Persona Jump
Version 1.0
By Wild Card

What humans believe to be the Self is only the very highest level of our consciousness, the very tip of the Iceberg. Beneath that lies the Subconscious, the parts of ourselves that we either do not or cannot consciously acknowledge. However, beneath even that is something even greater – the Sea of Souls, the Great Collective Unconscious from which all humans are born and to which all humans return. This Collective Unconscious shapes human lives from birth to death, and in turn, human lives shape it, each life casting ripples through the Collective Unconscious.

Sometimes, however, something goes awry. The greatest part of humanity, the Subconscious, yearns for things which the Conscious Mind would never acknowledge, and these ripples turn the tranquil Sea into a storm. When that happens, the World splits, dividing itself into the Real World, the world that humans know, and a second world, beneath the surface – the Shadow World. In the Shadow World, human inner desires manifest, taking the form of monstrous creatures seeking to bring about humanity's goals in their own twisted ways. If these storms are not calmed, and the Shadows are left to their own devices, then they will continue to wreak an indirect havoc on the Real World, until, in the end, Humanity becomes prey to its own darkest desires – the peace of death, the mindless haze of eternal fog, the annihilation of the world so that it may be reborn into the "Promised Land," or something else entirely.

However, humanity is not without its protectors. Those with strong enough wills, who can face down their own subconscious urges and refuse to give in to these base instincts, may gain the power to quell these storms. Calling upon all those voices in the Sea of Souls who have guided the course of humanity rather than be guided by it, they gain the power to forge their own path – the Persona. With this power, they may enter into the heart of the Shadow World, track down the source of the disturbance, and lay it to rest, calming the storm and returning the Collective Unconscious to balance.

You've been sent to the world of Persona during the very beginning of one of these storms, coinciding with the beginning of the Japanese school year in April of 2014. Within a few days, the fact of the Storm will become apparent, awakening your Persona. Your goal will be to bring about an end to whatever is causing this storm, bringing an end to the true culprit, whoever – or whatever – it may be. By the end of the final term, March 2015, your task will be at an end, one way or another. Either you'll have solved the mystery of the latest storm, or humanity as you know it will have ceased to exist, and you along with them. Until then, enjoy your time at school, and be sure to make a lot of friends – bonds of the people are the true power, and going it alone is a bad idea.

You Gain +1000 CP

Reach Out To The Truth!

Locations

Roll 1d8, or pay 100 CP to pick. Each will be divided into a Real World and a Shadow World.

1) Mikage: One of Japan's largest cities, divided up into six wards, or subdivisions. You've been transferred to St. Hermelin High School, and will be residing within walking distance. The SEBEC scandal, as well as rumors of the dead rising and monsters in the streets, are now distant memories.

2) Sumaru: This coastal city also numbers upon Japan's largest, and is one of its most prosperous ports as well. Divided into six wards, though some still insist that there were five until recently, you'll be attending Seven Sisters High School in the Rengedai ward. If you end up bored, there's a lot to explore, including following the trail of the mysterious "Joker" serial killer from over a decade ago.

3) Iwatodai: A mid-sized city in Japan with a population in the hundred thousands, notable for housing the headquarters of the Kirijo Group, a major multinational corporation. You'll be attending Gekkoukan High, a school on the Tatsumi artificial Port Island just off the shores of Iwatodai. While previously known for having the highest rate of Apathy Syndrome in Japan, it has recovered in the past few years.

4) Inaba: One of Japan's many rural towns, beginning as a coal mining site. It's widely known as a peaceful place with fantastic scenery, as well as frequent heavy rainstorms. Recently rocked by a trio of brutal serial murders, the town has returned to its sleepy self. Yasogami High School, the sole school in the area, has a relatively modern curriculum, although some of the teachers have unusual reputations.

5) Ayanagi: An ocean-facing city located in the Toyama prefecture in Japan, not large enough to be divided into wards but still large enough to have a fairly metropolitan feel. You've been transferred to Naginomori High School, which you will be attending for the next year. It's still recovering from an over-large number of Apathy Syndrome cases, as well as several brutal serial murders.

6) Shinjuku: One of the 23 wards of Tokyo, and a major cultural and administrative center for all of Japan. It houses the world's largest transportation hub, with major commercial districts designed to take advantage of it. Karukozaka High School, which you will be attending for the next year, has an interesting and storied past, with rumors once claiming it was sucked into the netherworld.

7) Kuniritsu: A suburb of Tokyo, unremarkable in many ways, save for its sole high school, Jusho High. It has an extremely strong divide between "gifted" students, who are offered fantastic opportunities, and the remainder, who they've given up on. You've somehow made your way into the Gifted program, meaning you can expect the less-fortunate students to be eager to abuse you.

8) Fortune has smiled upon you! You may start anywhere in Japan you'd like to visit.

Real World – The world most humans live in, where you'll be spending most of your time. In the Real World, things like magic and monsters simply don't exist – and the Collective Unconscious enforces this belief. Thus, while you'll have access to any passive abilities which can be passed off as you just being really good at something, any obviously "unnatural" abilities, even sufficiently advanced technology which the average person believes is impossible, cannot be used in the Real World. For all intents and purposes, in this world, you are simply an ordinary high school student until you cross over.

Shadow World – Whether it has already formed or will be forming soon, wherever you've ended up has a second world right beneath the surface. Superficially resembling the real world in most places, in areas of strong emotion it transforms, either becoming an ever-shifting maze reminiscent of the feelings which gave it birth, or perhaps something utterly alien. Passage between the worlds can only occur in certain places, and you'll have to discover those for yourself.

Backgrounds

Age: Roll 1d8+4 to determine your birth month; you'll be 16 until your birthday, and 17 after it.
Sex: Same as your current one.
You can pay 100 CP to pick both of these.

Transfer Student (0 CP): While all backgrounds are going to be transferring into their current school, you've just transferred from wherever you were last. You've got an apartment and the necessary paperwork, but that's it – no connections, no family, no old friends, no nothing. On the plus side, you don't have any memories of a life you never lived holding you back.

Rural Townsfolk (50 CP): You were born in a small town in the Japanese countryside, and lived all your life there. Recently, for one reason or another, your family decided to move to a new location, and they took you along with them. Your education was a little bit sub-par, so there may be things you don't understand, but you've got a supportive family who will be happy to help you through anything.

Street Punk (50 CP): Born in a lower-class family in one of the larger cities in Japan, you fell in with the wrong crowd early on. They've decided to foist you off on your uncle for a year, transferring you across Japan. You've got a reputation, which means people won't want to mess with you, but you might have a hard time getting friendly with the teachers and popular kids.

Big City Kid (50 CP): Just an average kid from the big city, living with a salaryman family who you barely see. Your father just got transferred overseas for a year-long project, so you've been shipped off to a family friend in a different part of Japan who will watch over you until he and your mother return. You've had a very average life, for good and ill – time to make the best of the change.

Corporate Heir (100 CP): Your parents own one of Japan's largest corporations, and you've been groomed from birth to take over the family business. This year in Japan will be a brief respite before you're off to who-knows-where once more. You're out of touch with the common folk, and are expected to uphold your family reputation, but you've got a lot of resources and connections to draw upon.

Persona

In the ordinary world, the Persona is the mask that a person wears as a barrier between their self and the outside world, designed to interact with others while protecting their true self. However, in the Shadow World, the Persona takes on a different form – the mask becomes a manifestation of your inner feelings and thoughts, protecting everything which is you from the depths of the Collective Unconscious, and the Shadows that dwell within it. It manifests as one of the Archetypes of the Major Arcana, taking form as a legendary hero, or monster, or God. Your Persona is stronger and more durable than you, with access to any ability or item you possess, and can call upon the Collective Unconscious to manifest your desires and will in the form of powerful physical or magical techniques, depending on the Archetype you've chosen.

However, the Persona has its own set of weaknesses. As the Persona is a reflection of the Self, so too do changes to the Persona reflect upon the Self. While Persona are far more durable than an ordinary person would be, and can easily withstand attacks which would instantly kill a human, they have their limits – and if the Persona is shattered, the Self will shatter with it, falling into a deep unconsciousness and becoming easy prey for the Shadows around them until they recover. Each Persona also has its own weaknesses, based upon the Archetype which you've chosen, and a clever enemy can learn and exploit them if you aren't careful. Lastly, manifesting a Persona can be quite draining, in both mind and soul – especially when you call upon its strongest techniques. This will decrease with practice, but initially, you will quickly become exhausted even calling upon its weakest abilities.

You may freely choose any of the Arcana from Magician to Hanged Man as your Persona. Keep in mind that each Arcana does have its own innate characteristics, not only in the abilities that it can use but also in the type of person which it fits. Choosing an Arcana opposed to your personality may result in occasional difficulty as you and the mask you use come into conflict, but it will rarely be severe.

I: Magician – The Magician Arcana is commonly associated with action, as well as self-confidence and learning to harness one's natural talents. Persona of this Arcana tend towards the element of Fire, and have strong magical power and vitality. They manifest as wizards and deities associated with fire.

II: Priestess – The Priestess symbolizes wisdom and patience, and those with it typically have a reserved personality. Its Persona manifest as wise women or goddesses, as well as priestesses, and are associated with support and healing, as well as magical prowess.

III: Empress – The Empress represents creativity, motherly love, and fertility, as well as female authority. Persona of the Empress Arcana favor the element of Ice, and often have some support ability. An Empress Persona will take the form of an important female figure, such as a goddess or queen.

IV: Emperor – The Emperor represents control, whether of one's self or others, and those with the Emperor arcana tend to be father figures or leaders. They typically take the forms of Kings, whether of men or Gods, and have exceptional physical power, as well as power over Lightning.

V: Hierophant – The Hierophant is a symbol of education, logic, and tradition; those with the Arcana tend towards attachment to the past. Personas of this Arcana tend to be esoteric figures or priests, and may control several forms of magic.

VI: Lovers – The Lovers Card is a symbol of life at a crossroads, and those who hold it tend towards gregariousness and favoring social interaction. They take the form of faeries or those famed for their love, and tend to be swift, with potent support abilities and mind-affecting power.

VII: Chariot – The Chariot Arcana favors those who are driven, and who will accomplish their goals at any cost. Its Persona tend to be gods of war or mortal warriors, and tend towards speed and pure physical power over magical ability.

VIII: Justice – The Justice Arcana symbolizes the strict allegory of justice – those who hold it tend towards objectiveness, rationality, and concern over fairness. A Justice Persona will take the form of an angel or other being of order or law, and will have power over light.

IX: Hermit – The Hermit represents the introspective, and favor those who prefer isolation and to operate behind the scenes. Its Persona tend to take the form of hermits or manipulators, and inflict ailments on their foes, and strike with power over darkness.

X: Fortune – The Wheel of Fortune is a symbol of fate, those who hold it tend to favor seizing their own destiny, taking advantage of opportunities and making important decisions. They take the form of deities of fate or time, and have power over Wind.

XI: Strength – The Arcana of Strength represents not merely physical strength, but mental as well, and those who hold it tend to have strong powers of self-control, courage, and surprising gentleness. Its Persona tend to be heroes, and are both physically strong and resistant to damage.

XII: Hanged Man – The Hanged Man is the arcana of self-sacrifice and martyrdom, and brings strength to those caught between two stages in life, as well as the contemplative. They tend to take the form of beings in transition or martyrs, and favor defensive abilities and a balance between magic and might.

Abilities

Expression (100 CP, Free Transfer Student): When you speak, people listen. Your word choice, diction, use of body language, and similar skills are phenomenal, giving you an exceptional ability to get your point across, and persuade others to follow it. Keep at it, and you could be a skilled politician or master salesman. Your Persona's physical power has also increased, as your effect on the Collective Unconscious has deepened.

Understanding (100 CP, Free Rural Townsfolk): When dealing with people, very little escapes you. You can easily pick up on subtle cues to tell peoples' emotional states, determine if they're leaving something unsaid, and figure out whether pressing an issue is likely to cause a breakthrough or a breakdown. Your Persona's luck has also increased, as you are more easily able to see opportunities to influence the Collective Unconscious.

Courage (100 CP, Free Street Punk): Cowardice just isn't your style. While you still feel all the same fears you did before, you can easily push them aside, acting as if you didn't feel a thing. Anything less frightening than a God will be wasting its time if it tries to intimidate you – and with enough effort, you can even stand up to those. Your Persona's speed has also increased, as you are able to translate thought to action with less hesitation.

Diligence (100 CP, Free Big City Kid): When you set out to do something, it gets done. You can push aside tiredness, boredom, and distractions, powering through even the most tedious tasks without making mistakes or zoning out. You can even endure physically painful tasks for much longer than a normal person could. Your Persona's endurance has also increased, as you are better able to bolster it in the face of adversity.

Knowledge (100 CP, Free Corporate Heir): While not necessarily more intelligent than most, you have a breadth of knowledge few can match. Science, math, history, literature – if it's taught in school, you've mastered it. You can also pick up on new areas of knowledge quickly and easily, and have a natural talent for learning. Your Persona's magical power has also increased, due to some esoteric tricks you've managed to pick up.

Talented Artist (200 CP, Discount Transfer Student): Music, painting, sculpting, writing – it all comes to you naturally. You're innately talented at any creative endeavor you choose to pursue, and have a unique ability to draw upon the Collective Unconscious when doing so, quickly gaining a basic understanding of that form of art. Additionally, once during your time here, you may call upon the full depths of the Collective Unconscious, instantly mastering any single form of art.

Young Athlete (200 CP, Discount Rural Townsfolk): You're a born Olympian, as fast, strong, and healthy if you'd been training all your life. You also pick up the unique pulse of the Collective Unconscious when competing, quickly learning the basics of any sport you play. You can also draw upon the Collective Unconscious once during your time here to instantly master any one sport, becoming skilled enough to compete professionally.

Delinquent (200 CP, Discount Street Punk): Falling in with the wrong crowd has its advantages. You've learned a broad range of tricks most kids your age wouldn't have any idea about, ranging from lockpicking and computer hacking to intimidation. You're also an excellent street fighter, and can personally drive off an entire gang of punks or hold your own against professionals. You might even be able to stand up to a Shadow by yourself.

Homemaker (200 CP, Discount Big City Kid): Parents out of town for a year? Not a problem. You're a master at fending for yourself – you can cook like a chef, clean like a maid, and balance a budget like an accountant. Your abilities are such that you can even tap into the Collective Unconscious when handling these sorts of tasks, becoming instantly familiar with your home's unique difficulties and the best places to find bargains nearby.

Student Counsel Member 200 CP, Discount Corporate Heir): You're a born leader, and people innately recognize it. Those around you will instinctively defer to your leadership, putting you in positions of power and authority. This ability even taps into the Collective Unconscious, giving you a subtle but innate understanding of anything which seeks to undermine your authority, and any issues that those under your command might face.

Red String (400 CP, Discount Transfer Student): In a world full of supporting actors, you were born to be the

Protagonist. People are innately drawn to make connections with you, whether as friends, rivals, lovers, or even just acquaintances who will somehow be there at exactly the time you need them. The world itself also seems to bend around you, and you'll frequently come across helpful objects and be roped into interesting events.

All Together (400 CP, Discount Rural Townsfolk): You're a living motivational poster, a firm believer in the power of teamwork. You're a master at coordinating your allies, ensuring each covers the others' weaknesses and reinforces their strengths, and easily take advantage of moments when your foes have been caught off-guard. Your allies also recognize your value, and will protect you even if it leaves them in critical condition.

Devil's Understudy (400 CP, Discount Street Punk): Some poor investments turned out for the best, giving you a powerful friend who taught you some useful tricks. You've got the business savvy to easily tell peaches from lemons, and turn lemons into lemonade. You've also become persuasive enough to easily manipulate people, especially in negotiations – you could sell ice to an Eskimo, and might even persuade Shadows to help you out.

Kid Detective (400 CP, Discount Big City Kid): A famous detective took you under his wing, and you've learned everything that he knows. You're now a master of investigation, able to find clues and see through deception. You've also gained insight into peoples' weaknesses, and can easily figure out motives based on them. This isn't just a social trick, either – in combat, you can quickly learn how to best hurt your enemies.

Time Management (400 CP, Discount Corporate Heir): You're a master at scheduling activities, able to plan your life to squeeze as much time out of it as possible. You find it trivial to balance extracurricular activities, studying, friendships, romances, and even fighting off the forces of darkness, while still having enough time to get a good night's sleep and wake up the next day ready for more.

Self-Awareness (600 CP, Discount Transfer Student): You have gained a true and complete understanding of yourself. You innately understand your strengths and weaknesses, as well as your needs, wants, and goals. With this understanding comes an additional boon - your Persona has Awakened, becoming far stronger than before. You may even be able to reach a second level of Awakening, bringing your Persona to its Ultimate potential.

Unbreakable Bond (600 CP, Discount Rural Townsfolk): When you make a friend, you make a friend for life. No matter how far apart you are, even if you're in another world, it feels as if they're still right by your side. Their presence not only reassures you, but grants you power - each bond you forge will grant your Persona new abilities, or strengthen existing ones. Though each bond's addition is minor, eventually, you will become something far greater than you could ever become by yourself.

Hidden Depths (600 CP, Discount Street Punk): There's far more to you than meets the eye. You don't just have second thoughts, you have third thoughts – a voice in the back of your head, popping into your mind unbidden to point out things you miss and second-guess your assumptions. In times of extreme stress, you can even form this inner self into a weapon, calling forth a second Persona from deep in the Collective Unconscious. This Persona's Arcana will be different from your own, coming from the latter half of the Arcana – Death through Judgment. It will be far stronger than your own, but maintaining it will be far more taxing on your mind.

Psychologist (600 CP, Discount Big City Kid): Carl Jung has nothing on you. You've gained an unparalleled ability to help those around you work through their problems in a natural and healthy way, letting them make leaps and bounds through their own personal quest for wholeness. With enough time and care, you may help someone reach a state of mental dedication which will Awaken their Persona - or even teach them how to harness its power in the first place.

Rumormonger (600 CP, Discount Corporate Heir): They say a lie told enough becomes the truth, but you can go one step beyond. By whispering the right words to the right people, you can cause rumors to spread into the Collective Unconscious itself, causing reality to comport with the rumor. Keep in mind that not every rumor will spread this way, and once you let a rumor go, you have little control over the final result – the wrong rumor may have a very different effect than you were hoping for.

Items

Like anything else, any magical abilities held by items will be completely unusable in the Normal World, serving only as baubles or works of art.

Spending Money (5 CP): 10,000 Yen, more than enough for the average student to spend in a week. You may purchase this as many times as necessary, with no upper limit. Corporate Heir gets 500,000 Yen, enough to cover them for a full year, for free.

Designer Clothes (50 CP, Free Corporate Heir): A small wardrobe of outfits, ranging from the stylish to the practical to the outright absurd, including two extra weeks of your school uniform for free. Each is expertly-tailored, and will never stretch, shrink, or tear, and while they do need laundering, a good clean will ensure they never hold an odor or stain. Additional outfits may be purchased at 5 CP each.

Goho-M (50 CP): A tiny piece of art resembling a crude wooden hut. If you hold it and focus on the place where you call home, it will unerringly guide you back to it, as if it were a compass. In addition, if you are ever lost in another world (such as the Shadow World), you may crush it while thinking of home, and it will use all of its power to return you to the Real World. Once crushed, it will be gone forever, although you can purchase additional items.

Emergency Medicine Kit (50 CP, Free Big City Kid): A well-crafted first-aid kit, which includes some special supplies from the Shadow World. Comes with 10 Life Stones, which cure physical wounds, 5 Patra Gems, which calm the distressed mind, 5 Antidotes, which can cure any poison, and a single Revival Bead, which can restore someone on the brink of death. These regenerate once per week. Additional Life Stones cost 5 CP each, Patra Gems and Antidotes 10, and Revival Beads 25.

Ceremony Kit (50 CP, Free Rural Townsfolk): Everything you need to perform a Shinto Ceremony, as well as a couple of extra ingredients. Comes with 10 Snuff Souls, which ease mental fatigue and restore spiritual energy, two vials of Purifying Water, which cure any curses placed on you or your allies, two vials of Purifying Salt, which dispel any enchantments placed on your enemies, and a single Magic Mirror, which will reflect a single spell before shattering. These regenerate once per week. Additional Souls cost 5 CP each, Purifying Water and Salt 10, and Magic Mirrors 25.

Steel Pipe (100 CP): Your everyday ordinary-looking rusty steel pipe, of the sort you'd find laying around in pretty much any decrepit old building. However, when held by someone with a Persona, it draws upon the power of the Collective Unconscious, becoming a lethal weapon. Though it retains its dull appearance, it can now cut as though it were a razor-sharp steel sword, and is unbreakable.

Magatama Bangle (100 CP): A beautiful wristband inlaid with 100 beads and 8 Magatama – two Red, two Blue, two Green, two Yellow. Each Magatama can be sacrificed once to generate a potent elemental attack – Fire, Ice, Wind, or Lightning – but will then shatter, only reforming after a full week has passed. Additional Magatama cost 10 CP, and replace one of the Beads.

Homunculus (100 CP): A tiny, crude figure which vaguely resembles a human being, but somehow uncannily resembles you at the same time. Once, and only once, when you are about to be struck by an attack which would otherwise be fatal, it will throw its tiny body in front of the attack, destroying itself to absorb the brunt of the attack. Note that extremely powerful attacks will bypass the Homunculus – you won't be walking away from any nuclear bombs.

Evoker (100 CP): Resembling a pistol, this device is crafted to unlock a human's Persona, enabling someone who has yet to master it to call it forth. Overuse, especially by someone with significant unresolved mental issues, may lead to the Persona fighting its wielder, even becoming a Shadow to kill them. May be purchased up to four times; the second purchase grants a second evoker, a third grants 5 total, and a fourth grants 10.

Headphones (100 CP, Discount Transfer Student): A set of custom-made, high-quality earphones, providing every feature you could ever ask for, including perfect sound quality and adjustable noise cancellation ranging from total to none at all. If left unplugged, they will pick up music from the Collective Unconscious, playing you a soundtrack that fits your environment, often tending towards jazz and pop but nevertheless providing you with a neverending playlist which never gets old or boring.

Transfer Papers (200 CP): A set of ordinary-looking transfer papers, with the name of one Companion of your choice, announcing their admission to your school. By purchasing this, your Companion will become a fellow Student, with their own randomly-determined background and history, as well as their own Persona of the Arcana which fits them best, Magician through Hanged Man. May be purchased up to four times, with each purchase doubling the number of Companions you may import.

Gourmet License (200 CP, Discount Big City Kid): A laminated card gorgeously decorated with a full moon landscape, proclaiming the holder the Gourmet King. Almost restaurant you visit will somehow recognize this card, offering the holder access to special deals meant for a true gourmet... even if they didn't know that they offered them before they saw the card. Other stores will occasionally recognize this card as well, although chances are better at places related to food, like shopping markets.

Customer Appreciation Package! (200 CP, Discount Transfer Student): A care package from Tanaka's Amazing Commodities, a weekly infomercial selling a variety of useful products. Includes a card offering a lifetime 20% discount on all products with free two-day shipping guaranteed, a cheap-looking cell phone programmed only to call their number, and an even cheaper-looking portable TV locked to their station, plus a variety of plastic crap, including several truly terrifying bobbleheads. All products have a lifetime guarantee, promising they'll work wherever you wind up. Void upon resurrection, reanimation, reincarnation, or granting of immortality.

Sexy Swimsuit (200 CP): An extremely provocative swimsuit, either a speedo or bikini, covering up enough to keep the wearer out of legal trouble but not enough to keep them from scandalizing the elderly or conservative. When worn by someone with a Persona, it generates a powerful force-field, deflecting blows as if they were wearing a full suit of plate armor, and helping them resist magical attacks as well.

Man's Best Friend (200 CP, Discount Rural Townsfolk): The pet dog you always wanted but never had. It's the breed of your choice, and will be exceptionally cute, regal-looking, or fierce-looking, depending on your preferences. Far smarter than the average human and extremely well-trained, with a personality is a perfect mix of kindness, loyalty, and playfulness. Plus, it has its own Persona, in the Arcana of your choice, Magician through Hanged Man. Comes with a variety of outfits, if you're the kind of person who wants to dress up a dog, as well as functional canine body armor. Counts as a Companion.

Anti-Shadow Suppression Weapon (300 CP, Discount Corporate Heir): A weapon constructed by the Kirijo Group as part of their experiments to fight the Shadows, utilizing a Papillon Heart, a device designed to mimic the human personality and create a Persona. You may choose its sex, personality, and appearance, though it will possess a number of exposed mechanical parts which must be covered for it to blend in. It is armed with a variety of weapons, including an “Orgia” overdrive system, and has a Persona in your choice of Arcana, Magician through Hanged Man. Counts as a Companion.

Book of the Month Club (300 CP): Your lifetime subscription to the Book of the Month Club, which promises delivery of a new work, ranging from novels to nonfiction, on the first of each month, guaranteed wherever you end up (Void upon resurrection, reanimation, reincarnation, or granting of immortality). Reading them will provide you with valuable life lessons, as well as hours of entertainment. The first ten books you receive, if diligently read, will provide you with all five 100 CP Abilities by January, though they will not stack with any you purchase.

Shoes of Light (300 CP): Designer shoes embroidered with gold and platinum, with pentacles inscribed into the souls. Not only can they be worn anywhere and still appear impossibly stylish, but they're amazingly

comfortable, supportive, and invincible to any damage. When worn by someone with a Persona, they also grant incredible maneuverability, enabling the wearer to dodge out of the way of most attacks with ease.

Motorcycle (300 CP, Discount Street Punk): Motorcycle literally called forth from the Collective Unconscious, a literal incarnation of the human belief in the badassedness of motorcycles. While matching no other motorcycle on earth, as long as you ride it, you will appear profoundly cool to any onlookers. It will never need repairs or refueling, though you can certainly tinker with it to increase its abilities. It can also be called forth at a thought, and will function even in areas where technology would otherwise fail, such as certain areas of the Shadow World.

Cipher's Mask (400 CP): A plain white mask, which nevertheless seems to reflect the emotions of those who wear it. Whenever it is worn by someone who wields a Persona, it will generate a potent magical field, redirecting any attacks on the wearer to the Wearer's Persona instead. Moreover, it will reduce the damage caused by these attacks, covering any weaknesses that the wearer may possess and also greatly increasing their endurance. However, should the Persona be destroyed, the Mask will shatter along with it, only reforming when the Persona recovers.

Nihil Forma (400 CP): You're not sure how this exists, but it seems to be a literal absence of a weapon – a hole in space where a weapon should exist but doesn't. By channeling the power of your Persona into it, it will resonate with your psyche, forming it into a one of a kind weapon uniquely designed for you to wield, custom-tailored to your mind, body, and soul. While you may come across stronger weapons in the future, there will never be one which suits you better.

Butterfly Charm (500 CP): A beautiful charm, designed to look like a butterfly, which seems almost as if it will fly away. As long as you wear it, you and your Persona will feel as if you are one, allowing you to make full use of its abilities with far less strain on your psyche. Moreover, if your Persona is destroyed, then not only will you be protected from enough of the psychic backlash that you will still remain conscious, but you will even be able to use your Persona's power until it recovers, although your abilities will be far weaker than if you channeled them through the Persona.

Drawbacks

You may pick up to two for a total of up to 600 extra CP; any additional drawbacks do not provide additional CP but may be taken for an extra challenge.

Revelations (0 CP, does not count towards your drawback limit): Remember the restriction on only being able to use your abilities in the Shadow World? Don't worry about it. It's not gone, it's just not relevant – because whatever is going awry in the Collective Unconscious has begun to merge the Human and Shadow worlds together. Shadows now walk the streets at night and haunt abandoned places, and seemingly innocuous doors may open into labyrinths filled with humanity's greatest terrors. Something tells you things are only going to get worse as time goes on, too...

Trial of the Dragon (+100 CP): You were born to play the part of a clown, and all of reality has reshaped itself to ensure you do well at that task. Bad things will happen to you on a regular basis – things you own or borrow break or go missing, you'll accidentally offend people with innocuous statements, and objects just suddenly seem to appear under your feet for you to trip over. While this will rarely be dangerous, you can expect to take more than your fair share of critical hits to the nads.

Just a Rumor (+100 CP): Something about you has caught peoples' eyes, and now they're starting all sorts of crazy rumors. This would be bad enough on its own, but these rumors are reaching into the Collective Unconscious, and they're starting to change who you are to match. If you're not diligent in fighting them, you can end up becoming someone you definitely don't want to be very easily – and heaven help you if someone starts a rumor that you died.

The Jester (+200 CP): You were born with a crippling level of social anxiety, to the level where trying to make small talk causes you to stammer and go red. Unfortunately, in a world where your bonds with others are the truest form of power, this is going to make your life difficult. While you may be able to force yourself to overcome it, you're going to find it quite hard to make friends, much less keep them.

I'll Face Myself (+200 CP): While your Persona would ordinarily awaken within a short period after you begin your journey, something has gone terribly wrong. It has instead gone wild, and now waits for you in the depths of the Shadow World as your own personal Shadow. It has every ability you have, as well as the full power of your Persona, and as the living incarnation of everything about yourself that you refuse to face, will taunt you with things even the Self-Aware would shy away from. Unless you can accept it, then tame it, it will never bend to you, and without it, you cannot hope to succeed.

Crawling Chaos (+300 CP): The disturbance in the Collective Unconscious was not merely brought about by one of humanity's unrealized desires. Instead, it was formed by humanity's very greatest Shadow – its own collective evil, the very incarnation of every thought and feeling which derives in experiencing the desire to cause harm. The Shadows it has birthed will be far stronger than any other you would have faced, and are far more cunning as well. They actively hunt you now, desiring to hurt you and those close to you. The Crawling Chaos has issued its challenge – will you accept?

Strange Journey (+300 CP) (Requires Revelations) – Bad news is, you're not leaving after a year after all. You're going to be here for the next ten years, leaving in March of 2024 instead. Worse news is that something tells you things aren't going to get boring after your year is up. All the science magazines are reporting about unusual gravitational fluctuations in the Antarctic, and the internet is abuzz about a cell phone app that can predict the future. Plus, your eye keeps getting drawn to stories about a pair of fast-growing Apocalyptic cults fighting in the streets, and there's at least a couple of people whispering that America's new ambassador is linked to one of them. No matter where you go, the news is bad, and something tells you not all of it is related to the Collective Unconscious... it looks like there may be something else out there, and you're probably going to have to be the one to deal with it.

Epilogue

If you should die, or if you fail to calm the Collective Unconscious and the world ends up transformed by it, then your journey will be at an end. As thanks for the time you spent here, you'll be given a second chance at life – you'll wind up back at home, the moment you left healed of any damage or mental aberration your death or the end of the world caused, with everything you owned and all your abilities.

Should you survive and quell the storm, then once your school year comes to an end, you'll receive the news that you're going to be transferring once more. You'll have a few days to get your affairs together and say your goodbyes, before you end up back on the very same train you arrived on. As it begins to leave the station, a feeling of destiny will come over you – and you get to make one last choice about where it ends up.

To My Old Home – Your new friendships mean a lot to you, but so do the ones you left behind. The train keeps traveling as you keep get sleepier and sleepier, until you finally drift off. Once you awaken, it'll be back where you were the moment you left, with only the things you own, the abilities you gained, and the memories you made proof that it wasn't all just a dream.

To My New Home – You can't leave your friends and family behind, and it looks like you won't have to. Turns out you weren't getting transferred after all – you're just going on a trip to celebrate, and nobody will remember it any differently no matter how wild the goodbye party got. In a few weeks, you'll come back, ready for your third year, and then all the years afterwards. Back at your old home, your affairs will mysteriously be put in order, and people will move on, mourning you but quickly getting over your strange disappearance.

Onward – You had a great time, but there's so much else to see, and you've got your whole life ahead of you – why settle down now? Once the train enters a tunnel, the lights go out, and you'll find yourself completely alone in it, with your possessions close at hand. It won't stop until it reaches a whole new world, one where you'll be staying for the next ten years. If you're lucky, you may be able to find your way back one day; otherwise, do your best to hold onto those memories.