
Grimoire Add-on : Echoes from the Velvet Room

The Velvet Room is more than your safe lobby, being the place between Mind and Reality, it can be molded into any shape its master desires... but not everything is thrown away when a former iteration is destroyed.

In this document, you will find remnants of previous forms, back in earlier days of the velvet room and its guests, able to revive whenever to fight heroes of the past who have entered this safe haven between mind and matter, though, heed a word of warning

This document contains HEAVY spoilers from the series, specifically Persona 3,4,5 and Shin Megami Tensei V, you have been warned.



Yu Narukami

Level 20

Arcana - The Fool

Class - Wild Card

STR - 12 TEC - 8 VIT - 8 HP:304
MAG - 4 AGI - 6 LCK - 2 SP:21



- Reflect



- Resist



- Weak

Seeker of truth (P): Starts combat with Tarukajyne, Rakukajyne and Sukukajyne

Spells

Cross Slash: STRd8 Damage to one target twice, This skill has +2 HDC.

Rising Slash: STRd8 damage to one target, Critical Margin +3.

Myriad Truths: One target Yu can see, plus any targets 2 tiles adjacent from the target. Magd8+MAG+6 Almighty damage three times, Cooldown of 3 turns.

The Hero of Yasoinaba, responsible for solving the murder case, becoming a legend for anyone seeking justice and the truth.



Makoto Yuuki

Level 20

Arcana - The Fool

Class - Wild Card

STR - 5 TEC - 7 VIT - 7 HP:266

MAG - 14 AGI - 6 LCK - 1 SP:21



- Weak



- Reflect



- Resist

Unlimited Potential(P): To the DM's discretion, add ANY 12 spells to Makoto Yuuki's deck, ignoring Repression.

Melee Variety(P): To the DM's discretion, Makoto can use ANY melee weapon.

Spells

Doors of Hades: Hit: MAGd12+2MAG Almighty damage. Pay 1 Aspect Point:
Cast Mudoon on all hit enemies.

Mudoon: Instantly kills enemies whose HP is below 30+3TEC%, Max 80%

Cadenza: Heal MAG * 20, Increases TEC and AGI by 1 for 3 turns,Cooldown 5 turns.

The hero of Tatsumi Port Island, born from the fragment of Nyx, fighting against the true end of the world, has reached unlimited power and potential, shown by his persona and spell mastery... but he's not the only one.



Kotone Shiomi

Level 20

Arcana - The Fool

Class - Wild Card

STR - 6 TEC - 7 VIT - 11 HP:418
MAG - 9 AGI - 6 LCK - 1 SP:21



- Reflect



- Weak



- Evade 2

Regeneration(P):Every round, Recover 2VIT HP.

Enduring Spirit(P):Status effect lasts only one turn.

Arms Master(P):Per DM Discretion,Kotone can equip any melee weapon in the Grimoire.

Spells

Doors of Hades: Hit: MAGd12+2MAG Almighty damage. Pay 1 Aspect Point: Cast Mudoon on all hit enemies.

Mudoon: Instantly kills enemies whose HP is below 30+3TEC%, Max 80% Repress.

NEO Cadenza: Heal MAG d8 * 5, Increases STR and MAG by 2 for 3 turns,Cooldown 6 turns, Using this ceases the

regeneration effect for 3 turns.

The heroine of Tatsumi Port Island, born from the fragment of Nyx, fighting against the true end of the world, has reached unlimited power and potential, shown by his persona and spell mastery... But, like her counterpart, they were never alone in this journey.



Aigis

Level 20

Arcana - Aeon

Class - Suppressor

STR - 7 TEC - 8 VIT - 12 HP:456
MAG - 8 AGI - 6 LCK - 3 SP:21

 - Null

 - Null

 - Weak

Unlimited Potential(P): To the DM's discretion, add ANY 12 spells to Aigis' deck, ignoring Repression

Regeneration(P): Every round, Recover 2VIT HP.

Code:Mass Destruction(P): Start combat with Rakukaja and Tarukaja.

Spells

God's Hand: One adjacent target, On Hit: STRd12+3STR Physical damage. HDC -1

Mediarama: Any target in 8 meters, Restores MAGd8 + PLv*4 HP to the target

Akasha Arts: 1 target in 4 meters, On Hit: STRd12+8 Physical damage. **Extra:** roll 3d6, take that damage to hit up to 1d3 additional targets.

The One who searched for the answer after the former user of Orpheus has passed, going as far as inheriting their will to live to move on with the journey.



Joker

Level 20

Arcana - The Fool

Class - Wild Card

STR - 6 TEC - 10 VIT - 8 HP:304

MAG - 7 AGI - 8 LCK - 1 SP:21



- Drain



- Evade 2



- Weak

This is a Hold-up!(P):After knocking an enemy down,Joker can attempt to negotiate with it, if he succeeds, roll a 1d4:This is the amount of turns you can't attack him.

The Masquerade(P): Joker has maxed out on every single social stat.

Take off your Mask(P): Joker has his own Dagger and Firearm

Name	Class	Damage	Reach	Effect	Description
Rebel Pistol	Firearm	MAGd4 + TEC	1-4	Able to divide the damage up to 6 different targets. (The TEC Bonus is divided between targets,rounded down.)	A Dark clad pistol, looking real enough to scare any trespasser.

Spells

Maeigaon: Any Targets within 2TEC Range, On hit:2MAG Dark damage. **Curse:** Deals 2MAG damage to all units within TEC/2 (minimum 1) meters of each Cursed unit. .

Riot Gun: Any number of targets, On Hit: SKLd6 Physical (Gun) Damage.

Phantom Show: All targets, On hit: 70% Knock down chance.

The Rebel leader of the Phantom thieves of hearts, his name going down in history for fighting against oppression of society and freeing the hearts of those living under their distorted desires, a formidable ally... and a dangerous foe.

Personae

Unlike most personae, these cannot be fought as shadows in any way, shape or form, obtained only through rewards of defeating their respective owner in the Echoes.



Orpheus

Level 20

Arcana - The Fool

Stats Bonus: +1 MAG, +3 Charm



- Resist



- Weak



- Reflect

Cadenza: Heal MAG * 20, Increases TEC and AGI by 1 for 3 turns, Cooldown 5 turns.

Agidyne: One target within 8 meters, On hit: MAGd10 + 2 Fire Damage.

Ha Hamaon: One target and all those adjacent to it, On hit: Deals 20+2TEC% of the target's current HP as damage, Max 50%

The bard from Greek age, enamored by his muse: Eurydice, he'd do anything for her...quite literally, as he ventured through the domains of Hades to find her, but when he turned back as soon as he was exiting it, he became trapped inside the fiery pit of Asphodel.



Izanagi

Level - 20

Arcana - The Fool

Stat Bonus: +1 STR,+4 Courage



- Drain



- Weak



- Resist

Cross Slash: STRd8 Damage to one target twice, This skill has +2 HDC.

Rising Slash: STRd8 damage to one target, Critical Margin +3.

Ma Ziodyne: Any number of targets the caster can see, On hit: MAGd4+6 Thunder damage
Shocked chance: 6MAG%

Izanagi's sister and wife, Izanami, died while giving birth to Kagutsuchi, the god of fire, in his despair, he went deep into Yomi, the land of the dead in search for his lover, only to find a putrid, rotten wandering corpse, After sealing Izanami inside Yomi, Izanagi gives birth to Amaterasu, Susanoo and Tsukuyomi.



Arsène
Level 20
Arcana - The fool

Stat Bonuses:+1 LCK, +3
Courage,+3 Charm



- Resist



- Drain



- Weak

Maeigaon: Any Targets within 2TEC Range, On hit:2MAG Dark damage. **Curse:** Deals 2MAG damage to all units within TEC/2 (minimum 1) meters of each Cursed unit. .

Riot Gun: Any number of targets, On Hit: SKLd6 Physical (Gun) Damage.

Curse Amp(P): Add 5% to all Death checks from spells you cast. Curse spells you cast deal 15% more damage on hit.

The gentleman thief, Arsène Lupin, who'd go as far as having a bout with Sherlock Holmes to see who'd come out on top, now being the face of rebellion itself.



Rewards

The boss defeated also unlocks their persona to be fused and bought in the Velvet Room's compendium.

If you defeat Yu Narukami, you may gain one of the following.

Rarity	Reward
1-2	Izanagi (See above)
3-4	Cross Slash skill card
5-6	15 RP to every party member

If you defeat Makoto Yuuki, Kotone Shiomi or Aegis, you may gain one of the following.

Rarity	Reward
1-2	Orpheus(See Above)
3-4	Cadenza skill card
5-6	Regeneration Skill Card

If you defeat Joker, you may gain one of the following.

Rarity	Reward
1-2	Arsène(See above)
3-4	Riot Gun Skill card
5-6	5 - Rebel Knife, 6 - Rebel Pistol (See Above)