Persona 5 Royal Jump

Version 1.2

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The world is not as it should be. It's filled with distortion and 'ruin' can no longer be avoided.

A Trickster and his Companions will rise above themselves to challenge the abyss of distortion. They shall fight against the corrupt society, steal the Hearts of several wicked individuals and oppose a malevolent being which calls itself "God".

But perhaps you have already heard of that tale. Maybe you even participated in this story of Rebellion.

Though I can assure you… there is much more left to see in this world.

This Tokyo is still infested with distortions. But… past the false God's machinations… an even greater threat is rising. One that makes Dreams a reality in pursuit of ignorant happiness.

This is the World you shall enter Jumper. What will you do? Break the chains of servitude and rise above Ruin and Dream? Or succumb to a rigged game and a kind man's promises?

You will start the Jump the day Akira Kurusu arrives in Tokyo by train and leave the day he will leave Tokyo.

Here are your 1000 CP. Now… walk your path.

Origin

Well Jumper what is your Place in this World? Are you a part of the masses? Or one of the Heroes trying to save it?

You gain 200 CP to spend entirely on Origins. Gender is either what you were previously or you can change it for free.

The Trickster (500 CP): You truly are an interesting individual. A Trickster. One who can save the World from ruin. In the past several people have held this mantle to fight against the abyss of distortion coming from the Cognitive Realm. Hone that Power within you properly and you could perhaps become one of those Heroes that made even God's fear. Your age is anything from 16 to 18 and you have a place to stay above a restaurant.

Note: Yes I am aware that this is pretty much THE thing people want from a Persona Jump. I don't blame you. Wildcards are pretty much the strongest beings in this Verse. That's why I made it expensive.

Note: You can choose whether or not you replace Joker or become in some way associated with him. You could be his sibling or his childhood friend that was there to help the night he encountered Shido, leading to you be thrown into Juvie as well.

Thief (200 CP): The society of today is twisted and wrong, a lawless eat or be eaten jungle. You are aware of the state of this World, suffered by its hands perhaps even in some shape or form… and you will CHANGE it. With the power of Persona and the Metaverse Navigator you will enforce your Justice upon society. Perhaps you're even a member of the Phantom Thieves?

Your age is anywhere from 16 to 18 and you go to either Shujin or Kosei academy. You also have some place to stay, maybe with your parents or in a dormitory.

Arcana (Free/Gain 200 CP to be spend elsewhere if it's your only Origin): You are one of the masses roaming around Tokyo, somewhere in between the endless amount of people going about their day to day lives. Your involvement with the Metaverse may not have yet begun, nor is one such as you really intended to be, but I am certain you will still find your place here. Chances are you could become a great source of support for those trying to change this distorted World.

Your age is anything from 16 upwards and you have your own living space.

Note: Considering that you miss out on a good amount of Power, let me reward that. Take the 200 CP meant for Origins and spend it on anything you wish in the following sections.

Velvetian (300 CP): The Metaverse is not host merely to the various Shadows born from the human mind. There are other beings as well, origin much more mysterious, but ever helpful and supportive for mankind. You are now one such a being. Your form could be very flexible (perhaps even one of a Cat) but if you choose to take the shape of a human you find your hair to be a platinum blonde and eyes a golden colour.

Your age is… a mystery let's leave it at that. Unfortunately, your living situation could be… problematic. But I can arrange for you to have a small apartment.

Reverse (300 CP): Something must have happened in your past. You are the antithesis of someone in this World. Something just isn't right with you. Perhaps you were a good person once, dreaming of being a Hero. Now… you're not sure what you are anymore but you have your own path and stick to it.

Though this Origin is different than even the Trickster. There are two Perk trees that you may walk. The path of 'Ruin' or the path of 'Dreams'. You may choose one of these options to take Discounts from. You can also purchase this Origin alongside another one of the above, receiving Discounts for said Origin as well as the path you choose here.

Your age can be anything from 18 upwards and you have your own apartment.

Note: Due to this Origin being empty of sorts, there are no Items available at a Discount for this Origin.

Perks

Perks sorted into your Origin are discounted by half. 100 CP perks are free for your Origin.

General Perks

You gain 300 CP to be solely used for General Perks.

I am Thou (Free for all/200 CP/400 CP): Now Jumper… tear of your Mask and free yourself from the chains of society!

We can't have you enter a Persona Jump without the very thing that makes this series so special. That's right. You get your very own Persona!

A Persona is the manifestation of your personality. It is a sort of 'Mask' you use to face hardship and it comes from your very soul. Around these parts it is most commonly associated with one's Will of Rebellion.

Personas are very varied in appearance. They take the form of a being present within the human subconscious. It can be anything from a God, to a Thief of literature. You may choose what your Persona is, though if you would like to fit the theme of Persona 5 I recommend going with a 'Trickster' or 'Rebel'.

Personas are as well associated with one of the Arcana of the Tarot cards. Choose now which Arcana you sort yourself to. You have the choice from Magician to Judgement. The Fool is exclusive to the Trickster and The World will be inaccessible until certain conditions are met. Usually the Arcanas are taken from the classic Tarot Deck but if you wish you can choose to have your Arcana be from a different deck. (The Faith, for example, can be found in the Visconti di Modrone tarot deck).

Choose one element to be your main element. You will start with a Light Magic skill for said element. You must also choose a weakness to an element. Your choices are Fire, Ice, Lightning, Wind, Psychic, Nuclear, Bless and Curse.

You can also choose a regular trait to grant further power to your Persona. The trait can be of your own design and unique.

For payment off 200 CP you may start with an evolved Persona. Said Persona will not only gain immunity to your main element of choice but also resistance to an element of your choice that is not your main element or weakness, a stronger Persona trait and a Skill that increases your ability to avoid your weakness. Your starting skills will change to become Medium type as well instead of Light.

For ANOTHER 200 CP, you can than Evolve that Person even further into a Third tier on the level of Raoul, Ella, Hereward and co. Your trait will be even stronger and you gain a unique skill of your choice. This could be a variety of things from a cheap, easy to use skill with a high chance of putting your foes to sleep, a buff which strengthens the combat potential of all your allies via Charge, Heat Riser or Concentrate, a debuff that lowers the attack, defense and speed of all foes you are currently fighting, a powerful and useful magical or physical skill or perhaps something completely unique to you and your own soul. Your starting skills will change to become Heavy types as well instead of Medium.

You will only be able to use your Persona inside the Metaverse. After this Jump you will be able to summon these powers normally, without being restricted to the effects of another realm.

5 Star Gentleman (50 CP for every category/250 CP for all/Trickster and Thief gain one for free): Trying to summarize one's personality is a difficult task for everyone. However given that this World is all about who you really are with the manifestation of your Soul being your greatest Weapon, it shouldn't come as a surprise that this World can put a number on parts of your personality.

With this you can pay 50 CP to max out one of the available social stats in Persona 5. By paying 250 CP you can max them all out at once (not counting any freebies).

Now given that gameplay mechanics are a bit difficult to seem 'realistic' allow me to elaborate what you can expect from the purchases:

***Guts:** You're now Lionhearted. Fear has no hold on you. No matter the circumstances you will never be paralyzed by anxiety or fear. This doesn't make you foolish. You will still know when a situation is dangerous for you, preventing you from throwing your life away just because you ignored such dangers, but never will you be stopped by those feelings and can always act at your best in spite of whatever threat there may be.

***Charm:** You're now Debonair. Like a true suave Thief you just ooze Charm. There is very little you cant talk yourself out of. You just have this special something about you that makes people believe you, even the most doubtful trust you like a precious friend and turn the heads of pretty much everyone that could be attracted to your gender. You could probably start a Harem with this by accident.

Warning: If you DO want to have a Harem don't be an absolute dick and make sure everyone involved knows about it. Don't be that asshole that deserves to get his ass beat on valentine's day because I am not taking responsibility for you pulling something like that and WILL laugh at you if they All-Out Attack you.

***Kindness:** You're now Angelic. People around you can't help but see you for what you are, A SAINT, for lack of a better word, compared to the common folk. Additionally you are something of an empath, easily able to correctly read the emotions of everyone, even those that have honed their public masks for years. You also know just how to help the ones around you, no matter how damaged they are, you know how to help them overcome those dark emotions.

***Knowledge:** You're now Erudite. By all accounts you are a genius. Learning new things comes to you very easily. Without trying you can score top of the class in any exams. Your memory is also now eidetic, allowing you to recall even the finest of details while beaten, imprisoned and drugged on all kinds of stuff.

***Proficiency:** You're now Transcendent. You are very skilled with your hands and have great body control. In addition you have fine control of every one of your Powers and know just how much to use for any given task.

Le Parcour (200 CP): You will need more than just a bit of acrobatic skill if you wish to traverse the Metaverse and the various Palaces. This grants you the acrobatic abilities Joker and co display in the various Palaces. Even one who trained in Parcour for years could still learn some tricks from you.

Third Eye (200 CP/Free for Trickster): This sixth sense has a variety of uses. Items of importance, usefulness or simply treasure are being highlighted in gold. Your senses can become sharpened, allowing you to perform activities that require great reactions to become laughable easy (like say hitting a Homerun or fishing). You can gauge the strength of your opponents to your own, making them blue in your vision for being beneath you, yellow if they are your equal and red if they are your better.

Mind over Matter (Free/300 CP to keep): The Metaverse truly is a strange place. If you believe in something it is possible with seemingly no clear limit. Want to refill your magical reserves by drinking Coffee? Resurrect the death with strong medication? Freeze someone solid by merely throwing a can of Freeze spray at them? Reload your ammo on the simple principle that your enemies would expect you to come at them Guns loaded? Gaining money by killing random shadows? It is all possible in this realm. Even resting for a good night will leave you at peak condition for another trip into the Cognitive realm, all your sources of energy up to full.

As long as you are in the metaverse this effect will prevail as a natural part of this World. You can however pay 300 CP to keep this effect on permanently for you and any allies you wish it for.

Wings of Rebellion (500 CP): Life is full of hardships… but you have prevailed. You have gained the Wings of Rebellion that shall allow you to soar above the limits of normal man. While these are only metaphorical Wings the Power this Perk gifts you is far above any normal Wings could give you. Your Willpower is unbreakable, nothing may tear you from your path be it god, demon, despair or any sort of corruption trying to make you something your not. Your Justice is your own and you will never betray your principles. Only you alone decide your Will and may adapt your own Worldview and continue to grow as a person as you fight for what is right.

This Perk will also serve as a Capstone Booster for certain Perks below.

The Trickster

The Wildcard (Free and restricted to Trickster): The true Power of the Fool. It is the beginning, the source of all other Arcanas. The Origin of Power unlike anything else.

Thanks to the Wildcard your Persona abilities are holding vast potential. Your Persona gained from 'I am Thou' will be forced to be one of the Fool Arcana which will start out weak. However that is the only limitation you have in regards to Personas and even that one may break if you take the time to develop your starting Persona.

You are now able to hold multiple Personas within you. Usually this would be impossible since only one Heart exists per person but you have hit the Jackpot. This allows you to be MUCH more versatile in your fighting style. Keep in mind you will copy the resistances and weaknesses of your currently equipped Persona. If your Persona is weak to fire but strong against ice you will be the same but if your switch to a Persona that is weak to electricity but strong against ice this will immediately carry over so do be aware of who you have equipped at any time. Not counting your initial Persona or your Ultimate Persona, you can hold 12 other Persona at any time within you.

Lastly, you are able to form lasting bonds with people. By repeatedly interacting with others you will find yourself connecting to them. These bonds, when nurtured and allowed to grow, can become so powerful that they can traverse time and space itself. These bonds, also known as Confidants or Social links if you prefer, will all be sorted into one of the many Arcana's, maybe even more abstract or less common ones like Faith or Aeon depending on the person. You find it as well much easier to connect with people and befriend them and friendships can happen as easily as breathing.

By maxing out the bond with said Person, which you will notice by a melodic voice announcing it, you will be able to summon forth the Ultimate Persona of said Arcana, posing great skills which I am sure will aid you greatly.

Hone this power and the bonds you forge. Do not forsake them and you will find that companionship is a tremendous power.

***Wings of Rebellion:** Your rebellious spirit has reached new heights thanks to the Wings of Rebellion. One might wonder how a Wildcard could gain an Ultimate Persona since they have so many masks within themselves. This is the answer. The true power of humanity and the bonds you forged. By gathering a Deck of 20 individuals all responding to the Arcana's, loyal to the point where they would even die for you and aid you in anything you need, you can bring forth YOUR Ultimate Persona. One powerful enough to make Gods shake in fear.

This is how one usually gains such power. For you though, purchasing said Wings of Rebellion will be enough to at least start.

This Persona is either of the World or Fool arcana and will have a wide variety of resistances and immunities. Its power is already incredible but not yet its peak.

Your Persona will have one unique skill of your choice, its signature skill so to say like Sinful Shell and Myriad Truths which you can design yourself, alongside Victory Cry and whatever skills your previous weak Fool Persona had, while sporting a powerful trait that you can create yourself as well. That's it however. It has not yet the raw Power of Satanael or Izanagi-no-Okami.

One day you might be able to awaken to such a Persona without paying for it via CP but you will find that doing it here has its uses. For one, if you still manage to forge such close bonds the Power of

your Ultimate Persona will be even greater than it would be usually. Gaining it so early also allows you to customize it more directly and early on to fit your preferences. Then you will truly be a Godslayer.

Fate can be changed (200 CP): The whims of fate may seem absolute for some. Not for you. A Trickster is one who can turn the tides of fate and now this strange effect is yours. You may not notice it at first but just 'one' outcome is no longer what you are restricted to. By your presence alone and with the right words you may change someone's fate, bringing them on a path to avoid their own ruin. Your actions could break schemes and things that should be predestined. Not even a false god could accurately predict what you will do.

Break Thy Chains (400 CP): Look at all these complacent masses. What has happened to them? Have they been beaten and broken by the ones that rule over them? A Tyrant that they deem hopeless to defy?

Help them rise from this misery. From now on… you can help those masses to overcome such adversity. Reignite the fire of life in those husks. Start a rebellion, become a symbol for Hope and watch as the meek rise up to fight against their oppressors with an unwavering will.

Be warned though, this Perk can help you in reforming society but the higher your name goes… the deeper the fall can be if your image is tarnished.

Still if you can clear your image, even then chances are that when you need them… they will return to support you in kind.

Infinite Potential (600 CP): The Fool. The empty yet infinite. A Trickster possessing this Arcana and the Wildcard that comes with it is truly one above the rest. From now on, truly befitting the nature of the first Arcana, you hold such infinite potential for growth. As long as you put the effort in, some improvements in your abilities will always appear, never too regress and the speed by which you can improve is also notable heightened. May your powers grow even further.

Thief

This could be useful (100 CP): The Metaverse is a realm of Cognition. Logic takes a break in this World. You would be surprised to find out what for an effect certain things can have in this other dimension. A Coffee could restore your magical reserves. A powerful medicine can bring you back from death. With this Perk you now will know what use a certain Item or person could have for your goals and how they could support you the best. You also gain a keen knowledge of how to use these various resources to their full potential.

Wake Up, Go to school, Save the World (200 CP): Stealing the Hearts of corrupt individuals AND keeping up your grades can be challenging to say the least. Wouldn't want to fail that exam because you stayed up all night making lockpicks right? From now on you have perfect time management skills. You know when what is the most efficient to do as if it was second nature to you.

Phantom Thieves SD (400 CP): The life of a Phantom Thief is… not an easy one. One minute you can be fighting for your life, the next you're erased from existence. Seriously how is there even one Persona user without PTSD? It could be this Perk.

No matter how harsh the challenges, or how taxing on your sanity the battles are, no scars of the events shall remain on your consciousness. Trauma and Nightmares are things you need no longer concern yourself with and you can even extend this effect on any you wish.

Grasp your new Power! (600 CP): When the time has come to break the chains of society, some may struggle in doing so. They struggle awakening to the Power they are meant to wield. Give them a hand and this struggle won't be present anymore. From now on the people around you can awaken to their Personas when choosing the path of Rebellion against something or someone. They start off weak but with time can grow into truly powerful individuals. This Perk allows them to awaken to a Persona without need for the Metaverse. A properly strenuous and difficult situation as well as some guidance of yourself is all they need. Said situations could be anything from imminent Death or threat to harm someone the about to be awakened cares about.

***Wings of Rebellion:** Together the impossible can become possible. Any and all who fight by your side shall have the strength to aid you. Any of your awakened Companions is roughly on par with you, n matter how mighty you already are. They now scale to your own Power. United you stand against the Ruin. None shall fall.

Arcana

A certain Skill (100 CP): No human is ever truly the same as another, never. The masses that give birth to the Gods and Demons of the Metaverse have all their unique skills. Be it Shogi, Gymnastics, Videogames, psychology or anything else. Choose one such skill a human being could have. You now become a Master at it, able to compete with the best of said skill. You can choose additional skills for another 100 CP.

***Wings of Rebellion:** The skill you have mastered has a… unique application in the Metaverse. Makes sense doesn't it? After all it is a World of the human mind. Depending on what skill you may have mastered this could be represented very differently. Being a Master at a shooting game might allow you to almost never miss a shot and gain unique Gun attacks. A Master at strategy games could find themselves a strategical Mastermind in the Metaverse, able to skilfully lead and strategize. After this Jump you can use these unique applications in the real world as well.

Beautiful Tokyo (200 CP): Why is everyone here so attractive!? Is there something in the Water? Why is every girl capable of being a model? You've now got those looks as well, every bit as gorgeous as that Doctor down the alley with legs for days, or with all the gruff charm of that handsome Arms dealer. Maybe both.

Glimpse into the Future (400 CP): The future is a scary thing isn't it? So unpredictable and unknowable. Many seek guidance in hopes of trying to walk the path most beneficial to them. Maybe you will be able to guide them? You now are able to accurately predict the future with the help of Tarot Cards. Your readings are guaranteed to be true, as if a divine hand was guiding you. Just be careful not to have this Gift be abused and keep in mind… fate is not absolute.

I will be there for you (600 CP): The butterfly effect is an interesting thing is it not? Every person you encounter on the road, every soul you meet, can have a tremendous impact on your and their lives. You are capable of bringing out new power in others. If you stand by their side, provide them support, you can bear witness to how they awaken powers they themselves didn't think possible. Their existing abilities can be strengthened or new skills appear in their repertoire for as long as you are there for them and they are certain of your aid. Stay by their side and watch as they gain the potential to change the World.

Velvetian

Let me take a look at that (100 CP): What is this? A mysterious artifact? A decent weapon? Is it useful like this though? Surely there is a way to make it better! You gain an inherent grasp of improving things. If one were to hand you an object you have an almost natural grasp of how it works or what it is supposed to do. By analysing it you can then find a way to improve its function and utility. Keep in mind that this may be easier for certain things than others.

Butterfly Wings (200 CP): It's a shame that you can't be everywhere at once. It could be that circumstances are making it impossible for you to Guide someone you wanted to aid in spite of your Power. This Perk will allow you to fulfill your duty at least partially even in those dire circumstances.

You can split off a piece of your consciousness into a small blue butterfly. This butterfly can appear to whoever you wish in moments where it seems like no time passes and the World stands still.

Additionally, you know when someone you wish to guide is in moments of great danger or distress (like in threat of being executed by a King or tortured by the Police).

At first, you can only appear in small bursts, moments of danger and in dreams but with practice, this Power will allow you to bypass those limitations and truly fulfill your duty.

Hope is eternal (400 CP): There are many desires born from human nature. Hope is one of them as well, even if it doesn't seem like it. And it's a desire that CAN NOT be ignored for long. If you stand up against something, even if it is a deity, you will be impossible to ignore and support for you will come as your allies won't succumb to despair.

Ruler of Power (600 CP): You are a Ruler of Power. The very concept of might and ability is your domain. As such it can not restrain or hide away from you. Artifacts of power may be used by you without any resistance on their part, even if you usually wouldn't be qualified for said power. You also gain an instinctual ability to use those powers, as if you already had a good amount of experience to draw upon. With some effort and if you can overpower someone you may also block any power they might have. Your own Power will also be yours and yours alone, impossible to usurp.

***Wings of rebellion:** Your grasp on Power has grown even further. Like a true Velvet Room attendant, you know how to fuse Powers in any way you please. With your bare hands you can fuse Personas into greater forms, with complete control over what the result will inherit. Not only Personas can be affected by this power. Items or equipment with an innate power of some sort may be affected as well. Any ability you or others you wish to use this on may be fused and combined at will, locking away any aspect you wish to be unavailable as well. The Power is yours, be wise in how to use it.

Reverse

Ruin

You don't really hate Joker, do you? (100 CP): Hate… what a strong emotion. Isn't it the burning embers of hate that are the root off defiance? One spark of true wrath can turn into a raging Wildfire. As long as you hold to your hate you can use it to never be swayed and be driven by it to destroy the target of your ire.

Curiously… this Perk comes with the ability to overcome such hatred, resolve your inner turmoil and even forgive those you despise. Perhaps you can even forge friendships with those formerly despised individuals, from there on you find the absence of hate to be just as effective a fuel for you as hatred itself.

Though… why would you forgive some of those you wish dead upon?

Say… do you truly hate that boy?

Beneath the Mask (200 CP): It is really interesting how easy the masses can be fooled. A few kind words and pleasantries and already you are seen as a charismatic Ace detective for example. No matter what Mask you wish to wear, you can pull it off without issues. Act however you want to, unless you yourself aren't shattering that façade they will believe you to be whatever you want them to believe unless they are TRULY observant.

I'LL BREAK THEM! (400 CP): Everything has a weakness. Everything can be broken, as you have been. You have a sleuthing instinct of sorts, which allows you to immediately find out whatever resistances your opponent may have. But most importantly you can find out their weaknesses, what might truly bring them to their knees and how to fight them most effectively. This isn't restricted to mere elemental weaknesses. Weaknesses in the mind, in societies, in constructs, planes ANYTHING that can have a weakness will reveal itself to you. This doesn't automatically guarantee you will be able to abuse that weakness, it may take years to do so, but you know what you need. Now hit them where it hurts!

Call of Chaos (600 CP): Even the feeblest existence can gain tremendous power, once the chains on its heart are broken. From within your Heart you have gained a terrifying power. You can induce psychotic breakdowns within others and on yourself you can use the Call to gain a great power boost, enough to allow you to take on 7 Persona users plus Navigator simultaneously.

*Wings of rebellion: The power to break the chains of the heart as become even more dangerous. You now have the ability to not just drive people mad but make them obedient to you. You can override their mind and make them your loyal soldier. A shadow could within seconds turn into your loyal servant, far stronger than before thanks to answering your chaotic Call. Under this effect not only will your servants be stronger but also be free of any weaknesses they might naturally have and can raise their attack power at the cost of lesser defence, like you as well. You can also summon two generic Shadows of your choice of a lesser power than you at any time to serve as your Guard Dogs so to speak. With this Power you could take on even high-level Palaces singlehandedly.

Dream

I Will Bring You Your Happiness (100 CP): How cruel the World is. Reality is unfair to those unfortunate souls. Beaten, betrayed, abandoned, hopeless… they didn't deserve such misery. So you will free them of this.

You know just what is needed to give someone happiness, what will truly bring them joy and fulfilment.

The Time Has Come (200 CP): Isn't it incredible how a few actions and well-meaning words can affect the World? They can cause ripples that ever continue to travel with unexpected consequences. From now on you are a candidate for gaining new powers. When there is a void to fill or an artifact in need of a new master you are a likely person to receive such a gift. This will not give you a new power on the daily nor will it give you godlike powers out of nowhere but some new abilities will appear for you and come to you if you might not expect it.

THOU ART I! (400 CP): You now have the ability to fuse with your Persona. Become one with your inner self. This will result in a great power boost for yourself, on the level of an Ultimate Fool Persona, but be warned… this may have some odd consequences for your mental state.

The Light That Guides Mankind (600 CP): Reality is unfair so you have decided… you will CHANGE it. Defy this cruel World so everyone can have joy, THAT is your Rebellion.

You have the ability to form your own Palace in reality. Only those with an extraordinary amount of Willpower, defences against illusion or reality-warping, will be able to see that Palace in reality aside of yourself of course.

You can design this Palace to take whatever shape and form you desire. Inside it will be a Treasure that when someone makes you aware of wanting to steal it will materialize. When its stolen the Palace will collapse and you will be unable to use the Power for the rest of the Jump. At will you can have the Palace be teleported into a different dimension away from prying eyes but to truly use its power you must bring it forth to reality. What is its power you ask?

If this Palace overlays with reality you can change reality itself. Raise the dead, change fates, it's all possible here. Make existence eternal happiness if you so desire.

But… is happiness that never ends truly something joyous? Or is it more akin to the death of individuality, dream, change and humanity itself?

Use that power wisely Jumper.

***Wings of Rebellion:** The Power over your Palace has grown even greater. It may take much time, effort and research but your hold on reality can grow much further and your realm of the Collective Consciousness can grow to be as tall as Mementos itself, one day maybe even being able to hold all of humanity. You can now also easily summon and control Shadows in your Palace to do your bidding.

Other Persona

(exclusive to The Trickster)

The Wildcard Ability allows a Trickster to wield multiple Persona's. While you would gain one no matter what, but maybe you'd like to start your Jump with more Persona from the beginning.

This section is meant for exactly this. If there is a Persona you really want to take with you and wouldn't get otherwise, here you might be able to get it.

If applicable you can choose to gain its 'Picaro' version. Or you can buy the Persona a second time to gain both versions. Optionally, if you wish to have something more unique your 'Picaro' version can be a 'Jumper' version instead, with visually changes you yourself made to the Persona. Unlike 'Picaro' you can give a 'Jumper' version to all Persona you purchase here.

Be aware though, you might have some explaining to do if the one who's Persona you copied were to see you wield theirs.

The Persona gained here will be received at their 'natural' level, meaning the level they possess when they first become available for playing/the level they can be fused at. They possess all their unique skills if they happen to possess such in the game. This also includes any cutscene only skills like Sinful Shell or other abilities they have shown.

You gain 200 CP to be used in this section only.

Arsene (200 CP): A being based off of the main character of Maurice Leblanc's novels, Arsene Lupin. He appears everywhere and is a master of disguise. He is known to help law-abiding citizens.

Note: This version of Arsene is capable of naturally learning Brave Blade and Eigaon.

Phantom Persona (200 CP/400 CP/600 CP): The Phantom Thieves each possess powerful spirits, which each take the form of various Thieves and Rebel's. You may purchase one of their own Persona for yourself. For the staring Persona pay 200 CP, for their second stage pay 400 CP and for their third stage pay 600 CP. Robin Hood and Loki count as 400 CP. Hereward counts as 600 CP.

Raoul (600 CP): Another alias of Maurice Leblanc's hero, Arsene Lupin. Infamous as a phantom thief, he was also known to be a man of many friends, lovers, and treasured allies.

Note: Even if Akira wouldn't gain this Persona without DLC, you find out that Akira will be able to summon him after making his choice to defy Yaldabaoth on Christmas. Raoul is however NOT an evolution of Satanael and does NOT possess the raw power of Satanael. Instead he is more comparable to the likes of Ella, Hereward and Diego.

Ultimate Persona (600 CP): The Arcana is the means by which all is revealed. By maxing out the bond of various individuals that respond to the respective Arcana, one can summon the Ultimate Persona of said Arcana. Ishtar for Lovers. Alice for Death. You may purchase one of these Persona with this option.

Orpheus (200 CP): A Persona of another story. A poet skilled with the lyre. He tried to retrieve his wife from Hades, but she vanished when he looked back before reaching the surface. You can choose whether to get the Orpheus of the male or female P3 Protagonist. Depending on that it possesses either Cadenza or Neo Cadenza.

Izanagi (200 CP): A Persona of another story. One of the ancient gods who existed before Japan was formed. He created the Oyashima from chaos, then gave birth to countless children and laid the foundation of soil and nature.

DLC Persona (600 CP): There are several more Persona of other stories. One's one may not be able to gain normally, only via buying a DLC. This option is reserved for all those Persona that haven't been listed here yet. The kinds of Kaguya, Thanatos, Asterius, Athena and more all count for this option.

Izanagi-no-Okami (1000 CP): A Persona of another story. A Japanese god of creation, he begat the sky, ocean, and night, and 8 million other gods. Opposes his once-wife, the goddess Izanami, after an encounter in Yomotsu Hirasaka.

Messiah (1000 CP): A Persona of another story. He appears before Judgement Day to save the virtuous. He is a universal figure, appearing in myths around the world. Many stories involve his death and rebirth.

Satanael (1200 CP): The Persona destined to slay the false god. An archangel who is said to be the form of Satan before he fell from Heaven. The second son of God, he rebelled against him for freedom and bestowed free will and chaos upon humanity.

Note: This Persona is canonically powerful enough to One Shot Yaldabaoth, who even took over the Velvet Room and defeated Igor. Just in case you need to be reminded why he is so expensive. You will also find out that Akira is keeping him after the events of Qlipoth.

Azathoth/Adam Kadmon (1200 CP): The Persona that was used to create a world where happiness was everlasting. It has taken two forms, which differ in ability but both were used in the pursuit of this Utopia. You can choose between one of them.

The Blind Idiot God, also referred to as the Nuclear Chaos or the Daemon Sultan. It's is almost always said to be 'too horrible to even be described' and is the ancestor to nearly all other deities. It is almost always said to be "too horrible to even be described". It's dreams make up all of reality.

Or

The original man in the teachings of Kabbalah, untainted by earthly matter. He stands in contrast to the Adam of Eden, who was made from earthly clay. He was the perfect prototype man made by God, with the Kabbalists taking this concept to describe the divine symbolism of the human body.

Note: This Persona is literally a stronger version of Yaldabaoth, capable of giving the Phantom Thieves after the events of Qlipoth a run for their money. Much like with Satanael, fanwank responsibly.

Items

Origins that aren't The Trickster gain 200 CP to be used in this section only.

Smooth Tunes (Free): What is it with the Music of Persona? There are several great tracks here. 'I'll Face Myself', 'Rivers in the Dessert', 'I Believe' and so many more. Want to keep listening to it on your off time or enjoy it while fighting? You can now. Whenever you will, you can listen to one of the many great tracks that have appeared in a Persona game. You can also decide for certain situations to trigger certain songs and decide who is all else able to hear it. Time to Dance in Starlight!

Metaverse Navigator (Free/300 CP to keep): Oh, what do we have here? A mysterious App that appeared on your phone out of nowhere the moment you stepped foot in Tokyo. Coming along with a Smartphone if you don't have one, this App allows you to access the Metaverse. By entering the keywords regarding a targets name, place of distortion and what the distortion manifests as, you will be able to enter the Palace of said individual should they harbor any twisted desires. For lesser targets, you can also access the Palace of the masses known as Mementos. You get this for free during your stay here but if you want to continue your Metaverse exploring shenanigans you must pay 300 CP.

Don't worry, the Mementos accessible in future Jumps is NOT ruled over by a mad god.

Metaverse Outfit (100 CP/One Free for I am Thou): This stylish Outfit of your choice is a side effect of awakening to a Persona in the Metaverse. It's a sign of your rebellious spirit that serves to protect you against distortions. These Outfits can be very varied, anything from Gentleman attire to a Prince-like suit. For this Jump, you can only access it in the Metaverse but in future Jumps, you can summon it with a thought at any time. You can choose to gain more than one Outfit for 100 CP per Outfit like a certain Detective.

Model Weaponry (100 CP/One Free for I am Thou): It's not that easy to get a Weapon in Tokyo. Especially not as a criminal. Fortunately you don't need 'real' Weapons in the Metaverse. You can get one set of Weapons for free. This includes a melee Weapon and a Gun of your choice. These aren't real Weapon and only Models however so keep that in mind. In future Jumps they will function as real Weapons. If you want more sets you can pay 100 CP.

If you want, you can import any weapon you may own in this slot. They will gain an additional 'Model' mode that leaves them harmless when outside the Metaverse.

Medicine Set (200 CP): Chances are you are going to get hurt when fighting Shadows. Nothing will help to rejuvenate your spirit as quickly as this handy set of Tae Takemi's special medicine. Holding 5 relax gels, Takemedic-All Z, Five Soul Foods, Five Life Ointments, Five Hiranya's and Five Kundaclear-R. All that is used from this Set will be restored the next day.

Skill Cards (200 CP): This grants you a set of Skill Cards to summon whenever you wish. Per day you can summon 10 of these, either with a Skill already implanted in them or blank and ready to be given an ability that you possess. Once used, these Cards will disappear.

Funds (100 CP/One Free for Arcana): Money is what makes the World go around. It would be good to have some lying around, wouldn't it? With each purchase of this, you gain 1 Million Yen to use however you wish.

Omnipotent Orb (1000 CP): This game-breaking Orb has a pretty powerful effect. It doesn't grant you real Omnipotence but for all accounts… you're pretty much invincible with it. Only attacks that would qualify as almighty in nature or bypass all defences could still damage you. Anything else will be nullified by the Orb instantly. It also is bound to you alone and can't be stolen or used against you. Oh well if you really want it that much go ahead. But seriously this thing is like a Cheat Code.

MY Velvet Room (600 CP/ Discount for Velvetian and Trickster): Don't worry the MY doesn't stand for a mad God. This is YOUR Velvet Room.

The Velvet Room is a place between dream and reality, mind and matter. Time has no meaning in this place. You could plan and fuse Personas for hours and in the real World only mere seconds would pass.

Its aesthetics revolves around the Heart of its Guest. It could take the form of just about anything ranging from an elevator, a limousine, or a prison maybe? It is always somehow related to your struggles or problems.

This truly is a strange place, but an incredibly powerful asset as well. With it you can interact with your Personas. You can fuse them to create new ones, strengthen them via sacrifices, put them in solitary confinement to cover their weaknesses, itemize for powerful equipment and tools or resummon ones you once wielded. There is also a button that allows you to activate a fusion alarm once per day through a ritual. During a fusion alarm, the Velvet Room will change from blue to red and an alarm will sound for the first seconds. In this state, all activities are enhanced. As such sacrifices will yield stronger stat boosts, itemization can create more powerful equipment etc.

However, an accident according is more likely the more actions you partake in during the alarm. Once an accident occurs or you press the button again, the alarm will deactivate.

The alarm can activate from alone as well after battles you have. You will gain an uneasy feeling whenever it appears so you know when to go.

There is also an area accessible where you can challenge yourself in special battles to hone your skills.

Lastly, you can summon the true Igor Post Jump. He may not aid you directly but is a good listener and will seek to guide you as best as he can with his advice should you ask him too.

The Velvet Room is accessible via a door in your warehouse but you can also open more gateways in reality with some effort. Only you and whoever you allow it to will be able to enter your Velvet Room.

Cell Key (100 CP/Free for Trickster): This is an Item fit for a man that fought for his beliefs, even under threat of death. At the same time its something that belongs to every Guest of the Velvet Roomy right. Taking the shape of an old-fashioned blue key for a Cell, this Item is modelled after the Key to the Velvet Room Akira will gain from Lavenza at the end of his journey. This key allows you to open any gate or lock you wish to open. Be it as big as a path to another realm, as simple as a mere treasure chest. As long as you keep it on you any attempt to imprison you will fail or last for only as long as you desire. May the path of freedom always be open to you.

Picaresque Crown (200 CP/Discount for Trickster/Free with Raoul): This Crimson red Crown is the symbol of a Thief of Class. Within it is the essence of an infamous Phantom Thief who was a man of many friends, lovers and treasured allies. It has a rejuvenating effect on your body, healing you nigh instantly of any ailments or affliction you may have. It is also bonded to your Soul and can't be lost or stolen.

My Palace (400 CP/Discount for Trickster): This is not a Palace like the ones the distorted individuals of this World have. This is your own little corner of the Cognitive realm, designed to look like a mixture between a Club and a Museum. In it you can view Movies of your past adventures, display Cognitive Trophies or copies of whatever you have encountered (ranging from enemies to allies or locations), relax while playing Tycoon with your friends, listen to music and so on.

Calling Card (100 CP/Free for Thief): Need a way to announce your heist? Want to materialize a Treasure? A Calling Card is exactly what you need. At will, you can summon a beautiful Calling Card as if designed by Yusuke himself, that in style announces your Heist.

Thief Tools (200 CP/Discount for Thief): Every Thief needs to be prepared for their heists. Various tools are needed for such an act. This package of tools includes a grappling-hook, 3 smokebombs, 3 Goho M's, 1 Eternal Lockpick, 3 Treasure Traps, a collection of elemental bombs and plans to build said devices.

Map (400 CP/Discount for Thief): For a good heist it is vital to gain knowledge about the surroundings of your target and find the ideal infiltration route. With this Map it should be no problem. It automatically charts itself in whatever Place or location you visit, marking any walls, structures, locations of interest as well as the location of you and your teammates. You can also zoom in or out of various of these places and change what map you wish to see with but a thought.

Wish Upon a Star (600 CP/Discount for Thief): What an interesting find. This is a Stone similar to one found by Jose in Mementos. It is shaped like a Star and glows in an ethereal bright blue colour. What this stone can do? Why grant your wishes of course!

…Well not really. Okay hear me out.

This stone is capable of enabling something called 'Showtimes'. A Showtime is a special attack that can be performed by two people that have a great bond with one another and allows them to

combine their strength in one powerful combination attack. During this attack the Stone will warp cognition around them temporarily into a different scene. Said scene could be anything from a Sin City esque rooftop in the rain, a Beef Bowl Shop, anything really. After the attack is successfully made, cognition will revert back to normal.

In order to unlock this attack you will have to brainstorm quite a bit to think of something that fits both your personalities.

In contrast to the Stone Jose found, this Stone will continue to function even in future Jumps and not lose his power. In future Jumps it will instead warp reality around you.

This Power isn't something you can call upon directly however. You are most likely to gain the chance to deliver such a blow when you or someone around you is in danger or an enemy is close to defeat.

Keep in mind in order to deliver such an attack you will have to both be at place at the same time and possess the Stone.

Tasklist (100 CP/Free for Velvetian): This handy list on a clipboard is self-updating and will serve as a useful guide. You simply need to assign a goal to this list and it will give you tasks one after another which will advance you towards your goal. Keep in mind, there is no saying how long it can take till you achieve your goal even with these tasks aiding you.

Will Seed Ring (200 CP/Discount for Velvetian): A Will Seed is the result of human desires inside a Palace coalescing into the shape of a Skull. When three of these are collected they can combine to perform an accessory that can then be improved into a Ring. These Rings hold the power of human desires in them and hold a unique skill that becomes available to you by equipping this ring. Your choices are between Lust, Vanity, Gluttony, Wrath, Greed, Envy, Pride and Sorrow.

Metaverse Vehicle (400 CP/Discount for Velvetian): It may not be the best idea to travel Mementos on foot. Aside from how long it would take, you may need to run away from the Reaper quickly. This should help with that. This is a Land Vehicle of your choice. It can be a small Van the shape of the Mona Car, or one similar to Jose's little cart. It also comes with the ability to shapeshift into a Helicopter. You can summon it whenever you want and after this Jump, even use it in reality.

Goodbye Gift (100 CP/Free for Arcana): This is a small gift to give someone you value. Its exact nature can be very varied. Maybe it's a watch, or a picture or anything else really. You can summon one such Gift whenever you wish to hand to someone you appreciate. From there the Gift can serve to ease someone's mental state simply by holding it. You can even focus to have one ability of yourself be imbedded into this Gift, allowing the one holding it to use it when they have it in their possession.

Speed-Reading Book (200 CP/Discount for Arcana): This highly sought after Book holds some neat tricks to speed up your reading… speed. The version you can buy here however has a unique extra effect. Once finished reading, your speed in learning and gaining new skills is doubled for one week.

After this period you need to reread this Book to regain the effect. It's a small Book though, barely ten pages so that's not a big issue.

Jumpblanc (400 CP/Discount for Arcana): Every Thief needs a hideout, a place to rest and strategize with their allies. This copy of a lovely little Café can be just that for you. Coming alongside a surprisingly spacious and comfortable attic and utensils always stocked to cook delicious Curry and Coffee, this is a great place to just relax and take your time. Coffee dad not included.

Jumper Foods (600 CP/Discount for Arcana): Maybe you need something bigger than a Café. You are in charge of a Multi-Million Dollar Company, able to rival Okumura Foods, only that its working laws aren't as inhuman. It specifies in an area of your choosing and is lead in your absence by utterly loyal henchmen. You can choose to have it follow you in future Jumps.

Just don't get greedy now, okay?

Companions

The Phantom Jumpers (Free/50 CP): The World of Persona is all about the connection between humans. The power that is born from bonds. So, it is understandable that you want to import someone into this World. The first three purchases are for free and any following Cost 50 CP. You may also choose to create yourself a Companion from this World. They gain a Free Origin except for The Trickster and 800 CP, as well as the free CP for General Perks.

Want to come with me? (Free/100 CP): But perhaps you made strong connections with the individuals of this World. Formed particular strong Blood oaths. Maybe you even entered into a relationship? If you are able to convince them, they may come with you on your endless journey. You can also pay 100 CP to make sure they want to come with you. Paying here will also guarantee that you meet in a favourable position and that you will have interactions that are frequent enough to spark something greater than simple acquaintances.

Note: Joker cannot be taken as a Companion if you have chosen to replace him.

Drawbacks

All drawbacks will be lifted by the end of your Jump.

Welcome back dear Guest (+0 CP): Been to this World before Jumper? Were you already a well-known guest of the Velvet Room? In that case you can choose to have your adventure be connected with this new timeline. Depending on your actions, the changes could be vast.

Extended stay (+0 CP): This World has its charm doesn't it? Or maybe you just want to spend some time with your friends before continuing your adventure. Instead of only being here for one year you can choose to be here for the normal amount of 10 years, which would allow you to participate in any Persona 5 spin-offs like Scramble. You can also toggle what Spin-offs to include like PQ2.

Depending on what scenarios you took this drawback might be mandatory.

I need more ammo! (+100 CP): Gameplay-wise Royal was much better than Persona 5 in certain ways. One of those benefits was the reloading of all ammunition after a Battle. Which would make sense since after all… Shadows would expect you to go at them Guns loaded right? Well not anymore. Your bullets won't replenish by themselves after every Battle, making them a more valuable resource. You could spend the time making Spare ammo at home if you don't want to empty your clip once and be out. Your allies are not affected by this but you can't use their Weapons.

Target of Rumours (+100 CP): "Did you know that Jumper always carries a Knife with him?" "I heard Jumper beat a teacher at his old school to death!" "Did you know he is involved in elephant tusk trafficking?" This is gonna be very common for you. For some reason rumours about you pop up on a frequent basis. If you happen to have an already shady background or a bad reputation these will escalate even more and soon complete outlandish things will be spoken about you. This will be annoying fast.

Weakness (+100 CP): Your Persona has an additional weakness to one of the attack types. For The Trickster this weakness will persist even when changing Persona.

Bad Cook (+100 CP): You are an absolutely awful cook. Not even Sojiro can make you Cook an even halfway decent Curry, You make Yukiko look like the Chef of a 5 Star restaurant. I hope you didn't plan on cooking. You can also say goodbye to trying to make SP recovery Items by yourself.

Criminal Record (+200 CP/mandatory for the Trickster Origin): It seems your sense of Justice has put you in a compromising position. You crossed the wrong criminal politician and now have a Criminal record. Do you think it isn't a big deal? Think again. Having a Criminal record, especially in this version of Japan, is pretty much ruining your life. You are branded by society as nothing else but a

violent criminal and the masses will abhor you for it, no matter how virtuous you might be. Any friends, companions or Confidants you have or those that get to know the real you won't be affected and with much effort your record could be lifted once said Politician confesses to his crimes but your reputation and social life will be severely stunted.

T-Treasure!!!(+200 CP): I mean… you're a Thief so it should be natural that you want to collect as many Treasures as possible… but this is ridiculous. As soon as you see something of value, a chest, or a Treasure from the Palace you become absolutely enamoured by it.

Go to sleep (+200 CP): Aren't you tired? You should go to sleep. You have the irresistible urge to go to bed after entering the Metaverse and you can only stay awake for half an hour past midnight. This may be able to be countered by receiving a massage from a skilled Maid.

Don't take your time (+200 CP): Time works…. Strangely for you. You can only do two things of note any given day. This can be as great as 'Save the World'… or as little as 'make a Lockpick'. Use your time wisely.

Obsession (+200 CP/Mandatory for Reverse): You… have an obsession with something. A drive. It might be revenge, reformation of society or merely helping people. The problem? You simply take it too far. Even if your heart is in the right place you will be inclined to undergo more extreme measures unless someone doesn't keep you in check. Be careful not to walk the way of Takuto okay?

Part-Time Job (+200 CP): You got a Job to do Jumper. It may be in a flower shop, a convenience store, a bar etc…. You need to work this job frequently, between 12 hours and 3 days per week. Holidays and vacations like the Hawaii Trip are exempt. You still get money from it though.

Powers from another plane (+200 CP): Remember that I said you can only summon Persona in the Metaverse? This will not be the only power affected by this drawback. All of your Perks and abilities not purchased in this Jump will only be available for you in the Metaverse.

Power Outage (+200 CP/Must be taken with powers from another plane): All your Perks from outside this Jump are deactivated for the duration of this Jump.

Ideal and the Real (+200 CP): When Takuto's World will override reality and trap the Phantom Thieves in their perfect Worlds… you won't be exempt anymore. Usually, your Jumper status would protect you but not anymore. Your mind will be altered to allow for this Perfect World to happen where you will be in absolute bliss. Unless you yourself have the Willpower to see past the 'Utopia' or Akira helps you break out of it, you will continue to be enamoured by your own Perfect life, whatever it may look like.

We're rivals aren't we? (+400 CP): There is a fellow Persona user in this World. Their power roughly matches you and they have a great urge to defeat you and prove their superiority to you. You can either make up this character or choose a canonical Persona user. Being the Trickster gives you Goro Akechi if you so wish.

I'll Face Myself (+400 CP): You no longer get your Persona the moment you start this Jump. You will have to awaken it the old-fashioned way.

… No not with an Evoker. No not via a Board game. Man, there are a lot of ways to awaken a Persona…

You will have to face your Shadow. The true self. You will gain the opportunity to do so every midnight. Your TV will flicker ominously and if you so desire you can then enter it and in doing so enter a corner of the Metaverse. Consider it your Shadows Palace.

Upon entering you will have to navigate the Palace and very soon encounter your Shadow. You will have to confront it and you MUST accept it. Only then will you be able to use your Persona.

Be warned… facing your own Shadow can be a very difficult task. It will embody the most hidden parts of yourself, everything you wish to deny and are ashamed of. What it will resemble I can't tell. It could be anything from a Samaritan's hatred to a lunatics compassion. From the joy of one who is suicidal to the nihilism of a joyful soul.

Either way, you MUST accept your Shadow. Failure to do so will send you back to the real World in a 2 day-long coma. If you fail to accept yourself before the Jump ends you fail the chain.

Hey, listen… we all have parts we are ashamed of. You got this.

Amnesia (+400 CP): You have completely forgotten all you know about the Persona universe. Good luck with that handicap.

Distorted Desires (+400 CP): You have a strong affinity to one of the deadly sins. You can choose between Lust, Vanity, Gluttony, Wrath, Greed, Envy, Pride and Sloth. Don't worry it's NOT as severe as the Palace Ruler of your chosen sin. For example: choosing Pride will NOT make you see the rest of the World as deserving to drown in a flood and choosing Lust will NOT turn you into a rapist. The sin you choose will however affect your personality during this Jump quite a bit and you will have to repress it constantly or somehow deal with it in an healthy way.

Plotbound (+400 CP): You can no longer affect the Plot of the Game. Everything that happens will happen no matter what you do. Every single death and every moment of suffering will happen. You only will be able to do anything after Christmas but until then already a lot of pain will have happened. You also need to life with the knowledge that you essentially condemned Shiho to her fate for a few more CP. You Monster.

I am NOT a Cat! (+400 CP): You are NOT a Cat! But good luck convincing anyone. You are now, much like Morgana, stuck in the body of a small Cat. Nothing will allow you to change that outside of the Metaverse, where you will take a more humanoid Cat form. Once the Jump is over however you may keep both bodies as Alt forms. And unlike Morgana you can choose who can understand you.

WE ARE THE PHANTOM THIEVES! (+600 CP): You are literally incapable of keeping a secret. And I mean ANY secret. It doesn't matter if it's about Jumpchain, your PIN, an embarrassing story of your childhood or what you are doing with the Criminal Transfer student. You don't even need to be asked, you sometimes just forget that something is a secret and just shout it out. For obvious reasons this isn't a good thing if you happen to be a Criminal Phantom Thief. Unlike Ryuji, people will also belief you when you shout out your secrets and act accordingly. It would be for the best if you literally sew your mouth shut.

I can't live that kind of life! (+600 CP): You poor, poor soul. Something tragic happened in your life. Do you blame yourself for the death of a loved one? Or saw the corpses of your family? It was… something truly tragic and the exact nature of those circumstances are up to interpretation.

You tried to seek help and encountered a man named Takuto Maruki. He helped you… by altering your Cognition appropriately. If you see yourself as someone's killer he will be making you believe you were the person for whose death you blame yourself for.

Within the span of a year, you will find out the truth, latest when Takuto starts his plan after Yaldabaoths defeat. The revelation will be brutal and violent and you will likely wish to go back to blissful ignorance unless you truly have an iron will or supportive comrades.

Freedom and Security (+600 CP): Oh… this is not good. Instead of simply starting out somewhere in Tokyo you begin your Jump in a much more dangerous Place. You will start in the Prison of regression, the deepest part of Mementos. The Prison guards and the Holy Grail will be alarmed instantly of an… 'anomaly' in the Prison and you will be hunted immediately. You must somehow escape without any Perks or Items aside from your starting Persona. If you are captured you will locked into one of the various Cells and corrupted into being an apathetic shell of your former self. If you are still imprisoned by Christmas your Chain will end. This also makes Yaldabaoth immediately aware of your existence so you wont have any luck staying hidden anymore.

Teammates!? Friends!? TO HELL WITH THAT! (+600 CP): I really don't get why you would take this in a PERSONA Jump but okay. You are a loner. You cant make friends or have your Companions join you for this Jump. I highly suggest not taking this.

Being the Villain (+600 CP): You are going to find yourself in the position of a Villain at some point in this Jump. Or at the very least an antagonist. This doesn't mean you are Evil or that you have to be. It just means that at some point in your stay here you will find yourself opposing the Phantom Thieves. It may be something out of ideology like with Doctor Maruki or out of desperation like Kasu… Sumire. You WILL lose as well.

Merciless (+800 CP): A-Are you serious? Have you completely forgotten about the for example MAD CUP WITH A GOD COMPLEX?! Well, I won't stop you. From now on things will be MUCH harder than they should be. Shadow enemies are stronger and more numerous, attacks of yourself and allies will be weaker against them. Weaknesses being abused will result in truly colossal amounts of damage, except for when you use it against them, eliminating the ONE thing this mode could possibly work to your benefit. The Ruin is approaching ever faster Jumper and with more intensity than ever. Will you be able to prevent it?

Scenarios

True Rehabilitation (+400 CP): The day when Igor was imprisoned and the Velvet Room fell, a truly twisted game was set in motion. Isn't it unfortunate that Akira never had true support that wished the best for him?

If your answer to that is yes, perhaps you want to fill that role for him?

By taking this scenario you take the place of 'Igor'. No not THE Igor, he is currently imprisoned by a Cup with a God complex. I also am not talking about said Cup.

You will be the guide for the Trickster, involved in this game of the false god. Yaldabaoth will rest in the Heart of humanity till it is the Trickster's time to challenge him and for Mementos to merge with reality.

The rules are as follows. You will take Yaldabaoths place. Lavenza will remain split into Caroline and Justine and you are not allowed to tell them of their true nature. You can also not tell Akira of all things that go on behind the scenes like the identity of Black Mask or the true enemy being the God of Control. You can however aid him in other ways, by gifting him abilities once a month and leaving cryptic clues for him to decipher.

If you manage to guide Akira successfully, so that he ends up defeating Yaldabaoth, you can choose to continue guiding him alongside Igor. The Scenario will count as finished once the story of Royal has reached its conclusion.

As a reward for helping his ward, Igor will offer to take the place you have occupied just now for your future travels, essentially giving you the Velvet Room Perk for free. You also gain incredibly guidance abilities yourself, keen knowledge of what you have to do to train those you wish to be Paragons in whatever field you need them to be masters at.

World of Ruin (+800 CP): The Butterfly effect is an odd thing isn't it? One single Person can change countless lives for the better.

But what if said Person never arrived?

This is not the World of Persona 5 you were meant to be sent to. The Trickster never arrived, never stopped Shido that night in his hometown. As a result, he was never cast out to Tokyo and the courageous Phantom Thieves were never formed.

The result is a World that truly has succumbed to ruin. All the Palace rulers were never stopped and in fact seem to be even worse than the Game, with all the horrific implications like Shido being the prime minister who seeks to extend his iron fist over the whole World.

And most notably, Yaldabaoth has fused Mementos with reality, making him the unrivalled god of this World.

If that wasn't bad enough all the Confidants and Phantom Thieves have never found their will to rebel and have been broken in one way or another by the Palace rulers they would have opposed. Anyone that COULD use a Persona and might have been able to prevent this is either dead or imprisoned in the Prison of regression.

This is a twisted World that should have NEVER existed.

You will be here for one year. Starting on new years eve. You must, without your powers outside this Jump, survive this World and FIX it.

Make sure that all the Palace rulers left alive are defeated, their Hearts stolen and that Yaldabaoth is dead.

There might be some allies left in this World. One Takuto Maruki is certainly upset about the sheer levels of despair and unhappiness and one Goro Akechi is definitely angry over his plan to ruin Shido failing and now being on the run from the law.

If you manage to find the Trickster and help him awaken his powers as he should have had I am sure he will wish to aid you too. You will definitely need all of them to help you.

Once this World is fixed, Yaldabaoth destroyed, you will be sent to the TRUE timeline. It will be as if the World of Ruin never existed… but you will have the memories of your time there.

Perhaps they have given you a new way of seeing things? Some new experiences?

The Crawling Chaos (+800 CP): For some the events of this game may seem familiar. A Joker that goes around? Wishes being fulfilled? Skulls? Not only that but an entity of Lovecraftian origin appearing?

Well, a certain different entity of the Lovecraftian mythos has taken note of such curious events.

One of the greatest enemies of humanity has returned, even though he was supposed to be banished forever. Nyarlathotep, the crawling Chaos, the incarnation of every thought born from the desire to harm someone else.

One year after the events of Persona 5 Royal end, Nyarlathotep will come back. He knows of the threat of you and the Phantom Thieves and will challenge you all for the fate of humanity once again. This will likely cause the creation of a new, MUCH more malevolent Joker, and the ability to turn rumours into reality, which might be very dangerous given what drawbacks you might have taken.

If you so accept and triumph over him, he will be reduced to a mere puppet, like how he always used to manipulate humanity from behind the scenes. Once acting on his own accord as a Persona by HIS wishes… YOU can now bind him to your will and use IT as your own Persona without any risk of it's power ever being able to overtake you or corrupt you.

The potential of humanity is truly limitless isn't it? Perhaps Philemon was right about that higher destiny…

New Game + (+800 CP/Can only be taken if you have been in the World of Persona 5 before): You KNOW this World. You lived its adventures long ago. Now you are back again… but not alone.

This Worlds Trickster has travelled back as well and he is DETERMINED to fix all the flaws that came from the previous timeline, save as many lives as possible with you at his side.

There is ONE problem though… Yaldabaoth remembers as well.

The false God is OUTRAGED at his previous defeat. He will come at the both of you with everything he has. There is no way to say what could await you in this New Game and what foul Tricks the Holy Grail has in store for you. That is alongside the increase in Power he gained somehow, making him a

worthy match for even you no matter what powers you wield. It will require both of you to defeat him this time.

Should the two of you still remain triumphant, Akira may accompany you for free on your travels.

The Millennium Kingdom (+1000 CP): This scenario will only happen once you have dealt with the 'Canon' story of Persona 5 Royal.

If you happen to be familiar with the Persona series, and the franchise who it takes its roots from, you might see some… similarities between Yaldabaoth and a well-known enemy of SMT.

From Gnosticism taken, a tyrannical scheming entity of law that seeks to rule humanity with no regard for free will… Yaldabaoth bears an unsettling similarity to YHVH. The Power they both wield is also above almost all seen in their respective Worlds. From YHVH denouncing countless Gods to Yaldabaoth overthrowing all of the Velvet Room.

And… just how did Yaldabaoth get so strong?

Well, taking this scenario gives you an answer you will not like. The similarities between the two entities?

This is no longer a coincidence.

And yes, Jumper, you SHOULD be terrified.

Similar to other Avatars like Kagutsuchi and Demiurge, Yaldabaoth is a lesser Avatar of the entity known as YHVH, that landed in the Persona universe and sought to achieve its goal. However the Trickster (likely with your help) defeated the Holy Grail and thus ending YHVH's attempts to seize this World as its God.

YHVH is MAD. He DETESTS you and the Trickster for stopping him and intends to come back, but not just as a fragment, with ALL its Power.

10 years after the events of the game, YHVH will arrive with its army of Angels, to eradicate all who oppose him and claim the World as its price. The Phantom Thieves will be as powerful as they were in their prime, ranging from Satanael to their third-tier Personas, but their enemy is FAR BEYOND anything they or the Velvet Room have ever seen. Should you fail they and you will be cursed to eternal suffering like many who have defied him in the past.

They will NEED your help in fighting this 'godly' tyrant. Your otherworldly nature allows you to aid them in ways YHVH may not expect.

The World will not be overrun by Demons immediately do not worry. A new plane of the Metaverse will arrive in which you and your allies need to kill YHVH, his own Universe. In there you ca use all of your Metaverse abilities but upon failure to beat him that realm will be fused much like Yaldabaoth did before with Mementos and when that happens… well, the results would be Apocalyptic to put it mildly.

Some unexpected allies may arrive as well, however. Lucifer, ever the enemy of YHVH, is intrigued by a mere human slaying its Avatar with the Power of the Soul taking the shape of an alternate interpretation of himself and may aid you in your quest. A mysterious man in a Wheelchair is also ever observant of this unexpected turn of events. Perhaps even a Messiah could arrive form a different reality or has been dormant all along. Maybe a Trickster is such a Messiah? The Velvet

Room will once again offer its assistance as well and any other Persona users would surely be willing to help save the World anew.

Once YHVH lays dead at your feet, all of his forces have been defeated and Earth saved, this Scenario will be complete and you can continue with your Chain.

You will be rewarded for overcoming this task.

The Phantom Thieves, realizing that there are more tyrants like Yaldabaoth outside of their Universe, wish to help protect other Worlds from suffering such a fate and will accompany you Free of charge. Every Persona user that was once a Phantom Thief in this Jump will follow you in your adventures, all counting for merely one Companion slot.

This can even include those that should be dead like a certain Black Masked individual, who would be resurrected by YHVH to serve as its puppet or any unusual allies you have made.

You know also know how to slay the immortal. You have knowledge of how to kill whatever God believes themselves as high and mighty in their own ‘Heaven’.

Decision

Your time in this World has come to an end. Your goodbyes have been said as you survived the Dream and the Ruin. Now... what will you do?

The Show is over: You are ready for your journey to come to an end. Maybe you miss your old home? Either way, you are done with your Jumping days and take all you gained back home. Thanks for the show. You truly were a remarkable Jumper.

Honey I'm Home: in spite of the frequent Gods trying to enforce their will on humanity this World has a lot of beauty in it. The people you have meet here and the bonds you forged are irreplaceable for you. You decide to stay. I respect that. Thanks for the entertainment. Here take these 1000 CP on the house to enjoy your life here.

The Path of a Fool: You are not yet ready to finish your journey. There is an infinite number of worlds left to explore. Perhaps you want to extend your Justice to these Worlds or simply wish to meet new people. Either way you shall continue your chain as normal.

Notes

-The Trickster is in the Jump doc referred to as Akira Kurusu, purely out of personal preference. If you want you can however also read it as Ren Amamiya. Persona MC's are notorious for their many names.

-The Reverse Origin is inspired by Akechi and Takuto and them being Foils to Joker in separate ways. Think of it like the Reversal of the Arcana. Akechi could be seen as the reverse Trickster and Takuto as the reverse Arcana.

-Taking the upgraded version of 'I am Thou' as well as the capstone boosted version of 'The Wildcard' will affect your Ultimate Persona gained from the Wildcard. There might have been some questions about that so I try to explain in detail.

First of, you get to keep both personas individually. The one bought for 400 CP and the capstone Trickster are separate personas for you to use. None of them affect your limit of 12 Persona.

The 400 CP is your starter. Its evolution is separate from the World Persona. This Persona starts of with a trait as powerful as the likes of Hereward and Ella. Its starting moves are heavy versions of their base skills. if you decided to start with a Persona that has physical like Lunge aswell as elemental affinity Zio, you now start of with a heavy physical as well as Ziodyne. You also have a unique move specific to THIS Persona. Like how Raoul has Phantom Show.

Your Persona via the Capstone is entirely separate. However you probably know that to fuse Satanael you need to use Arsene. This is the same here. The Ultimate World Persona is pretty much as much of a blank slate as the Wildcard, only starting of with its unique custom made skill by yourself and Victory Cry. However you can transfer some of your skills from the 'base' updated Persona (the one for 400 CP) to the World Persona EXCEPT for the Unique skill of the 400 CP Persona. This allows your World Persona to have some more skills from the get go. The skills you decide to transfer don't get lost from the 400 CP persona.

-The 'This could be useful' Perk essentially gives you access to a Menu in your head like the one in Persona 5 Royal and allows you to know what for effect Items and Confidants will have.

-The capstone boosted version of 'Ruler of Power' may be rather difficult to make sense of completely so I give an example. Let's say you have done a DC Jump and a Dragonball Jump. From DC you gained Kryptonian biology and from Dragonball Saiyan biology, both being Alt forms. By using the capstone of 'Ruler of Power' you can for example fuse these two forms into a combination that pleases you. You can get the Saiyans Zenkai Boost as well as the Kryptonian's ability to grow stronger via sunlight. If you'd like you can however lock away your Ki or Heat vision or unlock at your wish. You can even fuse Heat Vision and Ki into a new Power, say a Ki that has the qualities of Heat Vision or firing a Kamehameha from your eyes. You could even get rid of the Kryptonian weakness to Kryptonite by simply using the Saiyan lack of suck weakness.

Regarding Items it functions the same way. Something extreme like fusing all of the Will Seed rings into ONE ring is very much possible if put the effort in and would result in a Ring giving you access to all their abilities combined.

-The 'World of Ruin' scenario is exactly as horrific as it sounds. Do I really need to say what for example a Kaneshiro or Kamoshida would do if not stopped? Fill in the blanks.

-If you haven't used the normal persona 5 Jump yet you may still take the New Game + Scenario by first taking the World of Ruin Scenario. This will cause the Yaldabaoth from the World of ruin to be your opponent.

-Do not, I repeat, DO **NOT** underestimate the Millennium Kingdom scenario! YHVH is FAR ABOVE anything the Persona Universe has ever seen. He is a Complex Multiversal Tyrant that has raged over countless realities and it took EXTREME levels of Power to take him down in the SMT universe. Philemon, Yaldabaoth, Nyarlathotep, Adam Kadmon, Nyx, Kronos, Erebus, the World, the Universe etc… are **NOTHING** compared to this guy. Hell having every single power that this Jump offers STILL wouldn't guarantee you a Victory. I don't know if it would even give you a small chance. SMT does not play by the Persona rules.

I can not stress ENOUGH how dangerous of a foe YHVH is. I recommend to ONLY take this if you have already been to the SMT universe and/or have experience in combating a foe such as him alongside the necessary power to not be squashed like a bug in an instant.

-Fanwank responsibly

-Thanks to the Community of Reddit for giving me ideas and a special shout out to Xaldreca (creator of the Persona 4 Jump), Ryley_English (creator of the Original Persona 5 Jump) for being sources of inspiration and PhantomLizard22 for offering their ideas.

Changelog

1.2

-added more Notes

-fixed some spelling errors

-fixed the pricing of the Picaresque Crown (it was always supposed to be 200 CP)

-made the perk and item names etc bold for design.

-added the Item Smooth Tunes

-added the Persona section to allow Tricksters to gain more Persona and the possibility to gain DLC Persona

-added more drawbacks (Weakness, WE ARE THE PHANTOM THIEVES, Plotbound, Distorted Desires, Freedom and Security)

-gave origins that aren't The Trickster a free 200 CP on Items to balance the addition of the Persona section out

-clarified that you can create your own traits and create your own unique skill for the Capstone boosted Trickster

-clarified how the base Persona and the capstone Trickster Persona relate to one another

1.0

-published Jump