of the installments with the more post-apocalyptic settings use Macca, a universal currency. Macca is not only accepted by human vendors, but demons as well, and sometimes the best negotiation tactic is to bribe them with it. Macca is obtained upon completion of quests and combat, carried on person at all times, and is implied to weigh very little.

An OEA salesperson, surrounded by vials of MAG.

Magnetite: A somewhat bizarre substance abbreviated as “**MAG**”, Magnetite is explained as the Essence of Life itself, contained by every living thing, demons and humans most of all. Demons must consume a certain amount of the stuff to remain in the human world, some possessing more efficient metabolisms than others, and once they have none left to draw on, they must utilize their own stores of MAG-in other words, their life force, or HP-until they run out of that too, after which they are forcibly returned to the COMP dead, or they just die on the spot if they're wild. MAG is often stored in a secure vial, taking the form of a greenish liquid: however, this is only the result of the method used to preserve it. It actually is a weightless, transparent, odorless gas, much like a vapor. MAG is often much more valuable than Macca in terms of trade value, with the general rule being MAG is 10 times as more valuable than Macca, holding much more power in demon negotiation. The Organic Energy Association is a common sight in major centers of population, offering humans and demons the opportunity to purchase MAG with Macca, or vice versa: they also control the exchange rate based on supply and demand, though it never fluctuates too much. It is a vital resource in the Cathedral of Shadows.



Rag's Jewelry: Rag's Jewelry is a...unique store run by the namesake Rags, outwardly human with a lifespan and some unseen way of getting around very quickly that suggest otherwise. Rags is a simple man (?), enjoying the glint and glimmer of gemstones and offering valuable wares in exchange for them. Gemstones, found on occasion after killing demons or in the field, can be exchanged for items such as stones that can cast spells in lieu of learning them naturally, healing items, and even some unique demons.



The eponymous Rags.

Magatama: Semi-sentient demons regarded less as demons and more as objects, Magatama are parasitic creatures that stay in hibernation until they are forcibly awakened. An active Magatama is of little threat on its own: however, if it is willingly or unwillingly allowed to burrow into a human host, a process that takes about one full round in game, an unholy fusion between the two is formed, resulting in a creature that is no longer human, but half-demon instead. As a result, these hybrids are often ostracized from society, often accepted into the few societies in which Demonoids rein, a similar but not identical race. Magatama come in many different subspecies, bestowing different skills upon the host to ensure their survival: this allows the host to fight on even footing without a Demon Summoning Program.



An active Magatama: note the long appendages for attaching itself to a host.

Persona: A facet of a given character's personality, Personas are exceedingly rare phenomena that are representations of any given characters unconscious desires or weaknesses. To obtain a Persona is to have faced a life threatening situation in the past that forces one to face their innermost flaws, thus creating an ethereal being able to fight demons and Shadows on equal ground. In order to have one, however, your class must be that of "Persona-User": see that section for questions you may have. Once you have developed one, a Persona generally does not change, unless under extreme duress you overcome said weaknesses, resulting in the Persona changing to fit your new personality.

Shadows: Shadows are the antithesis to Personas, yet also the same paradoxically: a Shadow is the same entity as a Persona, but in a more feral state. It is said that if a Persona-User starts denying their weaknesses once more, the Persona begins transfiguring back into a Shadow form, potentially killing the user if it isn't accepted once more. Shadows are personifications of any given persons desires given shape, and they hunger to become more substantial than they are: however, the more they succumb to their desire, the more twisted they become. Most are little more than beasts: however, there are rare cases of Shadows becoming intelligent, with one notable case developing an ego and thus a Persona.

One of the more humanoid
Shadows: the more human-like the
Shadow, the stronger it will be.

Terminal: Large monolithic structures able to be inconspicuously hidden within buildings, Terminals are seemingly empty rooms with a strange obelisk at the center. Should a character possess the knowledge to operate a Terminal, it is a boon: you see, utilizing unidentifiable energy, Terminals can instantaneously teleport an entity to another Terminal, though the entity in question must have the locations of two or more Terminals to use them, becoming "linked" with each other. Keep in mind you don't necessarily need to understand the process behind it, only be capable enough to work its teleportation feature: somewhere, there may be an enterprising shop keep willing to sell you an add-on for a COMP that can automate the Terminal-activation process...

Order: A demon's Order is its general classification that groups it with others: for example, Orochi, Ananta, and Ouroboruos are all of the Snake Order. By the by, this classification is actually called Race, but I've taken the creative liberty of calling it Order due to Race also being an option in character creation: just think of Orders as a broad idea of how a particular specimen might act.



Primary Stats and what they mean:

Strength (STR): Strength determines physical power, and mainly determines melee moves, as well as any skills that require brute force.

Intelligence (INT): Intelligence is book-smarts, and determines your MP and magic power and defense, in addition to intelligence based skills. Intelligence affects destructive magic and magic defense.

Wisdom (WIS): Wisdom is street-smarts, and determines MP and various street-smarty things. Wisdom affects support magic, like status ailments or healing, as well as preventing said ailments.

Dexterity (DEX): Dexterity is flexibility, and determines accuracy, speed, evasion, and the like, often determining ranged weaponry.

Constitution (CON): Constitution is physical hardiness, and determines health and defense as well as any endurance based skills.

Charisma (CHA): Charisma is likeability, or how easy it is to agree with someone: think of it as the stat based on shrewd social skills as opposed to raw physical or mental talent. This most directly manifests itself in demon negotiation.

Stat Modifiers are determined by subtracting 10 from each score and then dividing by 2. Modifiers are VERY IMPORTANT, so please do not forget to calculate them.

The Level-Up System (get help with Ajay on calculations here):

First Level: Pick a race, class, and career: character setup time! Additionally, set stats, determine health, and take four favored primary skills, six favored secondary skills, and five feats. **Base HP is 10 + CON modifier, and base MP is determined by INT modifier TIMES WIS modifier, + 10.** To determine attributes, make all of your stats 8, then distribute a pool of 20 attribute points as you see fit. If everyone agrees on it, you may roll instead, but this generally leads to more wildly varying numbers that could cause potential balancing issues. **Both favored skills and unfavored skills start at rank 1, though the former quickly outgrow the latter.**

Every Level After 1: Congrats, you made it to a level up! Go ahead and add **additional MP, which is determined at a rate of 3 + INT mod + WIS mod, as well as HP, which is CON modifier plus 5.**

Every Second Level: On all multiples of 2, you get to add a rank to your favored skills.

Every Third Level: On all multiples of 3, you get to add a rank to unfavored skills.

Every Fourth Level: On all multiples of 4, you get 2 Attribute points to distribute as you see fit.

Every Tenth Level: On all multiples of 10, you can add one point into all attributes.

Level	XP Needed
1	0
2	1000
3	3000
4	6000
5	10000
6	15000
7	21000
8	28000
9	36000
10	45000
11	55000
12	66000
13	78000
14	91000
15	105000
16	120000
17	136000
18	153000
19	171000
20	190000
+1 level	+1000x previous level in XP

“Welcome, to Character Creation. My name is Igor, and I am here to assist you in understanding play. May your journey be ever prosperous...”



Making your very own character!

1. **Basic Info-** Give your character a name, age, gender, etc.
2. **Alignment-** Next, select an alignment. Please keep in mind that your alignment can drastically affect the play experience, and depending on your character development, can change. Consult your DM if necessary.
3. **Pick Disadvantages-** Select at least three disadvantages for your character: choose wisely, as these disadvantages must be played out. Disadvantages can be any number of things, from a specific fear of an object, person, or general demon appearance, discrimination towards characters differing racially from theirs, or distrust of advanced technology. Consult your DM to find appropriate disadvantages for your character! You will also decide weaknesses: this can alter the way you approach foes with certain elements, so be careful! **You may also take more weaknesses than your race or armor gives at this point: for each extra weakness you take, you get an extra feat at character creation, and only then.**
4. **Determine Attribute Scores-** Begin by setting all of your stats at 8, then distribute a pool of 20 attribute points as you see fit. Regardless of anything else, **no stat may exceed 18 at level 1!**
5. **Choose a Race-** Will you be human, demon, or something different entire? Race is an easily identifiable characteristic that bestows various bonuses and detriments, potentially resulting in an entirely different view of your character by NPCS, so choose carefully.
6. **Determine Attribute Modifiers-** Fill in the attribute modifier section on your sheet by subtracting 10 from each score and then dividing by 2.
7. **Select a Class-** Will you be a master of your true self as a Persona-User? Embrace your demonic side as a Devil Summoner? Perhaps become a noble Samurai? The choice is yours.

8. **Decide on a Career-** Shall you become an OEA Clerk? Or would you rather be a Hunter of demons? It could be that a life of negotiation awaits you as a Demon Whisperer.
9. **Favor Skills-** Some skills will be more useful than others on your journey, and thus you must ensure that the ones you focus on most benefit you in kind. These chosen skills will grow at a faster rate, allowing them to repay your favoring quicker.
10. **Calculate Health and MP-** One's life and spiritual energy are vital to succeeding in one's quest, and so it is wise to determine such things now. **Base Health is determined by CON modifier + 10, while Base MP is determined by multiplying your INT and WIS modifiers together, then adding 30.**
11. **DR and Resistances-** While having good health and spirit is well and good, one's life is in danger if they are not properly adorned with damage prevention. DR, or damage reduction, is equal to level: think of it as an automatic immunity to damage of that strength, i.e. 2 DR stops 2 damage. Resistance to the elements, on the other hand, is determined mainly through rarer armors, though factors such as Demons, Personas, and Magatama can affect it as well: otherwise, they are all neutral.
12. **Choose Starting Feats-** Techniques of all sorts will be necessary on a journey such as this, and to be without them is to be led astray. You may pick five feats, or abilities, at the start, with more to come based on level. Most have a prerequisite, whether it be based on class, career, or attribute scores.
13. **Buy Stuff-** At last, we have reached the last step. On your journey, it is without question you will need supplies: it is here you must purchase your starting equipment. You have a supply of 100,000 Macca to purchase items with, the rest being held on your characters person.

Character Sizes

<p>Monstrous More than 100 ft. More than 200 tons</p>	<p>Attack Rolls: -6 Defense Rolls: -6 Space: varies, usually around 50 ft. Reach: Equal to space taken CON: +6 STR: +6 DEX: -6</p>	<p>Large 8-16 ft. 451 lb. - 2 tons</p>	<p>Attack Rolls: -1 Defense Rolls: -1 Space: 10 ft. Reach: 10 ft. CON: +1 STR: +1 DEX: -1</p>
<p>Colossal 64-100 ft. 125-200 tons</p>	<p>Attack Rolls: -4 Defense Rolls: -4 Space: 30 ft. Reach: 30 ft. CON: +4 STR: +4 DEX: -4</p>	<p>Medium 5-8 ft. 131-450 lb.</p>	<p>Attack Rolls: +0 Defense Rolls: +0 Space: 5 ft. Reach: 5 ft. CON: +0 STR: +0 DEX: -0</p>
<p>Gargantuan 32-64 ft. 16-125 tons</p>	<p>Attack Rolls: -3 Defense Rolls: -3 Space: 20 ft. Reach: 20 ft. CON: +3 STR: +3 DEX: -3</p>	<p>Small 2 to 5 ft. 8-130 lb.</p>	<p>Attack Rolls: +1 Defense Rolls: +1 Space: 5 ft. Reach: 5 ft. CON: -1 STR: -1 DEX: +1</p>
<p>Huge 16-32 ft. 2-16 tons</p>	<p>Attack Rolls: -2 Defense Rolls: -2 Space: 15 ft. Reach: 15 ft. CON: +2 STR: +2 DEX: -2</p>	<p>Adorable Miniscule Less than 2 ft. Less than 8 lb.</p>	<p>Attack Rolls: +2 Defense Rolls: +2 Space: 5 ft. Reach: 5 ft. CON: -2 STR: -2 DEX: +2</p>

Quick Note: Player characters typically only range from Small to Large, with Huge generally being on a rare few NPCs. As for why the rest of these sizes exist, it's mainly for the sake of demons, as they can wildly range in size, to the point that it's either have sizes that aren't used by players, or have no size system at all. And of course, let's keep in mind that the size recommendations aren't always dead-on. Depending on the anatomy of the entity in question, weight can be enormously different from size: for example, a Huge demon may be comprised entirely of a gas, resulting in a weight that matches more with a Miniscule-sized demon. If so agreed upon by the players in any one campaign, this section may be disregarded entirely, as it is not necessary to experience SMT. Alternatively, you can keep the size system's descriptors but remove any stat penalties or buffs.

Notes on Magic/Skills

Magic is intrinsic to any being in the SMT universe, whether they can use it effectively or not. There are also abilities known as Skills: these function as physical counterparts to Spells. Both function by draining points from your MP meter. Skills and Spells- and this is **important**- are kept separate from feats, but may work in conjunction with feats: for example, Fire Proficiency 1 allows the use of basic fire magic, while Fire Amp makes fire magic stronger. Physical Skills are enhanced through the “Melee Weapon/Phys” stat, Pierce Skills are based on the “Ranged Weapon/Pierce” stat while Spells are based on their own stat, “Magic”. Support and Nerve Magic are further divided into the “Support/Nerve” stat. **You may only have as many spells as your level plus 3¹, unless otherwise specified by a feat. There is also a hard limit of 12¹ spells a player. Any more, and one must be deleted.**

Name	MP Cost	Prerequisites	Effect
Agi	5	Fire Proficiency 1	Weak Fire damage, 1 foe
Agilao	8	Fire Proficiency 2, Agi	Medium Fire damage, 1 foe
Agidyne	14	Fire Proficiency 3, Agilao	Heavy Fire damage, 1 foe
Trisagion	22	Flame Mastery, Agidyne	Severe Fire damage, 1 foe
Maragi	11	Fire Proficiency 1, Agi	Weak Fire damage, pick one square: flames spread out 25 ft. ² vertically or horizontally
Maragilao	20	Fire Proficiency 2, Maragi	Medium Fire damage, pick one square: flames spread out 35 ft. vertically or horizontally
Maragidyne	32	Fire Proficiency 3, Maragilao	Heavy Fire damage, pick one square: flames spread out 50 ft. vertically or horizontally
Ragnarok	35	Flame Master, Maragidyne	Severe Fire damage, pick one square: immensely powerful explosions occur 30 ft. on either side

*1 this is alterable by the DM, dependent on the number of players.

*2 this assumes one “square” on a typical DM mat is five feet, and thus five squares of range

Elemental Enquiry's

So! You've grasped the basics of Spells and Skills: now you want to learn about their categorization! Lucky for you, I've already got a tidy list of elements. Keep in mind that in addition to the mention of the hard cap of 12 spells, **under no circumstance, special feats notwithstanding, can one have two spells that are natural opposites on one character. For example, you may not possess an Agi and Bufu skill at the same time: fire and ice.** For specific skill trees, refer to the "Skill Tree" section. Besides that, there are some essential rules you should know. Refer to my helpful and not labyrinthine list below!

Note: It should be kept in mind that whenever a spell's damage dice is stated, it should be assumed either its respective Modifier is added on for accuracy.

- Just the prefix (Agi, Bufu) generally means it's the weakest spell of its tree, and is rolled as a **d6**. They can also be identified as doing "**weak**" damage.
- Adding the suffix -dyne (Agidyne, Bufudyne) means the spell is very powerful, and is rolled as a **d12**. These are easily spotted by the description of dealing "**heavy**" damage.
- Anything in between those spells tend to have the same prefix (Agi, Bufu) but a different suffix depending on the spells element (Agilao, Bufula). These should be rolled as a **d8**. These spells can be noted through their description of doing "**moderate**" damage.
- Additionally, there is a group of spells above even the -dyne abilities. These all have different names (Trisagion, Niflheim), and go one step beyond in damage output, **rolling with a d20!** They can be identified at a glance once you see they do "**severe**" damage.
- Healing spells follow their own rules. In order of greater effect: **Dia (d6), Diarama (d10) and Diarahan (d20)**. You can also tell what dice to use through their use of "**weak**", "**medium**", or "**large**" healing in the description, as opposed to the spell name.
- For Nerve skills, you **roll a d4 for AoE spells, and a d6 for single-target spells. The ailment lasts for as many turns as the roll, no more, no less.** Each spell will tell you if it hits multiple targets, or just one. **Additionally, the Support/Nerve Modifier plus what you rolled determines the severity of the ailment, with 2-10 being minor, 11-19 being moderate, and 21-above being major inflictions. A natural 20 causes a unique effect dependent on the status ailment: see that section for details.**
- Light and Dark spells are also unique. Either group of spells, when used on enemies weak to them, do two "levels" of damage above normal: for example, for the basic Light and Dark spells Hama and Mudo, you only do weak damage normally (**d4**), but do exponentially more damage (**d8**) on foes weak to them. Another example is Mudoon, a strong dark spell: normally it does a sizeable chunk of damage (**d10**) but rivals "severe" level spells when used on opponents with a weakness to the element, dealing a massive amount (**d20!**).
- **Magic doesn't critically hit, at least in the conventional sense.** What generally happens is that instead of a triply strong blow, which is what happens with physical and pierce skills, the magic attack doubles itself, and has some sort of extra effect depending on circumstance. Fire could set someone on fire completely, wind would blow someone back a fair distance, Gry (gravity) could shatter the spine of someone, etc. Support spells generally have independent crit effects listed in their respective skill section, and Nerve spells always inflict a harsher effect of their ailment, i.e. Panic causing absolute hysteria, Charm causing complete infatuation, and so on.

- All Elements have a slight passive effect able to be exuded by those skilled enough. What I mean by this, is that someone with the ability to use Agi can figure out, with enough knowledge, how to raise the temperature around them for a while. It wouldn't be enough to really affect combat, but learn powerful enough fire skills, and you suddenly can start small (thumb size) fires with a snap of the fingers, though it will die out quickly.
- Almost every single entity in the game has at least one attribute that affects them differently than others. There are a list of terms in the game used to describe these relationships, placed next to each attribute on a character sheet, listed here for convenience:

Weakness (WK): This is the one relationship you want out of. Most demons and people have at least weakness, though they can have more: players generally have weaknesses determined by armor and race, and there is almost no armor without a weakness. Weaknesses manifest themselves in two ways: passively and actively. Passively, it can be as simple as getting frazzled near lightning, or a fondness for coats because you hate the cold: these quirks also applies to resistances. This is more of a roleplay thing than anything else. Besides that, there's the more obvious direct weakness. This means that if you get hit by an element you're weak to, you are more intensely affected by it, going one "d-level" above the normal damage output of the spell or skill. For example, if you're weak to wind skills and are hit by Garu, a weak spell (d4), it now does a **d6: a weakness to a d20 spell simply adds the result twice!** It doesn't seem like much, but that isn't all. In addition to a damage increase, magic you're weak to also will make your next turn less efficient. Basically, on your next turn you can only move half the spaces you could normally, and any strenuous activity is severely hampered: climbing, for example, or making a jump. **It's up to the DM as to what defines strenuous.**

Resistance (RES): A resistance is quite that: a resistance. For any resistance you have on an element, when rolling to defend against that element, you may **gain +3 temporary DR per five levels only for that element. For example, a fire resistance at level 1 gives you plus 3 temporary DR against flames, while at level 5 it's plus 6.** Generally, Resistances are better than being neutral, although they are gradually phased out by the following three categorizations as the game progresses. Oh, and I suppose I should mention: **Almighty cannot be resisted in any way, nor is it particularly strong against anything. It can be considered a non-element. In fact, Almighty spells ignore DR completely, to justify a higher SP cost.**

Void/Null (NUL): Sometimes referred as Void but more commonly null, this relation does just that. If you null an element, you may roll a die one "d-level" above the enemies roll: for example, a Null towards fire would give you a d6 to an Agi's d4. **Should you roll higher than the foe, you utterly ignore that skill or spell, although if you fail to beat their roll, you take the brunt of the attack, with +3 temporary DR, although it never goes above +3.**

Absorb/Drain (DRN): Again with a slightly inconsistent naming, Drain is pretty great. Should you have the capability to Drain an element, **you may roll a die one "d-level" above the enemies roll of that element targeted at you: beat it, and you instantly drain that spell into your body. The enemy must roll for damage, and you recover HP equal to half of that attack: should you be unable to beat their initial hit roll, however, you take normal damage, albeit with +3 temporary DR, like with Null.**

Reflect (RFL): Reflect is perhaps the most powerful relationship. Should you be able to Reflect an element, **you may roll a die one "d-level" above the enemies roll of that element attack directed at you: beat it, and you deflect the spell straight back at the person who attacked. This can either work a**

number of ways, as then the attacker must rely on their own resistances or weaknesses: if both parties have reflect, the attack goes back and forth until one person fails to beat the others roll, and the loser takes damage with the +3 temporary DR.

- And finally, one last list for you! This one covers the different adjectives used to describe spell and skill strength, and is **VERY IMPORTANT!**

Weak=d6

Moderate=d8

Medium =d10

Heavy=d12

Severe/Large=d20

<u>Element</u>	<u>General Prefix/Suffix (What is usually in the name)</u>	<u>General Effect (What do most things of this element do)</u>	<u>General Appearance (What form do these spells take)</u>	<u>Opposites with (You can't use this with the Element)</u>
Fire	Agi	Burn, char, and otherwise melt.	Fireballs, explosions, etc.	Ice (Bufu)
Ice	Bufu	Freezing things, although some spells utilize icicles to shoot through foes.	Icicles, snow, dry ice	Fire (Agi)
Wind	Garu	Gusts of enough force can blow even the strongest foe or object over.	Tornadoes, powerful gusts of wind that tend to take a greenish tint	Electricity (Zio)
Electricity	Zio	Volatile, can deal extra damage to mechanized or armored foes, but is easily diluted by smart enemies and has little out-of-battle use.	Lightning bolts, thunder clouds that produce said bolts	Wind (Garu)

Light	Hama	Used passively, emanates light to brighten up an area: used directly, you can potentially blind or scald the skin of the unholy	Slips of paper that wrap around foes and act to "exorcise evil", blinding lights, soft glows	Dark (Mudo)
Dark	Mudo	Used passively, emanates darkness to make an area more stealth-friendly: used directly, you can suffocate or corrupt the flesh of the holy	Arcane sigils and runes that manifest with a purplish glow, creeping pitch black darkness, ominous shadowy tendrils	Light (Hama)
Support	Dia, Recarm, Patra, -mudi, -kaja etc.	Anything that has to do with healing wounds, reviving the dead, or stopping status ailments goes here.	Usually, all that is seen is a small, soft burst of light, eliminating any trace of injury.	Nerve

Nerve	Poisma Shibaboo Paralama Makajam Dormina Marin Karin Tentarafoo Hapirma -unda The list goes on...	A very broad element, made up of anything to do with compromising the body, mind, and spirit in or out of combat: AKA status ailments.	Depends on the ailment. For poison, a sickly gas, for charm, a heart, and for sleep, a cloud of fumes guaranteed to knock you out.	Support
Almighty	Megido, Gry	Impossible to resist or be weak to, pure, unrefined energy blasts or compresses foes with the adding or subtraction of gravity	A pink-white orb that explodes, in the case of Megido: for Gry, it takes the form of a purple ball that soon compresses itself and the target	None-it's non elemental, so you are free to have Almighty along with other skills, though they tend to be relatively expensive MP-wise
Physical	Blunt and bladed weaponry, as well as any Skills of that sort	Whether it be slicing, smashing, crushing, or mashing, Physical is all-encompassing in scope	It differs, depending on the weapon or Skill, but it shouldn't be too hard to envision based on the name of the attack in question alone.	Pierce, although you can still use guns to cover that weakness
Pierce	Any weapon or Skill that involves, well, piercing straight through a target. Guns fit here, as well.	You can't really say much, besides the fact that they tend to leave cleaner wounds than Physical things.	Again, see above for how to envision a Pierce attack/Skill.	Physical, although you can still use regular weapons like swords to cover that weakness

Arbitrating Agreements

When you come across a demon, before even attempting anything there are some concrete rules to keep in mind.

- If a demon has a higher level than you, you take a penalty to any negotiation checks by the difference in levels. In addition, recruitment is totally impossible: only things like trading for items are allowed.
- Only one demon per player may be recruited over the whole encounter, and only one attempt may be made per demon. Only one person may attempt to negotiate with a single demon at once, and the demon will only accept the person who initially spoke to it as its master.
- A player's demons may not speak in lieu of the player themselves, except in cases where they can act as translators for demons of similar origin (same order or Mythology) who cannot speak human tongues.
- If a demon is made angry through negotiation, then nobody else is allowed to try recruitment: even folks who had nothing to do with the diplomacy are unable to attempt it.

Now that that's out of the way, let's talk about the act of negotiation itself. Generally, this is how the process plays out:

- a) A player states a chosen demon to attempt negotiations with that is capable of hearing and understanding human language, as well as within speaking distance. If the demon cannot speak a human language, than a translator demon of the same general origin may be brought out for this purpose, or you may utilize the Demolingual feat at this time. It is possible to "blind guess" your way through deals with indecipherable demons by ad libbing a response to them based on their speech patterns, but this is extremely difficult and results in a -10 - player level to Negotiation.
- b) Provided the demon is of the player's level or lower, the talk begins. The demon can then ask questions the player must answer, or ask for money, items, some HP or MP, or the life of a demon for particularly powerful beasts.
- c) For questions, the player rolls a d20 + Negotiation modifier, and then makes an answer based on the effectiveness of said roll: the higher the better. For demands of items and such, the player may either give them their desired request, refuse and risk the negotiation falling apart, or use their Bluff skill if they have it to try and fake it. Most demons are willing to accept **at least two refusals**, and cheating, while evoking a positive response without any loss, also may fail, which causes things to fall apart immediately.
 - i) After about 2-4 "actions" on the demons part, the player rolls a d20 + Negotiation modifier vs demon's d20 + the demon's level, and if you score higher than the demon, the initial action you rolled is successful. If not, then negotiations fail and the effort is squandered. **If your level exceeds the demons, you may add the difference to your d20 roll.**
 - ii) The other way negotiations can end is if you refuse enough requests, or your answers to questions are egregious in the demons eyes: in this case, the demon gets a free attack on the person who was talking with it, and gets a +3 chance to hit due to its sudden nature.

All players start with the feat "Basic Negotiation" in addition to feats detailing proficiency in a weapon, gun, and armor type: control F it or find it in the General Feats section. "Demolingual" "Material Negotiation" and "Articulate Negotiation" are some other universal feats you might want to look at.

Demonic Dealings

So you think you're tough just because you've got some demons? Well, let me be the first one to tell you that you can't just do what you want: you've still got some basic rules you need to follow.

- A player must have a COMP or similar storage device with the Demon Summoning Program installed to contain demons: otherwise none may be recruited whatsoever until one is found. Androids can store only one demon on them at a time but can't lose their demons if the COMP breaks since they ARE the COMP, while Velvet Room Attendants cannot use demons at all in exchange for their versatility in spells. **Only one demon storage device may be carried at a time for each person.**
- If the device used to store demons is broken, the demons inside all burst out and become hostile to everything around them, even their former owners. Androids must be fully destroyed for a demon to come out without the permission of its host.
- The maximum amount of demons allowed in a player's stock is three: one set to come out during battles, and two in reserve. The individual player must keep track of which ones they have on hand. **Only one active demon per player is allowed!**
- Any allied demon must not be identical to another in the party as a whole: **for example, player A has a Pixie, and so Players B-D could have a Slime but cannot possibly have a Pixie at all.** Be sure to keep this in mind.
- Recruiting a 4th demon forces you to send one to the Cathedral of Shadows, which has storage capacity for 5 demons to each player, in addition to the ones the player has on their person. The Cathedral's stock is kept track of by the DM.
- The demon set to come out in battle first is auto-summoned at the start of any given encounter: to switch out demons otherwise, the owner must use a full turn, though the demon coming out may move on its first turn out.
- Feats or skills excepting, demons panic if their owner dies. The ones in reserves are unable to be summoned, and any active demon will immediately do something based on its Order's overall demeanor: a Beast will attack anything nearby, including allies, and a Fairy will try to run away.
- A demon may be summoned within a 15 ft. radius of the player who owns it, assuming 5 ft. is one square.
- Demons have initiative congruent with their owners, and so move at the same time as them. However, there are a few special demons who have their own initiative.
- Demons have a special "Loyalty" meter that fills up over time. After a demon has max Loyalty, it will allow itself to be fused with another demon to create an entirely different one. A demon's max Loyalty is equal to its base level: **to max out Loyalty, a demon must get as many kills or assists as its base level. Essentially, it must land an attack on a foe at least once to get one degree of Loyalty from the opponent.**
- Demons have an ultra-simplified "character sheet" compared to humans, devoid of most if not all feats and learning relatively few spells. They are primarily meant to cover elemental weaknesses, provide fire support or act as healers, or fit into battle roles like tanking up blows. If your favorite demon doesn't have a character sheet in the separate "Demon Sheets" folder, then by all means make your own with the blank provided.

The Cathedral of Shadows

You may have heard this joint mentioned while we talked about demons, but now we'll talk about in depth. The Cathedral of Shadows is your one stop shop for pretty much everything demonic. The guy in the blue who runs it, Mido, is a very powerful arcane scientist, and he fuses demons together to create new ones along with other vital services for your everyday demon tamer. He's also incredibly familiar with any technology concerning the Demon Summoning Program, and possesses multiple locations connected by a system of Terminal's only he has access to. Here are the various services Mido can offer you:



- If you have no room on your person to store any more demons, any extras are sent to the Cathedral, where Mido holds them in reserve. **Each player may only have 5 demons stored with Mido at once.** If you attempt to recruit a demon and neither you nor Mido have enough room, you must either get rid of one on your person or the recruitment fails, as Mido cannot manage his stock without you being there in person. As a whole, demon storage is completely free.
- For a small fee dependent on the demon in question, Mido may transfer a Max-Loyalty demon to the ownership of another person, though this also resets the Loyalty value of said demon. **Besides this, there is no other way to change a demon's owner after the initial recruitment.** The fee is determined by the demon's current level times 100, which is the amount of Macca you must pay. Alternatively, you may multiply by 10 and pay in Magnetite, which is a valuable currency when discussing demonic services.
- If you have at least two Max-Loyalty demons and some Magnetite, Mido can fuse them together to create a new, stronger one. The cost for each demon to be fused is 10 times its **base level** in Magnetite. You may also fuse demons belonging to two different people, as long as each owner fulfills the requirements and agrees upon it, though who gets the end result must be decided beforehand. Fusion mechanics are covered in depth further on.
- If a demon is useless in battle and for fusion, you can opt to sell it to Mido. He gives you whatever the demons **base level** is in MAG times 10, as well as an extra-special item if it was Max-Loyalty.

Race to the Finish!

Race is an important factor in how you construct a character, with each Race determining different attribute modifiers, characteristics, and how other NPCS will treat you. Each Race fits into a certain playstyle well, though you can theoretically be any class with any character: most of all, pick a character you'll have the most fun with!

Perks are in **Green** (and feats are in *italics*) and Downsides are in **Red**. Neutral points and General Attributes are Black.

Also, if a race specifies an alignment, you MUST be that alignment in some fashion: ex. Demonoids must be Chaotic-Something.

Something important to keep in mind is that Racial Resistances or Weaknesses always supersede other things that change these relationships, like armor: an armor can Null Dark, but if you are naturally weak to it, then it will only ever cause a neutral status, unless a further resistance over a racial one is overtly stated in the armors description. Thus, you must instead find other ways around it, like defensive spells or consumable items.



A smattering of humans, each with a distinct worldview.



Human

Background: Humans are the one species on Earth that can be both the most destructive and constructive Race at once. Over the course of history, Humans have been subtly manipulated by the forces of Law and Chaos, but with the advent of the Demon Summoning Program becoming widespread, Humans were able to use immense demonic power without being constrained by either sides' demands.

However, combine man's lust for greater ambition and the fact that no, neither Law nor Chaos liked puny apes having all the power, and everything went downhill very fast. Oftentimes disasters begin happening, varying by the game: slowly expanding black holes consuming all nearby, or enormous tremors tearing cities apart with survivors scattered throughout. The circumstances may vary, but the end result is near unanimous: the dregs of humanity still alive attempt to rebuild civilization with varying success, as we always have, and adapt as best we can to the quick realization that we aren't on top anymore.

Society: Generally, Human society is pretty stable, considering the circumstances. What usually happens is scattered villages, towns, or even cities end up becoming bubbles of civilization in a sea of anarchy—a seedy civilization, but a civilization nonetheless. These societies always have strong, charismatic leaders with a lot of power at their disposal: they tend to be responsible for keeping demons out of town. There are also various organizations around, whether they be true only to themselves, or identify with Law/Chaos, the latter groups usually fighting with stronger demons but being slaves to the cause.

Relations: Humans are a judgmental bunch, even in the hellhole of modern Earth. If something doesn't appear obviously Human in nature, they tend to gawk and mutter, with this often eventually turning to violence and being the primary reason why most races tend to seclude themselves into smaller hutches of life. There are notable exceptions, but these fine folk tend to be ostracized due to non-compliance with societal norms. Interestingly, different groups as mentioned above have wildly varying stances on the issue of Race: the Ring of Gaia accepts anyone who can beat them in a fight, while the Ashura-Kai will attempt to bribe, kill, or exile those who don't look like Humans.

Human Racial Traits:

Adaptable: Humans have always been accustomed to change, and so get 2 points to the pool of 20 to distribute to attributes.

Skilled: Humans can become masters at anything, so long as they apply themselves: they get an additional favored secondary skill at character creation, bringing the total to 7.

General Attributes: Small to Medium size. Natural Light Resistance. Humans can be any alignment you choose!

As you can see, the form a Demonoid can take varies by case, with some looking more human and others being more demonic.



Demonoid

Background: Demonoids are the result of fusing human and demon through any number of methods, including arcane rites, a powerful demon forcing itself into a human host, or a human allowing a demon into them for their own gains. Only one half of the hybrid controls the body, unless the other half is given express permission: whoever has the stronger will—usually the human—gains control of the body, with the other half allowed to reside as a sort of second voice in the Demonoids head. Both parties benefit from the relationship, with the human gaining power and the demon attaining a portion of life force indefinitely: the best fusions tend to be those where both sides have the same goals, in which case both minds move in sync.

Society: Demonoid society is often separate from human congregation, as humans tend to get antsy about one of their number becoming a demon. Demonoids usually find respite within little pockets of a given larger area, living amongst themselves, or else with demons. As a broad generalization, Demonoids tend to dislike Lawful ideals, seeing them as the reason why they are so ostracized from society. As a result this, many Demonoids live on a “let the strongest thrive” ideology, and fail to see life any other way, causing many Demonoid communities to fall into anarchy.

Relations: Demonoids are treated rather unfairly up front based primarily on what they are, not *who* they are. Because of their amalgamate status, many reach upwards of 8 feet, with claws, talons, horns and discolored skin being the most common aesthetic features, though demonic traits can vary much more. Almost all Demonoids are impossible to pass off as human, and thus are ganged up on, often by humans. Despite ideological differences, some Demonoids would like nothing more than to be people again: let’s not forget not all of them were willing fusions, nor did they all predict such a toxic reaction. Some simply became these creatures in order to aid their townsfolk, only to be ostracized in return.

Demonoid Racial Traits:

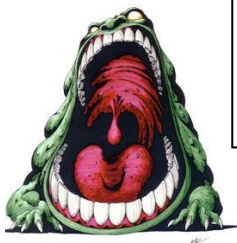
Demonic Strength: Demonoids have higher physical prowess than Humans, but they lose intelligence due to the demon causing indecisiveness between the two halves. **+4 STR, +2 CON, -4 DEX**

Hellish Ravaging: Demonoids have huge raw power: on occasion, the strength surprises even the one wielding it. Demonoids have a **permanent** -1 towards melee crits: if you roll a 19 in melee, that’s a crit.

The Devil’s Reflection: Working with the DM, choose the demon fused with your character: said demon will offer rather biased advice and can take over the body with permission in a crisis, though persuasion is key to get the body back. Also, the demon can mentally speak with other beings to aid in some skill checks, though you’ll need to do some pleading with it, and the help provided can vary.

Shunned Species: As a result of being half-demon, Demonoids are hated by the majority of the other races. All Humans either despise, are prejudiced towards, or at least uncomfortable around Demonoids: lynch mobs are a depressingly common reality in SMT. Blessed Ones will give a warning and then attack if the offender doesn’t leave within the hour, while most Androids are required to kill them on sight to remain with Humans. The only two races who don’t hate them are Velvet Room Residents and Shadows.

General Attributes: Medium to Large size. **Must** be Chaotic in some capacity. Naturally nulls Dark and is weak to Light.



On the far right are Blessed Ones: meanwhile, on the far left are Fallen and Redeemed Ones, in order.



Blessed One

Background: Blessed Ones, in direct contrast to Demonoids, are the result of a human being granted power by one of YHVH's servants, making them essentially identical to angels. Upon obtaining this power, a Human will begin seeing things differently, becoming partial to Law that will try to find a solution in that vein above all else: they also find Chaos vastly unappealing. It is somewhat rare, but there are cases of Blessed Ones accepting power and then going rouge, albeit they will have to deal with their new Lawful perspective, and YHVH has a habit of mutating caught offenders into mindless abominations: these are referred to as Fallen Ones and Redeemed Ones, respectively.

Society: Blessed Ones are often nomadic in nature, spreading the holy word across the apocalyptic landscape. They tend not to stay in one place for long, instead helping those who need it and then persuading any in the area to ally themselves with the Law before leaving. Occasionally, there will be a shantytown with many Blessed Ones convening in order to discuss where they should go next, but besides that, they're pretty mobile. If multiple are in a group, the highest ranking member leads them.

Relations: Blessed Ones tend to stay fairly isolated, and so it isn't often they interact with species besides Humans, who they attempt to sway towards the Law, and are merciless towards should they be Chaotic. They tend to hunt down Chaotic demons, but others are left for the most part alone until something affronts YHVH, in which case the offender can expect divine retribution. As for everything else, they openly despise or at least don't hide the fact that they find being around artificial or unnatural beings discomforting. Whether or not this escalates to violence depends primarily on alignment and how the situation is handled, although they will under no circumstance negotiate with Demonoids.

Blessed One Racial Traits:

Holy Blessings: Blessed Ones are very agile and intelligent: however, this comes at a loss of physical power, as Blessed Ones have no need for raw strength, using ranged weapons. **+4 DEX, +2 INT, -4 STR.**

Pious Premonitions: As servants of YHVH, Blessed Ones will occasionally catch a glimpse of His infinite wisdom, and thus can somewhat tell the future. Once a day you may roll a d12 + Knowledge (Holy) against (15 + your level): if you roll higher than that, you gain an idea of what one target in the area is about to do, or a random vision of the future if there is no target. Fail by half the number or lower, and you'll get a false vision, so be cautious.

Divine Flight: Once a Blessed One is created, they "earn their wings", and thus can fly a certain distance, dependent on weather and what they're carrying. Fallen Ones fly less efficiently, as if a weight is on their backs, and Redeemed Ones are stripped of their wings.

Righteous Edict: Being an eternal servant of YHVH isn't exactly the most lenient job in the world. There are many rules His followers must follow to the letter: the first infraction results in a harsh warning of -10 to current health, and all fallacies after that are (-6 + level) to all stats in addition to the health loss, for 1 day. Commit a serious enough crime, and you may invoke the wrath of God Himself...

General Attributes: Medium to Large size. **Must** be Lawful in some capacity. Naturally Nulls Light and possesses a weakness to Dark.

Shadow Selves are the playable Shadows. They have glowing eyes and often have some type of..."uncanny valley" effect, in which their expressions look crueler and more plotting than any humans should.



Shadow

Background: Shadows are made from a human producing them based on unconscious urges and desires: all are made of a mysterious, fragile substance that seems to absorb light, hence the name of the creatures. The more common ones are simply called Shadows and tend to act in groups, absorbing the egos of any human or demon near them to try to become their own being rather than a fragment. A rare few become motivated to find the person they were birthed by, and consume them: in at least one case, this resulted in the Shadow *becoming* that person, flesh and blood. Shadow Selves (***these are the playable ones!***) more closely resemble their human self, and are far stronger. They are also more cunning, and always seek to defeat their other self, in order to become their own entity. Both varieties typically have access to magic and skills, though only Shadow Selves have shown any ability to summon demons.

Society: Shadows by their very nature are unable to form society-Demonoids, while Chaotic, can at least form a semi-stable settlement. Even with the few Shadows that are capable of higher brain function, the vast majority go on an instinctual basis of living and feeding, making permanent settlement impossible. More often than not, you'll see roaming bands of these primal Shadows working as a pack, and that's it. However, it should be noted that Shadow Selves are notorious for melding with Human society, with the only discrepancy being with their yellow eyes, easily hid with dark glasses and such.

Relations: Despite how humanoid some look, Shadows are treated as beasts by almost all, and the few that achieve high intelligence are ostracized like Demonoids once they're found out in most settings. Some less scrupulous people are willing to allow Shadow Selves to blend in if they behave, but this is risky, as this could lead to betrayal. Plus, they often have power equal to or surpassing their Human counterpart, making for powerful allies but terrifying to run into on the way to the bar at night: this leads to paranoia, and thus most Humans feel uncomfortable permitting a Shadows presence.

Shadow Racial Traits:

Egotistical Manipulator: Shadows aren't made of very sturdy stuff, but they are extremely street-savvy, knowing the ways of the world and twisting those ways to suit their desires. **+4 CHA, +2 WIS, -4 CON**

Tenebrous Terror: Shadows are known as ruthless, self-serving beings, and rightly so: they're violent, sly, and narcissistic. This causes a ferocious reputation to surround them, aiding by five points in Intimidation, Sense Motive, and Spot checks.

Malleable Murkiness: All Shadows are made of a rather curious material with anomalous properties impossible by Earth standards. Shadows are able to melt into puddles to slink past grates, cause claws to grow on their fingers, or fashion a limb into a lock pick. Consult your DM on how to integrate this ability.

Erratic Fragment: Shadows, for all their charisma and mystique, are still just pieces of one person's personality given a body, and they battle this fact constantly: even Shadow Selves constantly either compliment themselves or deride others, just to inflate their ego. The result is a psychologically volatile creature that takes a huge morale debuff when in a losing battle: if at less than 25% HP, all rolls until HP goes back above 25% are treated as critical failures if the roll is less than half of what was needed.

General Attributes: Small to Large size. May be any alignment combo **except** Lawful. May choose innate weaknesses, resistances, and elemental specialization, but for every defense there must be 1 gap.

A number of different Androids, some more overtly robotic than others. It should be noted the man on the left is not an Android, but a Cyborg, a person with robotic augments. For all intents and purposes, they function the same as Androids.



Androids

Background: Androids, otherwise known as humanoid robots, are mechanical beings built primarily for battle, though usually with numerous utilitarian functionalities as well, as well as enormous combat knowledge and weaponry. The type commonly seen in the series are known as Anti Shadow Suppression Weapons, which were built for the express purpose of destroying Shadows. By no means are they the only ones, however: others are built as soldiers, some as bodyguards, and still more as covert agents. It should be noted that all Androids both are far heavier than humans and can lift much more, to the point of being absurd: machine guns, bazookas, you name it. However, Androids have trouble using magic or demons: while they have the Demon Summoning Program preinstalled, it is contained internally, putting a strain on the Android as a whole.

Society: Androids are extremely good at blending in with society, given that the whole reason they exist is to be a more discreet weapon. While they have artificial looking bodies, their facial area is indistinguishable from a Human's. As for the obviously metallic bodies or limbs, they can wear gloves and a thick layer of clothing to cover it up, making it impossible to tell if they're Human or not. Androids generally don't create societies, instead keeping watch over existing ones. As for times they get exposed, they will usually be given a pass if they aren't violent, and if they disturb the peace they won't be forced out physically, as no normal Human can stand up to an Android, not without strong demons.

Relations: Androids are seen as more nonaligned parties than villainous, and are thus allowed to stay around for as long as they don't antagonize those in power. As stated above, because they often remain so neutral or apathetic during conflict, the typical Android is allowed to roam in peace. As they literally cannot eat and drink, they don't consume a populations resources, and because most will destroy Shadows with extreme prejudice, they are seen almost as sentinels: the Android itself often is either happy to be appreciated or doesn't really care. As for other races, Androids don't really like or dislike any race, with the exception of Shadows, who are hated by essentially all Androids out there.

Android Racial Traits

Steadfast Servos: Androids are made of the finest metals Earth has, and can use whichever fighting style they are proficient in with brutal efficacy...but because they were programmed to be weapons, they have great difficulty thinking like humans. **+6 CON, +2 STR/DEX (based on weapon pref.), -6 WIS, -2 INT**

Orgia Mode: All Androids are built with a function that allows them to go into overdrive in emergencies, bolstering their combative stats (**+4 STR, CON, DEX**) and preventing status conditions for 2 turns. At the end of the second turn, they overheat for 3 turns, becoming debuffed (**-6 STR, CON, DEX**) and immobile.

Living Armory: Unlike other races, who have 1 primary weapon and 1 gun, Androids are permitted 2 of each, to be easily carried on their person. They also have proficiency in all forms of combat.

Arcane Software: While their earthly properties are immense, Androids cannot use magic, which is completely inaccessible: the Demon Summoning Program, itself a struggle to process, takes up so much RAM that magic would "crash" the main AI. However, Physical and Pierce *Skills* are still available, and Androids can use items to cover anything else, albeit it will be inevitably weaker.

General Attributes: Small to Large size. May be any alignment combo, albeit with a tendency, not requirement, of neutrality. Naturally Resists Physical and Pierce, but is Weak to Electricity and Ice.

The three most notable attendants from the series. Elizabeth on the left has already left the Room, with Theodore on the right looking to be not far behind.



Velvet Room Attendants

Backstory: Very close to Humans in appearance, Velvet Room Attendants, here referred to as Attendants for brevity, are dwellers of the Velvet Room, a place that exists “between dream and reality, mind and matter.” Of uncertain origin, they either don’t know or care about where they themselves came from: rather, they have an insatiable curiosity about the world. They look human, but have power and demeanors that suggest otherwise, often professing great knowledge-which they have-while simultaneously trying to apply it a very new and exciting world. Their so-called “Master”, the enigma known as Igor, is the driving force behind many of their decisions: Igor is under strict orders from a higher being to not interfere with our world, and urges his apparent pupils to do the same. However, one attendant left the Velvet Room for reasons only known by her, and it is assumed that eventually every Attendant leaves the Room to begin their own quest for answers, much like a bird leaving the nest.

Society: Attendants generally live in the Velvet Room for a long time, possibly exceeding that of multiple human lifespans: it is unknown whether or not they are immortal, as not all extant Attendants are in the Velvet Room. After a certain point, Attendants outgrow the confines of the small extradimensional oasis, and thirst for knowledge beyond what the Room could give them. Thus they leave and seamlessly blend into Human society...sort of. They are never explicitly identified as inhuman without prior insight, but they are recognized as spacey and somewhat oblivious to normal human behavior.

Relations: Attendants tend to regard all races with equal interest, as they all give intriguing thoughts and new ways of looking at the world. They hold no bias towards any race in particular, good or bad...except Humans. Being the one race Attendants have any contact with for a long time, they observe Humans as the race with the most potential, and seem to harbor a longing to be more like them.

Attendant Racial Traits:

Erudite Expertise: Attendants have encyclopedic awareness on all topics, and are well aware of how to use it. However, as they do not ever require physical prowess in the Velvet Room, they are extremely frail. **+6 INT, +4 WIS, -4 CON, -4 STR**

Elemental Excellency: Being both well versed in magic, and indeed, being imbued with it at the core of their being, has a few perks. Instead of being limited to 2 elements, they may take 3 at once.

Compendium Contract: Being an Attendant, the use of the Compendium, a very thick, blue, leather-bound book titled “Le Grimoire” is granted. This book is can record data on any given person or demon, as long as they inscribe their name somewhere on a blank page of their own free will. Do keep in mind that the Compendium is an item, and is bound to your person: it will reappear in your inventory within minutes if removed. Objects or places needn’t write their names to show up, obviously.

Demonically Disavowed: Attendants, both having relied solely on their own power for so long and being ignorant to all methods of demon mastery, are completely unable to use demons, and as a result cannot operate demon-summoning devices for that purpose. However, they **can** still recruit NPC’S and negotiate with demons, just not summon demons themselves.

General Attributes: Small to Medium size. **Must** be neutral in some capacity: for example, Neutral Light or Chaotic Neutral. No weaknesses or resistances.



Classes

So! You've decided on a Race as a foundation for your character, and now you're ready to further specialize with the advent of a Class! Along with a Race and Career, you pick one of these at level 1. Classes are your characters primary avenue of combat, and beyond: they provide various benefits to you dependent on which you choose. Whichever one you choose, later on there will be opportunity to "upgrade" to a Prestige Class, but right now let's just focus on your bread and butter Classes. However, it is recommended to read ahead to ascertain which Classes lead to which Prestige Classes, and what the prerequisites are, so you know out of the box. Classes have access to exclusive feats only purchasable by people in that Class, and each one supports a certain playstyle.

Devil Summoner: requires 14 CHA or WIS

Persona-User: requires 14 CON or CHA

Tactician: requires 14 INT or WIS

Tarot Mage: requires 14 DEX or WIS

Samurai: requires 14 DEX or STR

Soldier: requires 14 STR or CON

Devil Summoner

Devil Summoner's are folks who have gotten a good grasp on the conjuring and containment of demons, and thus are the best ones to handle it. They typically know a thing or two about COMPS and the Demon Summoning Program, likely having explored all of its features and found a shortcut or two. They are also skilled negotiators, able to get an easier feel for how a demon or person feels at any given moment and what to do to sway them to their cause. They generally have a tendency to carry around COMPS for the purpose of summoning, but their weapons themselves are just what the Summoner finds easy to use. For the most part, the Summoner will find it prudent to hold back and send a demon in, although there exist a few who will charge in themselves. Notably, many Devil Summoner's are relative nobodies in comparison to members of the other classes: they may be seen as a bit more smart or likeable, but not supernatural. They aren't the only Devil Summoners: they're just the ones who know their stuff inside and out. If a Summoner has a weakness, it's that without a COMP or similar device, they have no real options that distinguish themselves from the rest of the pack, and are put at a serious disadvantage.

Starts with the following Feats:

Basic COMP Knowledge: Any Devil Summoner worth his salt will know the full scope of a COMP's abilities, and starts with one as well. They tend to be pretty knowledgeable about tech even before the apocalypse, so they also get one free App: see that section for more info.

Silver Tongue: As pretty much a requirement for the job, Devil Summoners can smoothly negotiate the pants off a demon, and deftly worm themselves out of a situation they would have otherwise never escaped from physically, simply by talking. +2 to Bluff, Diplomacy, Sense Motive, and Intimidate checks.

Devil Summoners vary on a per-person basis, weapon wise. They have no real preference, except perhaps for ranged weaponry over melee, to stay at a distance and use their COMPS. For armor, keep in mind they are mostly not trained in anything, so they just wear average clothes, perhaps some light armor they find lying around.



Persona-User

Persona-Users are people who have, in one way or another, awakened to a supernatural entity known as a Persona. This often comes at a time of great emotional turmoil: it could be direct, like a loved one's death, or the destruction of one's home. It could also be slow and brooding: maybe you feel guilt over causing someone pain in the past, or an immense hatred of the world around you. Typically there is a sole breaking point where the Persona awakens, often giving the saying "I art thou. Thou art I. From the sea of thy soul, I cometh." This being is unique wholly to the individual, and is only controlled by its owner. It can be said to be another side of yourself, representing a different emotion or feeling you have somewhere inside you. There also exist artificial-personae: these were forcibly implanted into a host and are thus weaker as a result. The host becomes stronger than most people, but their body is in pain with every usage of their power, causing them to take special Persona suppressant: these pills are common enough that a user can find them, but they're not exactly advertised in the open. They must be taken once a day, and can keep your power hidden from people and sensors, but they take a harsh toll on the body. Personas themselves often specialize in one or two elements, and serve a specific role based on the emotional event that birthed them: a want to protect someone results in a beefy physical fighter, while the desire to help others will manifest as healing. As for elements like Fire and Wind, they tend to represent how their owner's personality is: a cold, detached individual likely specializes in Ice, while a person with a strong sense of justice will have Light.