No E.G.O.	Type: Melee/Ranged
	Weapon Speed: Normal Weapon Damage Type: Red Weapon Damage: 2 + Temperance [Two turns if Justice > 3 (1 dmg + Temp)] Requirements: None
	Vest RED: X1.5 WHITE: X1.5 BLACK: X1.5 PALE: X.1.5

One Sin and Hundreds of Good Deeds	"Penitence" Type: Melee
	Weapon Speed: Normal Weapon Damage Type: WHITE Weapon Damage: 3 + Temperance Requirements: None [Two turns if Justice > 4 (2 dmg+ Temp)]
	Vest RED: X1 WHITE: X0.75 BLACK: X1.25 PALE: X2

Punishing Bird	"Beak" Type: Ranged
	Weapon Speed: Very Fast Weapon Damage Type: RED Weapon Damage: 3 + Temperance [Two turns if Justice > 2 (2 dmg + Temp)] Requirements: None



RED: X0.75 WHITE: X1.5 BLACK: X1.5 PALE: X2

Void Dream	"Engulfing Dream" Type: Ranged
	Weapon Speed: Very Fast Weapon Damage Type: WHITE Weapon Damage: 2 + Temperance [Two turns if Justice > 2 (1 dmg + Temp)] Requirements: None
	Vest RED: X1.25 WHITE: X0.75 BLACK: X1.25 PALE: X2





RED: X0.8 WHITE: X0.8 BLACK: X0.8 PALE: X2

The Beauty and the Beast	"Horn" Type: Melee
	Weapon Speed: Fast Weapon Damage Type: RED Weapon Damage: 5 + Temperance [Two turns if Justice > 3 (3 dmg + Temp)] Requirements: None
	Vest RED: X0.75 WHITE: X0.75 BLACK: X2 PALE: X2

Fairy Festival	"Wingbeat" Type: Melee
	Weapon Speed: Normal Weapon Damage Type: RED Weapon Damage: 4 + Temperance [Two turns if Justice > 4 (2 dmg + Temp)] Requirements: None
	Vest RED: X0.9 WHITE: X0.9 BLACK: X1 PALE: X.1.5

Fragment of the Universe	"Fragment From Somewhere" Type: Melee
	Weapon Speed: Fast Weapon Damage Type: BLACK Weapon Damage: 4 + Temperance [Two turns if Justice > 3 (2 dmg + Temp)] Requirements: None
	Vest RED: X0.75 WHITE: X1.25 BLACK: X0.6 PALE: X.1.5



Little Red Riding Hood "C

"Crimson Scar" Type: Melee/Ranged



Weapon Speed: Fast
Weapon Damage Type: RED
Weapon Damage: 10 + Temperance
[Two turns if Justice > 3 (7 dmg + Temp)]
Requirements: Fortitude Level 2
Justice Level 2



Vest

RED: X0.6 WHITE: X0.6 BLACK: X0.6 PALE: X1.5

В	lue	Star
	IUC	Juli

"Sound of a Star" Type: Ranged



Weapon Speed: Fast
Weapon Damage Type: WHITE
Weapon Damage: 14 + Temperance
[Two turns if Justice > 3 (9 dmg + Temp)]
Requirements: Temperance Level 3
Prudence Level 5



Vest

RED: X0.5 WHITE: X0.4 BLACK: X0.5 PALE: X1

Judgement Bird	"Justitia" Type: Melee
	Weapon Speed: Normal



Weapon Damage Type: PALE
Weapon Damage: 7 + Temperance
[Two turns if Justice > 5 (5 dmg + Temp)]
Requirements: Justice Level 4



Vest

RED: X0.5 WHITE: X0.5 BLACK: X0.5 PALE: X0.5

Knight of Despair	"Sword Sharpened with Tears" Type: Melee
	Weapon Speed: Very Fast Weapon Damage Type: WHITE Weapon Damage: 10 + Temperance [Two turns if Justice > 3 (7 dmg + Temp)] Requirements: Justice Level 3
	Vest RED: X0.8 WHITE: X0.8 BLACK: X0.8 PALE: X0.8





RED: X1.25 WHITE: X0.8 BLACK: X0.8 PALE: X1.5

Queen of Hatred	"In the Name of Love and Hate" Type: Ranged
	Weapon Speed: Fast Weapon Damage Type: ALL Weapon Damage: 8 + Temperance [Two turns if Justice > 3 (5 dmg + Temp)] Requirements: Fortitude Level 3 Justice Level 3
	Vest RED: X0.8 WHITE: X0.8 BLACK: X0.5 PALE: X1.75





RED: X0.2 WHITE: X0.5 BLACK: X0.5 PALE: X0.8

Red Shoes	"Sanguine Desire" Type: Melee
	Weapon Speed: Very Slow Weapon Damage Type: RED Weapon Damage: 11 + Temperance Requirements: Temperance Level 3
	Vest RED: X0.6 WHITE: X1.2 BLACK: X0.6 PALE: X1.5

Il Pianto Della Luna	"Moonlight" Type: Melee
	Weapon Speed: Fast Weapon Damage Type: WHITE Weapon Damage: 9 + Temperance Requirements: Fortitude 2 Justice 3 [Two turns if Justice > 2 (7 dmg+ Temp)]
	Vest RED: X0.8 WHITE: X0.4 BLACK: X0.7 PALE: X1.75

The Mountain of Smiling Bodies	"Smile" Type: Melee
66	Weapon Speed: FAST Weapon Damage Type: BLACK Weapon Damage: 12 + Temperance Requirements: Fortitude 4 Temperance 3 [Two turns if Justice > 2 (10 dmg+ Temp)]
	Vest RED: X0.5 WHITE: X0.5 BLACK: X0.2 PALE: X1



Servant of Wrath "Hermit" Type: Summon



Summon E.G.O.: Hermit
"A doll that will take every hit until it
disappears, serving as a shield"
HP: 30 x User Fortitude

Resistance: RED: X0.75 WHITE: X0.75 BLACK: X0.75 PALE: X1.2

Apocalypse Bird	"Twilight" Type: Melee
	Weapon Speed: Normal Weapon Damage Type: ALL Weapon Damage: 14 + Temperance Requirements: Temperance 3 [Two turns if Justice > 3 (10 dmg+ Temp)] Special Effect: Can utilize a special attack every three turns, dealing triple damage.
	Vest RED: X0.3 WHITE: X0.3 BLACK: X0.3 PALE: X0.5 Special Effect: For every 25% missing HP, damage dealt is increased by 25%.