# Forewarned is Forearmed
# By Sentry342

When Akira was eleven years old, he came to Inaba, after the death of his parents. While there he fell into a TV and awoke his Persona for the first time. Together the Investigation Team goes about their task with the Trickster having been awakened early.

Five years later he is arrested and shipped off to Tokyo. There, he finds a Velvet Room that doesn't seem quite like the one he remembers, Lavenza missing, and a whole new world of Shadows--and this time, there's no Investigation Team to help save the day.

He never could learn how to stay out of trouble.

Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.



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# Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

**1.) Dojima Household**
The Dojima household is a decently sized home owned by Ryotaro Dojima. The house is where Ryotaro, his daughter Nanako, Akira, and their cat Shadow live. Yu Narukami will also be staying here for approximately a year. You may start out inside the house if you are related to one of them. Otherwise you will start outside of the house.

**2.) Leblanc**
Leblanc is a café in Yongen-Jaya owned by Sojiro Sakura, famous for its signature coffee and curry. Akira will be living in Leblanc during his one-year probation. He lives in a makeshift room in the café's attic alongside Morgana. You may start out inside the cafe or Sojiro's house if you are related to one of them. Otherwise you will start outside of the restaurant.

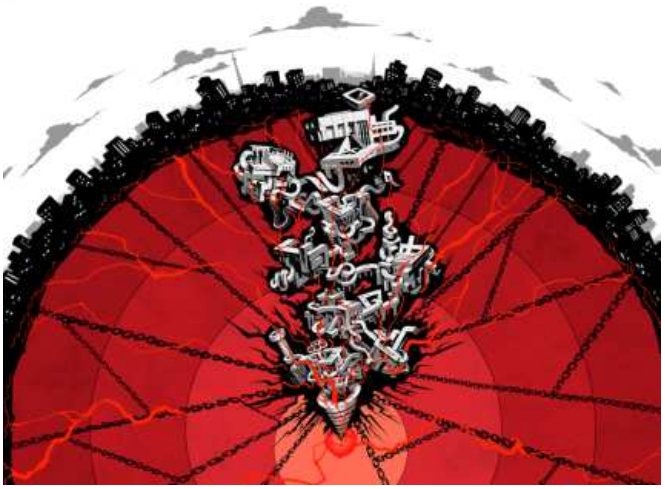
**3.) The Academy**
There are a couple of important schools here which is understandable given that most of the important individuals are highschool or college age. Depending on your origin this will place you outside of either the elementary school in Inaba or Shujin High School. Though if you wish you may be enrolled at a different school such as Kosei High School which is where Yusuke attends.

**4.) The Velvet Room**
The Velvet Room is the location where Igor and most of the Attendants spend most of their time. The only beings however, who are normally allowed in here outside of them are the Wild Cards. If you do not possess the Wild Card Perk, the Velvetarian Race, or the Velvet Room origin then you will start outside of one of their doors. You will be unable to actually enter the Velvet Room however, during your stay without these traits.



**5.) Mementos**

You will appear somewhere inside of Mementos. You may optionally choose which floor you want to start out on. You will be able to freely go to the higher floors, but you will be unable to descend deeper. I would recommend that you pick one of the earlier floors if you are not powerful since the Shadows become significantly stronger as you get deeper.



**6.) Free Choice**

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

**Time**

You will be starting out a few days before the main plot of the story begins.

**Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

# Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

## The Investigation Team - Free

The Investigation Team is made up of the individuals who live in Inaba and the ones who dealt with the crisis caused by Izanami. In this story they represent the old guard as well. Admittedly they aren't that much older than most of the cast, but in comparison college students are a lot farther along than a high school student. Choosing this option allows you to insert yourself into this group if you wish. Lastly, by choosing this option you are more than likely to already have a Persona and a fair amount of experience when it comes to using it.

## The Phantom Thieves - Free

The Phantom Thieves of Heart are primarily made up of the individuals who live in Tokyo and the ones who have to deal with the problems caused by Yaldabaoth. Although many of the Thieves started their journeys here quite a bit earlier. By choosing this option you are an individual destined to be involved in quite a bit of trouble. Perhaps you are even one of the Persona users destined to assist the Phantom Thieves in their missions. Lastly, by choosing this option you are more than likely to already have a Persona and a fair amount of experience when it comes to using it.

## The Confidents - Free

The confidants are the beings with which the bonds are formed. These beings belong to a number of different fields and cover many professions. You probably aren't directly involved in the events of the Metaverse, but you more than likely are quite close to a number of beings who are. You may still choose to join them if you wish. Who knows perhaps the additional experiences you have had will allow you to aid in some unlikely ways.

## The Velvet Room - Free

The Metaverse is home to many beings aside from the Shadows that dwell in the Sea of Souls and it would appear that you are one of them. You could be a member of the Velvet Room serving Igor, a mysterious entity like Jose, or even a sentient cognition like Morgana. Either way you have been born from the Sea of Souls and been given a chance at life. The only question remaining is what you wish to do with this new life. Do you want to experience what it means to be human or do you simply wish to remain at peace staying out of the conflicts that will be starting soon?

## The Criminals - Free

Ok, I don't necessarily approve of this choice, but I'm not going to stop you from choosing this. You are one of the bad people in this world. You could have been born into this life or you could have willingly chosen to embrace it. You are one of the beings focused on their own happiness more than willingly to destroy others to acquire it. You could choose to walk down this path seeing where it goes or perhaps you could actually try to become a better person. I guess we'll have to see what happens

# Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

## *Combat Dog +100 CP*

Ok this won't necessarily force you to be a dog, but you are a mundane animal without any special powers. By default you will be turned into Shiba like Koromaru who happens to have a Persona. Yes it is awesome and any arguments against this are invalid. The plus side is that you get all of the cool things about your chosen animal. For example Koromaru as a Shiba has extremely good senses. The downside is that you don't have a human form, you probably can't talk, and you're probably going to be relying on someone else to get the things you need like food.

## *Human - Free*

Humans are the main species in this world. They may not have the special traits that the other races do, but their sheer potential allows them to challenge those far greater than themselves. This potential coupled with their birth rate allows them to produce many legendary heroes that can even surpass the gods. By choosing this option you will be one of the countless beings who stand under humanity's bastion. You will start out in peak physical condition for a normal human.

## *Talking Animal - 100 CP*

There are a number of unique creatures that live here. By choosing this option you may become one of the anthropomorphic animals. You can choose a type of animal for your body to be based on. For example you could become a being similar to Teddie who resembles a bear or Morgana who has the body of a cat. This form will grant you some skills that your species possess. Teddie, who is a Shadow with a bear-like body, has an incredibly powerful sense of smell. Neither of these two beings are actually animals, but they can serve as a good reference for you. Lastly, you will also gain a human form that you can use when you are in the real world. You could choose to keep an animal form instead, but most people probably want a human body.

## *A.S.S.W. - 300 CP*

The Anti Shadow Suppression Weapons are advanced robots created in order to combat Shadows. These robots possess a number of powerful weapons that make them capable of combating Shadows in both the Metaverse and the real world. By default this option makes you female like the rest of Aigis and Labrys sisters. If you wish you may be a male version and become Aigis' only brother.

## *Velvetarian - 400/600 CP*

The Velvetarians is a term that refers to the various attendants of the Velvet Room. Almost all of these attendants take on the form of a young woman with blonde hair and a blue uniform with the exception of Igor. By choosing this option you may become one of these beings. The 400 CP option will allow you to become a being on par with the attendants. The attendants are far more powerful than human Persona users and they seem to have a natural affinity for Persona. For reference it takes an entire team of end game level Persona users to defeat one of the attendants. The second option is to become a being on the level of Igor. Igor is one of the beings who serve Philemon, a mysterious deity who protects humanity. While Igors true strength is unknown he was responsible for creating the Attendants like Lavenza and keeps all of them in line. In addition his power is also responsible for keeping the Velvet Room together and he can manipulate time. Lastly, by choosing these options you will not be bound by the Velvet Room. This will grant you an advantage against many beings here, but you may inadvertently draw the attention of the true upper echelon here with your presence.





## *Shadow - Varies*

Shadows are mysterious beings who live in the Metaverse and the Sea of Souls. Shadows are the lower parts of the psyche everyone has, they are suppressed human thoughts given physical form. When people are unable to face their darker selves, they break loose, free from all control. Normally they take the form of amorphous black blobs with masks. However, many of them resemble beings from mythologies and legends. This normally occurs when they are in an environment that alters the cognition of their forms. By taking this option you may choose to become one of these beings. The exact type of Shadow you become however, will depend on what you are willingly to pay. For every 10 levels your chosen Shadow possesses you must pay 50 CP. For example, if you wanted to turn into Fafnir then you would have to pay 450 CP since he is level 86. You will have to round up so if a Persona is level 41 then you are still paying as though they were level 50.

## *Hybrid - Varies*

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a A.S.S.W.  x first level Velverarian hybrid would cost 900 CP (300 + 400 + (100*2) = 900). You will gain unique advantages that are related to the species you choose.

# Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

# General Perks

**Elemental Resistance - Varies**
Many Persona possess various strengths and weaknesses around the various elements. While this may vary depending on the Persona that you are using you may purchase this ability for yourself. The elements that you may choose from are Physical, Gun, Fire, Ice, Wind, Bless, Curse, Elec/Lightning, Psychic, and Nuclear. There are five different modifiers that you can choose from. These options will apply to you personally and your Personas regardless of which one you possess.

- **Weakness +100 CP:** The first option is to give yourself a weakness to an element which will grant you +100 CP. This however, will greatly increase the amount of damage you take and make it easy for you to be disabled if you are hit by the particular element.
- **Strong - 50 CP:** The second option is to become strong against that element for 50 CP. This option will decrease all damage that you take from these types of attacks by approximately fifty percent.
- **Null - 100 CP:** The third option is to become Null against your chosen element. This makes you completely immune to your chosen element. For example, choosing Null for fire would make it impossible for any fire based ability to hurt you no matter how powerful it was. This would also probably make you immune to things like heat stroke.
- **Reflect - 200 CP:** The fourth option is to become Reflective against your chosen element. The Reflect modifier ensures that anytime you are hit by this type of attack it will not damage you similar to Null, and it will send the attack back to its user. This can allow you to deal some extra damage to your foes.
- **Absorb - 200 CP:** The fifth option is to become capable of Absorbing your chosen element. This option makes it so that whenever you are with your chosen element that you will be healed instead. It will become impossible for anyone to hurt you with that particular element. Instead the stronger the attack is the more health you will get back. Using the fire element as an example again this would also allow you to heal yourself by soaking in lava or literally laying in an inferno. The speed of your recovery would depend on the heat of the blaze.

**The Metaverse - Free**
The Metaverse, the Midnight Channel, and the Realm of Shadows are all terms used to apply to the same thing. This is the dimension in which Shadows, the subconscious collective of humanity exist. This perk allows for the Metaverse to exist within this world and ensures that it remains stable. More importantly however, is that this perk allows you to take the Metaverse and all of the shadows with you when you leave the jump. This option will allow for the Metaverse to expand giving birth to new Personas based around figures of legends within the jumps you travel to. For example going to the Fate / Type Moon universe would probably create new versions of Shadows based around all of the Servants. Another example would be if you went to Warhammer 40K then you might discover Shadows based on the renowned figures such as the Primarchs, Malcador the Sigillite, and well known beings. These new Shadows will develop powers based on their reputations. The Primarch Konrad Curze for example, might emit a powerful fear aura weakening anyone in his presence.

**How Are You This Skilled? - 100 CP**
Ok I know that the Metaverse does provide some pretty good enhancements to the Persona wielders, but some of this is extreme. For example, right after awakening their Persona's a bunch of teenagers suddenly develop mastery of combat and parkour. Well in your case it makes sense at least. You perhaps in preparation of this have spent years undergoing combat training and performed intense exercises. This has put you in peak condition for your species and made you skilled enough to be considered a true professional fighter. Post jump this perk will ensure that you remain in this shape and receive a similar level of self-defense training. For example, even if you were a civilian in Naruto you would still be as skilled as experienced Shinobi in pure combat skills.

**This Isn't Right - 100 CP**
Honestly most of the bad guys are actually really horrible people more than willing to go farther than you would expect. For example, when Yu as well as some of the other Phantom Thieves are arrested they are beaten and held without being charged. Obviously this is very illegal and only occurring due to Shido's authority as well as everyone involved being equally horrible. You will find that you would be a bit safer in this situation. For some reason your captors will treat you fairly according to proper standards even if they are corrupt. This means that you won't be beaten, drugged, or have anything equally unethical done to you. Though I would highly recommend that you try to avoid being captured in the first place.

**Model in the Making - 100 CP**
It would seem that your appearance is quite a bit above the average. In fact I would say that you look incredible and that you should be on the cover of a magazine. Your face is

perfect, your body draws the eye of those around you, and practically every attribute you have is perfect. Even the minor imperfections and scars you have seem to only enhance your appearance further rather than taking anything away. You could easily earn a career off your appearance alone, but are you really that shallow to accept that.

**Green Thumb - 100 CP**
Gardening is a surprisingly useful hobby to have here since you can use most types of food as healing items. Though actually maintaining a real garden is harder than you might expect. Luckily you seem to have a real green thumb. You possess the knowledge and skills needed to grow practically any type of plant ensuring that they come out perfectly. In addition, it seems that any of the plants that you personally tend to have a habit of growing even better than they should normally. I'm sure Haru and Akira would love to invite you to their gardening club if they knew about your skills.

**No Secrets Between Us - 100 CP**
Trust is an incredibly important factor for teams so that they can work together. Sometimes these secrets are kept out of genuine maliciousness, but most of the time they are kept out of fear. The people you work with understand this and know that in the long run they will only hurt themselves more. As a result no secrets will ever be kept in your groups or at least from each other. This is more along the lines of 'I know you murdered someone' secret rather than 'I stole your lunch' secrets. Whenever something happens that actually could have a major effect on them they will seek out you or the entire group to get help. Just be sure that you actually offer help instead of simply making the situation worse.

**Trouble Follows You - 200 CP**
Wherever Akira goes he seems to end up being drawn into trouble or directly causing it. Although most of this trouble actually tends to be beneficial in the end. For example, he might poke his nose into a situation and end up getting a new teammate out of it rather than ending up in jail. You will gain a sixth sense about certain situations. This sense will indicate situations where your interference is beneficial. The stronger the sense the more influential your interference will be and the reward. For example, seeing someone being bullied might give a minor tingle if it was a one time incidence, but if you encountered someone who had been bullied for years the sense would be blaring like a siren.

**TV Travel - 200 CP**
The Metaverse is very confusing, but sometimes you can use this strange nature to your own benefit. For example, Lavenza was able to use the Metaverse to link TVs in Inaba and Toyko so that everyone could travel using them due to their Metaverse

connection. You may not be capable of performing this particular feat, but you can do something similar. You can travel through any type of screen allowing you to instantly teleport between different locations. The only restriction is that you have to actually be capable of fitting through the screen. So going through a laptop is probably out of the question, but a decent sized TV would work perfectly.

**Reality and Dreams - 200 CP**
The only disappointing part about Persona is that all of their powers and enhancements are only usable in the Metaverse. Supposedly though there have been some extremely powerful beings who could manifest their abilities in the real world and it would seem that you are one of them. Unlike the others you can actually manifest your Persona in reality and you will still possess the same level of supernatural abilities. For example, in the Metaverse the Phantom Thieves can easily take blows that would destroy buildings and get up any signs of real injury. In addition you will also gain the ability to use any other powers that normally require certain conditions or a specific environment freely. For example, if you were a Werewolf you would be able to shift freely rather than only doing so on the full moon.

**Let's Keep Things in the Real World - 200 CP**
After Akechi mentions Haru's father to the Phantom Thieves they decide to try and speedrun his Palace since they don't trust him. Unfortunately he follows them and still murders him while the Palace is collapsing. After the Phantom Thieves realize what he did Joker confronts him and makes him agree to a deal to restrict their conflict to the Metaverse. Despite everything however, Akechi does follow the agreement and stays true to the spirit of the deal. You will find that anyone else you make a deal with will do so as well. This could be out of their sense of honor, superiority, or fear of greater retaliation. In addition, any type of agreement you will make will be binding to others. For example, a written contract, a verbal exchange, a simple handshake, or even leaving without disagreeing will all be considered a binding agreement.

**Social Stats - 50/200 CP**
While they are a game element Joker has more than proven that he possesses each of the qualities considered to be Social Stats in spades. For reference these stats are Kindness, Knowledge, Charm, Proficiency, and Guts. More information on them is available below. Anyways while you could undergo genuine character growth in order to improve yourself you could also choose to simply spend some CP receiving the results immediately. You may purchase these stats for 50 CP each or simply spend 200 CP to buy them together in a combo. This will boost you to the level Akira and Yu reached at their best.

- **Charm:** Charm refers to your charisma, how attractive you are, and your overall likeability. By purchasing charm you will become worthy of being called debonair. You have the same charisma held by legendary thieves such as Arsene Lupin himself. Your honeyed words are enough to make those around you fall head over heels in admiration and get you out of virtually any situation. In addition, whether it is through natural grace or some superhuman ability you seem to catch the eye of every being that can be attracted to you. You could even form a harem without even realizing it. Please just keep in mind that you can easily be an ass if you don't handle that properly. Just because they would be willing to do so doesn't mean you should be a jerk. After all, most of the people here are genuinely good people.
- **Guts:** Guts refers to your bravery and your willingness to stand up in the face of danger. By purchasing guts you will become lionhearted. Your heart will become stalwart in the face of danger. You will feel no hesitation and will have the courage to face any task. You will never be held back by fear or hesitation when the time comes to act. This however, will not turn you into a meathead. You will also gain awareness over when the best time to act is. After all, sometimes you need to restrain yourself even if it means taking on the suffering of others.
- **Kindness:** Kindness refers to your ability to feel empathy, your ability to inspire others, and how well your initial impression is with most people. By purchasing charm you will become angelic. Those around you will feel as though you are a true saint even if you don't display any feats worthy of this recognition. Your actions and words will touch the hearts of those around you. Even a simple gesture will make someone feel touched simply by how much you care. You will gain an instinctual understanding of the best way to help someone and the ability to do so even if they don't want this assistance. Given time you could help almost anyone overcome their inner darkness and be a better person. Rather than doing so forcefully you could actually change someone's heart through your actions.
- **Knowledge:** Knowledge refers to the amount of information you know, your memory, your intelligence, and your ability to perform complex thoughts such as strategy. By purchasing knowledge you will become erudite. Honestly it's probably easier to ask what you don't know rather than what you do. You are a certified genius and would easily come out as the valedictorian of a prestigious school if you actually did the work. In addition you will find that you learn at an incredible rate and possess an eidetic memory. You would remember any experience with perfect clarity no matter what state you were in or any attempts to remove your memories such as brainwashing.
- **Proficiency:** Proficiency refers to your agility, your skill when it comes to manipulating your hands, and the overall control that you possess over your abilities. By purchasing proficiency you will become transcendent. First you are

incredibly flexible and have the ability to move like an olympic gymnast. Second, You have seemingly perfect control over all of your abilities. For example, you could direct an area of effect attack with the precision needed to hit all of your enemies while avoiding your allies in close quarters. Alternatively you could do something such as focusing all of your power into a single point amplifying the power of an attack. Lastly, this will also ensure that you never overdo anything. For example, if you were trying to knock someone out instead of killing them you could hit them as hard as you could, but your body would subconsciously reduce the output to knock them out.

**Breaking the Chains of Fate - 200 CP**
Many believe that it is impossible for them to change their fate. They believe that they are destined to walk a certain path and that nothing will stop it. You realize that fate is nothing more than a false illusion. You can break the chains of fate allowing others to walk a different path. These changes can be minor, but have extreme effects. For example Akira happened to stay behind in the classroom one day and ended up talking to Shiho as she lost hope. This moment only took a moment of his time, but it changed her fate for the better. No one will ever be doomed to a dark path if you stand beside them.

**Justice Must Be Served - 200 CP**
Adachi committed a number of horrific crimes and nearly doomed the entire world. Unfortunately he performed nearly all of those crimes within the Metaverse. This meant that there was no real evidence and that anyone who actually explained anything would probably be labeled insane. Regardless of this justice must be served and this perk ensures that it will. As long as you defeat the villain and you have dealt with the situation they will be punished. Perhaps they will confess out of guilt like Adachi did or usable evidence will be discovered. Either way they will pay for their crimes and suffer an appropriate punishment.

**They Didn’t Deserve to Die - 300 CP**
Many people are taken before their time or taken in ways that do not fit them. There is always some curiosity about what could have happened if things had gone differently. This perk will provide an answer to this question. There are two powers that you receive. The first is that before the start of a jump you may resurrect anyone who has died in the jump before your arrival. For example, in this jump you could revive Futaba’s mother, Akira’s parents, and Nanako’s mother. The history of the jump will be altered appropriately. A different example would be in Naruto where you could revive Minato and Kushina. History would be changed so that they had survived the night and remained in peak condition.

The second power is that while you are in a jump you will receive a dozen charges. These charges will allow you to resurrect or restore any one individual to perfect condition. For example, someone who was on the brink of death would qualify, someone in a permanent coma would qualify, and someone who had been dead for years would qualify. If you are in a particularly long jump you will recover one charge per year. Hopefully you can give some people the happy endings that they deserve or at least make things a little less depressing.

**The Will of Humanity - 300 CP**
Due to the nature of the Metaverse belief actually can have tangible effects on reality. For example, when the public rally behind the Investigation Team and the Phantom Thieves they are strengthened. By gathering the support of others and carrying their faith you will be able to fight with far greater might than normal. Gathering the mild interest of a single town like Inaba could provide a noticeable boost, but gathering true faith from a massive city like Tokyo could grant you the power to fight a god. In addition, you will find that your cause strikes the hearts of those who listen to you. You will find that support grows rapidly as your message spreads. You could go from a minor person of interest all the way to a global sensation in less than a year.

**The Spirit of Rebellion - Free/200/400 CP**
Within the heart of every being here lies a being known as a Persona. A Persona is a representation of your personality made manifest. There are some variations used to represent the Persona such as them being considered the Will of Rebellion. This option allows you to awaken your very own Persona or for you to choose the Persona of another. I however, would highly recommend that you choose your own Persona. This being is a very important part of you. You shouldn't cast it away without considering the consequences of your actions. For Free you may awaken a first level Persona. These Personas will be on the level of the named Persona's such as Arsene, Captain Kidd, Izanagi, Take-Mikazuchi, and other beginning Persona.



If you are not satisfied with this you may awaken your Persona allowing them to

evolve. For 200 CP you may awaken a second tier Persona on par with others such as Hecate, Astarte, or Mercurius. These Persona are much more powerful and capable of combating some of the top tier Personas. If you still are not satisfied with this you may pay 400 CP instead to awaken a third tier Persona. The third tier Persona are some of the mightiest Persona capable of fighting the pinnacle beings of the Arcana. Some examples of this level are Raoul, Hereward, William, and Celestine. Lastly, if you don't wish to purchase this then you can still evolve your Persona, but it will take real effort. The users who gain these Persona normally only awaken them by taking a resolution within their hearts and striving for a goal they truly believe in.

**Trickster - 400 CP**
The Trickster is a title used to refer to Akira, but it is more than that. The Trickster is a being who rebels against fate and one who refuses to be controlled by anyone. By taking this perk you may gain the properties of the Trickster. You will become immune to any form of forceful manipulation or alteration. Your enemies' plans will shatter around you and any attempts to control you will be futile. For example, you would be completely unaffected by Doctor Maruki when he attempts to alter Tokyo. Anything that would change you will only be allowed if you willingly choose to embrace it. Lastly, this perk will act as a **Capstone Booster** for the 600 CP perks.

**The Wild Card - 200/500 CP**
Normally only a single Persona will awaken within a being. There however, are some exceptions known as the Wild Cards. The Wild Card is a being with the ability to contract multiple Persona. Should you wish to gain this power you may do so for a Fee. The first option is the more limited choice. You will only be able to contract with two Persona, but they will be powerful Persona such as Robin Hood and Loki. You however, may take this a step further by paying 500 CP instead. This option will allow you to awaken the full power of the Wild Card. You will be capable of contracting with an unlimited amount of Persona. This is the true form of the Wild Card wielded by the protagonists such as Yu and Akira.

The second trait of the Wild Card is their ability to form bonds with beings known as Confidants. By nurturing the bond and developing your relationship with others your powers will develop. These bonds will typically be based around one of the Arcanas, but since that is a little limiting you may develop unique bonds as well. By completing a bond with these beings you will be able to awaken the Ultimate Persona of the Arcana. These beings possess immense power and will provide great aid on your journey. To ensure that you are capable of performing these feats as well you shall inherit the innate charisma of the Wild Card. You will find that building relationships with even the most

stalwart of individuals comes with ease. Some of them may be harder than others, but as long as you put in the effort you can truly befriend anyone.

- **Capstone Booster:** The true power of the Wild Card is only revealed when they form a number of bonds and they shatter the chains that bind them. This power will allow your Persona to awaken into its ultimate form. The power of your Ultimate Persona will depend on your personal power and the amount of bonds you have forged. For example, as a newly awakened Persona user without any bonds the Persona would be on par with the Ultimate Persona of an Arcana. Should you become an experienced Persona user with twenty one powerful bonds then your Persona will be as powerful as Satanael. In addition to your Ultimate Persona growing stronger, so will you as well. These bonds will provide a massive boost to all of your abilities that increases exponentially as your bonds deepen. Next, once you have maxed out your bond with someone a new copy of the Arcana will appear. If you live long enough and make enough friends you could potentially have thousands of bonds rather than a mere dozen. Lastly, you will receive a very special power as long as you have a strong enough bond with others you will be capable of resurrecting yourself with this connection. For example, Akira was able to create a new body for himself and return after he was slain by Yaldabaoth due to the bonds he had forged with his confidants.

# The Investigation Team

**He Doesn’t Seem That Bad - 100 CP**
There are a lot of people with gruff exteriors, but kind hearts. For example most people think Kanji is scary, but when Akira meets him he treats him kindly. Although this could have been due to Akira only being eleven when they met. Regardless, you seem to have a knack for seeing the true representation of someone’s personality. You could tell if a kind person was hiding an evil heart or a cold individual was actually gentle. This will mainly come in the form of a sixth sense. Over time you will be able to understand these signals better. Eventually you may even be capable of figuring out an individual's entire personality with a glance.

**There is no Level Requirement - 100 CP**
In order to recruit more powerful Shadows you must become more powerful so that you are worthy of commanding them. Yu and Akira however, are able to recruit any shadow they encounter or fuse regardless of their strength. You will find that you will be unaffected by any restrictions that would prevent you from using or acquiring more stronger powers. For example, if you were attempting to enter an area that required you to possess a certain level and alignment you could enter freely. Admittedly you may want to actually fulfill some of these qualifications, but you will always be capable of performing if you do not.

**Dancing the Starlight - 200 CP**
One of the most bizarre albeit amusing adventures that the Investigation Teams and the Phantom Thieves get drawn into are the dancing palaces. These special dimensions banned any sort of combat meaning that the Shadows could only be defeated in a dance off. If you wish you may now force your opponents into these battles. Rather than testing yourself through combat you will compete on a stage. A stage and theme will be created for you and your opponent. Lastly, to ensure this will give you skill on par with an experienced dancer. You will be able to match any beat perfectly and have mastery over numerous different styles.

**All Out Attack - 200 CP**
The All Out Attack is a special maneuver that the various teams use to unleash devastating attacks on the Shadows they combat. Whenever your opponent exposes their weakness or knocks them off balance you can unleash an All Out Attack. These attacks combine the power of your group dealing devastating damage far beyond your normal output. The power of this attack will increase as more individuals are added to it.

In addition, it will receive another boost based on the level of teamwork you possess. Next, while they are technically a separate thing you will also gain the ability to create Showtime attacks. These moves are special partner based techniques. Lastly, both of these group based attacks will always deal Almighty damage which bypass any defenses your foes possess damaging them directly.

**I'm You From the Future - 400 CP**
The events regarding the Shadow of the Labyrinth are rather confusing, but allow for some interesting events. One of the most unique situations that occurs is the presence of both the twelve year old and sixteen year old Akira/Joker. During their battle with Chronos the younger version realizes that their Persona are connected allowing him to aid his counterpart from outside of the battle. The most interesting part is that when both of them summon Arsene at the same time the two Persona fuse together unleashing an incredibly powerful blow. This perk allows you to perform a similar feat by summoning your own counterparts to aid you. These counterparts will typically be a few years within your age range being either older or younger. The main advantage that you receive aside from having a copy of yourself is that if both of you use the same move at once the powers will fuse together unleashing an attack that is multiplied in strength. For example, Chronos was able to ignore mostly Arsene's attacks, but the combined attack managed to defeat him in a single move.

**Navigator - 400 CP**
While Rise and Futaba may not get involved in combat directly they are actually one of the most important members of their respective teams. The navigators perform a number of special tasks and provide powerful buffs for their teams. Some of the tasks they perform include mapping out the various areas, identifying weaknesses that their opponents possess, healing the party, and locating escape routes. This perk gives you all of the skills and knowledge that you need to function as a top tier navigator. In addition this will allow you to receive one the Persona used by the Navigators for Free or discount the upgraded versions. For reference these Persona include Lucia, Necronomicon, Himiko, and Murasaki Shikibu.

**Endless Potential - 600 CP**
By working with the members of the Velvet Room our heroes are capable of unleashing their limitless potential. In your case this phrase is quite literal. Your potential is truly limitless and you will always be capable of growing stronger no matter how far you go. Although it will gradually become more difficult to do so as you reach higher peaks. Regardless, as long as you are capable of exercising and actually straining yourself you will continue to see noticeable increases in all aspects.

- **Capstone Booster:** Remember how I said that while you would always see improvement it would get harder? Well it would appear that I was wrong. You will still be capable of training and getting improvement, but your rate will never slow down. You will always be capable of maintaining the same speed if not getting even faster as you grow. This will be true for all fields and given time even the greatest of geniuses will fall behind you.

**An Actual Doctor - 600 CP**

Given the sheer amount of trouble the teams get into and the amount of injuries they receive it would make sense that someone would have real medical knowledge. Admittedly Chidori Yoshino is the closest thing that I have though she is a medical student. You on the other hand have actually completed your schooling. In fact not only have you done this, but you have become one of the leading figures in the field. You are the undisputed master of one medical speciality. These specialties can be broad such as surgery, oncology, or pharmaceuticals. While the last one is not a specialty you may choose similar options for the sake of this perk. You are skilled enough in the field to actively make new discoveries and treatments. Lastly, you will have enough medical knowledge to save almost anyone as long as they are not going to die within a few minutes.

- **Capstone Booster:** Fascinating rather than simply being a good doctor you are The Doctor. You are the best physician on the planet without a doubt. You are a master of every known medical field and capable of revolutionizing the entire profession. In addition, you have a complete understanding of all medical knowledge including any experimental techniques. Lastly, post jump this knowledge will update giving you a similar level of understanding of the medical knowledge in the jump. This will include the knowledge of other species if applicable. If you explore enough worlds you could become one of the greatest healers in the multiverse.

# The Phantom Thieves

**Children Can Be Cruel - 100 CP**
It seems that even in this earlier setting Akira doesn't have a good life. Many of the kids are rather cruel and avoid him due to him being an outsider. Later on it is due to the reputation that came after he was arrested. This however, is unfair especially since actually is a good person. Should you ever find yourself in similar circumstances you'll realize that no one cares about it. Any issues such as a negative reputation will be ignored allowing you to have a normal life. Rather than avoiding the transfer student they will instead be curious in you actually making it more likely for you to make some new friends. If anyone chooses to avoid you it will be due to your actions not some outside effects.

**I Need To Talk To You - 100 CP**
After Akira and Yu realize that Igor has been replaced they try to come up with a subtle plan to learn more without openly moving. This is mainly due to how powerful Igor is meaning that anyone who can beat him is probably far above them in power. In the end they decide to contact Elizabeth though it admittedly is rather difficult. If you had been helping them the process would have been much easier. You seemingly have the ability to get into contact with anyone and send a message to them. No matter where they are or how difficult it should be, this message will always be capable of reaching them. The method you use may vary depending on the individual, but it will always get to them and do so in a short period of time.

**We Need to Plan Things First - 200 CP**
Herding a team, gathering supplies, and simply making a plan requires a lot of work. Luckily you seem to have a knack for this. You are a master of time management and coordination. You could easily make a schedule down to the minute organizing your assault and how you would go about it. This skill is also useful when planning out more in depth strategies such as coordinating your team against a powerful foe. You can stack your teammates so that their strikes come one after another, never giving your opponent a moment to breathe.

**We Can Fight Smart - 200 CP**
When you are too weak to defeat someone in an open fight there are a number of things you can do. The correct option is to sneak attack or to avoid them entirely. Both of these choices require you to be stealthy. You are remarkably skilled at staying out of

sight when you want to. This includes all of the skills needed to perform sneak attacks, eavesdropping, and avoiding detection.

**Why Don't You Listen to Them - 400 CP**
The first time a shadow tries to talk to Akira he freaks out and bombards it with Arsene. After laughing at him for a minute Lavenza recommends that he try to actually talk to the shadow instead of nuking it. After he does this Akira discovers that he can recruit Shadows, turning them into his Persona. You have a similar skill when it comes to negotiation. You have a particular skill when it comes to recruiting your enemies. You know exactly what to say to turn someone to your side. You can do this directly, but it will be far more effective if you have proven yourself. For example if you defeated them in a battle they will be far more likely to submit to you.

**Forewarned - 400 CP**
Given Akira or as he would later be known Joker's experiences in Inaba he is far more prepared for the events of Persona 5. He already has a Persona, a lot of experience fighting Shadows, and even has met some of the future Phantom Thieves already. This perk grants you a similar boon. Whenever you arrive in a jump your origin will now be far more prepared than they would have been otherwise. For example if you went to Naruto and were inserted as a Genin then you would have already spent years learning jutsu, high level combat techniques, and even some special skills like sealing arts. Basically whatever skills and items would be given to you by your origin are greatly amplified. Rather than starting at Level 1 out of a hundred then you would be Level 20. This will stack with any other boost you possess. So if you insert as a Level 50 then you would be a Level 70 instead.

**Soul Baptism - 600 CP**
The Sea of Souls is the realm of collective unconsciousness. It is said that all souls are born in this realm and that all souls return to it after death. Your soul has been directly soaked in the Sea of Souls, greatly strengthening it. The sheer size and might of your soul eclipses others. The soul of a normal human could rival that of a powerful Velvetarian with this alone. The power of your Persona has been magnified and your talent in any field related to the soul has grown exponentially.

- **Capstone Booster:** Rather than being soaked in the outskirts of Sea of Souls you did so in its heart. If the previous enhancement made you a rare genius then now you possess talent and strength that's never been seen before. Your affinity with any soul based technique and power is unbelievable. You could reach the same level that took someone else a hundred years in a few months. Lastly, all of your Persona will be greatly enhanced by the might of your soul. A low level Persona could wield strength on par with a high level due to this alone. I am

genuinely curious about how strong the Ultimate Persona of a Wild Card would be with this.

**You're Apart of Me - 600 CP**

To become a Persona User in Inaba the user must confront their shadow and accept them. The shadows will do their best to tear you down, but you must not reject them. Like the Investigation Team you are capable of accepting the worst parts of yourself. You will never reject any aspects of yourself and have figured out how to incorporate them within you. As a result of this you have gained an unbreakable will. Whether you have to battle gods, demons, or even your fallen allies none of them will halt the path you walk. You have also proven to be immune to any forms of corruption or manipulations. You will never betray your principles and each decision you make will be done so freely.

- **Capstone Booster:** It seems that even the world itself is moved by your sheer determination. Your raw desires have seemingly bent the whims of fate to your aid. You will find that as long as you stay devoted to a goal that many issues will be resolved without your interference and plans that should have failed will succeed. In addition to this your immunity to corruption seems to have evolved as well. Before you were simply unaffected but, now you are anathema to the concept. Any corruptive influence that you do not approve of will dissolve in your presence. For example, if your allies were impaired by a mind controlling attack they would either be unaffected or freed immediately depending on their proximity to you.

# The Confidants

**I Want To Be With You - 100 CP**



When Lavenza and Akira realize that they love each other both of them hesitate due to their belief that they will eventually be separated. They realize that regardless of what happens they should enjoy their time while they can. You should receive this opportunity as well. You will find that any attempt at romance you try will always have a true and fair chance of success. If you care about someone then the obstacles that you face can all be dealt with and all of your relationships will work out if you really put in the effort.

**I Know It Sounds Crazy - 100 CP**

Ok honestly hearing that a bunch of kids are trying to tell you that a secret dimension filled with monsters exist is hard to believe. Despite that you have to admit that it explains everything and does make sense. At least that is what everyone else will say. Perhaps due to your stellar reputation or merely because it's the only explanation no one will ever believe that you are lying. Simple lies will be believed and withstand some scrutiny. The important part however, is that anytime you actually tell the truth everyone will be forced to acknowledge it as such. Even if you have no evidence and it sounds insane they will understand that it is fact. Hopefully this makes explaining some situations a bit easier.

**I Remember Everything - 200 CP**

Normally the events regarding the Shadow of the Labyrinth would involve the Shadow Operatives and the Investigation Team. In a twist of events the Shadow Operatives are replaced by the Phantom Thieves. When these events originally play out everyone believes that they are stuck in a closed time loop since Akira didn't remember anything. Later however, this is proven wrong as Akira starts to remember events from the perspective of his past self. If you were placed in the same type of situation you would be in Akira's position. First, should you ever encounter your past self or be trapped in a time loop you will be able to remember everything. Second, normally these loops are

closed off, but if you wish you may integrate them into your reality. For example if there was a being who only existed in a fake dimension then you would be able to let them leave and become a real being.

**It's Curry, Try Some - 200 CP**
Leblanc may be a lesser known location, but Sojiro and Akira are capable of making some truly amazing dishes here. Though they focus on various types of curry and coffee. Like them you are a master chef capable of making wonderful dishes. These dishes have the ability to heal others of both physical and mental issues. For example, someone who has just lost a close relative would no longer be depressed after having some noodles. Similarly someone had some broken bones then entire sections of the bone would fuse back together by the time they were done eating.

**I Love Art - 400 CP**
Yusuke is an incredibly talented artist who is truly devoted to the field. His passion for it far eclipses anything else that other members of the field have. Like Yusuke, you have something that you are truly passionate about. You have an incredible amount of talent and skill in this field. As long as you continue to practice you could easily become a renowned master of this field. The special thing is that this skill is also usable in the Metaverse as well. For example, choosing something like running could translate into you having an abnormal amount of endurance. Perhaps if you were a model then your charm would be supernatural making any negotiations incredibly simple.

**Master of the Cyberverse - 400 CP**
Futaba is an incredibly skilled individual despite her young age. She is honestly the most intelligent member of the Phantom Thieves and possesses many advanced skills. The most important of these skills is her mastery of computers. By taking this perk you will become an equally skilled individual when it comes to hacking, programming, and virtually every other major technological skill. For reference, Futaba was capable of easily hacking through police firewalls, government agencies, and the systems of real global shadow organizations. In addition, she did all of this with a relatively simple laptop and the other equipment stored in her bedroom. If she had some truly high quality equipment she would probably be capable of taking over the entire internet and well I guess you could do so as well.

**Cognitive Psience - 600 CP**
The cognitive realm is a complex field that only a small number of beings truly understand. Some of these individuals include Wakaba Isshiki, Takuto Maruki, and if you take this perk you as well. This knowledge is incredibly dangerous and provides you with the skills to perform many impressive feats. For example, you could recreate any of

the technology related to the Metaverse such as the Evokers, the EMMA A.I., and devices that would allow anyone to enter the Metaverse. In addition, should you be powerful enough, you may even be capable of directing and manipulating the Metaverse to alter the world to your whims. Granted this would be a massive amount of power such as that possessed by Maruki's Persona Azeroth.

- **Capstone Booster:** It would appear that your will to shape reality has gone beyond what I expected. You seem to have somehow generated your own separate reality. This realm is a cognitive world reflecting reality. The initial size of this realm will depend on the strength of your soul. The interesting part however, is that you can seemingly overlap reality with this dimension. For example, you could call forth a bridge to cross a gap or even summon an army from within. Lastly, due to the nature of this world you will be able to understand the cognitive connections at a much faster rate. You may even be capable of creating an entire new field to go with this world.

**You'll Catch Up in No Time - 600 CP**

Each time a new Persona user joins one of the various groups you would figure that they would need to train before they were ready. Instead of this every member is immediately ready to go and capable of keeping up with everyone. It seems that whenever you or another individual joins a team that you are working with they will rapidly develop. They will quickly reach the level of an average member of your team. For example, you could join a team of elite warriors as a novice and reach their level within a few weeks. If you already had a good foundation, this could be cut down to a few days.

- **Capstone Booster:** You apparently held even more talent that I first anticipated. Rather than merely becoming an average member your personal strength will rise to match the greatest member of your allies. In the case of the Phantom Thieves you would quickly become equal to Akira and Yu rather than lets say Ryugi. On the other side if you are the leader then you might see all of your allies' strength receiving a quantitative improvement making your forces far more powerful than before.

# The Velvet Room

**Do You Want to Talk About It - 100 CP**
One of the many duties of the Velvet Room attendants is to care for their charge. Perhaps the easiest way to do so is to offer their ear and some advice. You are an incredibly soothing individual and people can't help, but open up around you. Even the most paranoid of figures will be willingly to seek you out for advice. You also have the knowledge and intuition needed to assist them. Maybe you don't understand what they are going through, but you will always be able to ease their burden if you try.

**I Need to Warn Him - 100 CP**
While the exact process was unclear Yalbadoth somehow managed to seal Igor away and split Lavenza into the Twins. Despite this she still does her best to warn Akira and assist him in any way she can. Her first method to do this is to get Yu's attention so that they realize something is wrong. This perk ensures that if anything happens to you there will be some way for you to still assist your allies. In addition, if you are imprisoned or even killed there will be some sort of method for them to rescue you. These methods might not necessarily be easy, but as long as your allies are willing there will be some way for you to reunite with them.

**Do You Need A Hand? - 200 CP**
Similar to how the Persona can be split and fused so can many other beings. Somehow you have undergone this process and been split into two different beings. Both of you contain fragments of your greater whole. Unlike the process which was performed on Lavenza however, this version is actually beneficial. When you separate you are able to split off specific skills and aspects of your personality. For example, if you needed to work on building something. You could separate into one being that knows all of your metalworking skills while the other handles all of the aesthetic features.

**Zero to Hero - 200 CP**
The Velvet Room attendants are some of the most powerful beings in this world and they are also seemingly some of the oldest. One thing that all of them are capable of however, is teaching. The attendants guide destined heroes such as the Wild Cards to avert great disasters. Perhaps the easiest way to do this is to train them and directly improve their skills. Like the Velvet Room Attendants you will find that you are a remarkable teacher. With a few minutes you could fix most of the flaws in a non-combative Persona user and help them develop a proper fighting style. If you

actually spent a whole year guiding them then you could take someone who had been a talentless nobody and turn them into one of the world's greatest heroes.

**She'll Come Around Eventually - 400 CP**
When Lavenza receives the fragment of her soul that had been stored with Akira she gains the ability to use a Persona. Unfortunately she rejects it as accepting it would mean that she could never hope to return to the Velvet Room as an attendant. Akira however, decides to accept her Persona for her since he didn't want her to regret her decision later. This perk grants you the ability to acquire unique items and powers destined for others. For example, if you encounter the Shadow or Persona of another being you could recruit them yourself. These powers would function perfectly for you even if you were the opposite of their destined wielder. In addition, you may optionally give these powers to anyone being if you wish. This could be the original wielder or it could be a new individual entirely.

**Exchange of Souls - 400 CP**
Lavenza gives Akira one of her butterflies when she learns that she is sealed away in the future. This butterfly contains a portion of her soul and grants some special properties to Akira as well as changing herself. Lavenza herself seems to age into an adult body and Akira gains some powers belonging to the Velvetarians. They notice this initially when his eyes turn golden like Lavenzas. You can perform a similar procedure by separating a small fragment of your soul. While it is stored within another being it will absorb their unique abilities and grant them some of yours in exchange. Lastly, you may choose to become a hybrid of two species within the jump. By default this will turn you into a fusion being like Akira (Human and Velvetarian), but you may choose a different combination if you wish.

**The Breath of Life - 600 CP**
As time has gone on Igor has created more Attendants to assist him in the Velvet Room. The exact process of how Igor does this is unclear, but each of the attendants are typically made with specific tasks in mind. For example, each of the attendants are made to assist each of the protagonists in their journeys. You are now capable of creating new life in the form of beings like the Attendants or Persona. Starting out these beings will be weak and only capable of simple tasks, but with time they can develop their own identities. Lastly these beings will possess an unbreakable sense of loyalty to you as their creator. They will never betray you nor can they be turned against you.

- **Capstone Booster:** The art of creating life is a miraculous art and one that you have chosen to finely hone. First off even the worst creation you forge will possess full sentience and be as powerful as a Velvet Room Attendant. Second you will now be capable of creating beings with unique powers as well as beings

who are stronger than you. The only limits will be the amount of power you can put out and your own imagination. Finally you can also choose to narrow their speciality if you wish, allowing their skill and talent in a field to skyrocket. For example, you could create a being purely designed to deal out overwhelmingly offensive power. Its defenses would only be average, but very few beings would actually be capable of blocking its strikes.

**Fusion - 600 CP**

Whenever the Velvet Room Attendants fuse a Persona they will do so in the Velvet Room by singing the song of the Velvet Room. This song is somehow capable of harmonizing the Persona allowing for the fusion to occur. You have gained complete mastery and understanding over the song as well as the fusion process itself. Normally you perform fusion by sacrificing two weaker Persona they can be combined into a more powerful Persona. Aside from fusion Persona you will also be capable of fusing other items such as the unique weapons created by sacrificing the Persona, and performing the other duties associated with the Velvet Room Attendants.

- **Capstone Booster:** Interesting it would appear that your status as a Jumper has started to blend with the power of Fusion. This process has unlocked many new possibilities allowing for you to truly fuse anything. You can now fuse people, unique relics, your species, and even your perks. You can combine these to form a more powerful product. For example, combining a species that possesses the ability to fly with Speed Force may allow you to fly at the speed of light with the potential to grow even further. Whenever you perform this fusion you will still retain access to your ‘materials’ allowing you to perform a lot of experiments. In the case of effects like Perks they will be reapplied immediately and synergize with the fused perks.

# The Criminal

**I'm Done - 100 CP**
One of the most irritating things about evil organizations is that they always have terrible retirement plans. You are not allowed to just leave the evil organization and stop plotting. If for no other reason then simply because the others won't trust you to keep your mouth shut. You however, will be given this opportunity. If you want you can stop what you're doing and leave. There won't be any assassins, blackmail, or heroes bursting into your homes. The only restriction is that you can't pull off a big scheme then do this. For example, if you assassinate your boss you can't simply say you're done the next day.

**It's Just a Facade - 100 CP**
At first glance most of the various criminals appear to be good people. This is due to them being carefully crafted personas in the case of people like Shido and blind adoration from others in the case of people like Kamoshida. Like these individuals you are capable of maintaining a perfect facade that can fool anyone. The only way for someone to discover your true nature would be for them to somehow glimpse into your heart like the Phantom Thieves or you to willingly throw away your disguise.

**What Did They Say - 200 CP**
In order to set a trap for your opponents you must first first discover their plans. Sometimes you can do this without even trying intentionally to discover them. You seem to have information constantly falling into your lap. For example, when Akechi went to talk to Haru he ended up meeting Makoto instead. He ended up getting a lot of information from her inadvertently such as the fact that the Phantom Thieves didn't actually trust him. Equally valuable information will end up in your knowledge without virtually any effort. You may go out for food only to meet someone who is investigating your foes. They could provide you with detailed information revealing their plans or traps that you were walking into.

**No One Can Know I'm Involved - 200 CP**
One of the most irritating parts about the various criminals that the Phantom Thieves have to deal with is their public reputation. Almost all of them have a positive public reputation or are protected by large organizations. For example, it is nearly impossible to convict them unless they willingly testify about their actions. You will now find that you are able to enjoy a similar level of protection. Any evidence of your involvement in a crime will mysteriously disappear. Fingerprints will be cleaned up, any cameras will

happen to have been turned off, and any witnesses will have chosen to support you. Basically as long as you don't willingly admit to a crime or create irrefutable proof then nothing will ever stick. For example, if you chose to openly rob a store in broad daylight in front of hundreds of people there is no fixing that. On the other hand if you stealthily broke in at night and left you would be in the clear.

**Public Support - 400 CP**
After things go off the deep end four of the Phantom Thieves end up getting arrested. The biggest concern however, was that Shido would execute all of them while they were in custody. This thankfully however, is avoided due to the support of the public. Since the Phantom Thieves were modern heroes at the time the villains couldn't hurt them without starting a minor revolution against the government. By taking this you will get to enjoy the support of the people as well. As long as you have public support you will be capable of getting away with practically anything. Just remember that the support of the public is fickle and that they are just as likely to enjoy watching you fall as they are to cheer you on.

**F.O.E.- 400 CP**
The F.O.E. are special Shadows that appear in the Shadow of the Labyrinth. They are far more powerful than normal Shadows. For example, Futaba said that the F.O.E.s had more than forty times as much health as the other Shadows they encountered. By taking this perk you may become the equivalent of a F.O.E. for your chosen species and class. You will be significantly stronger than anyone else of the same level. For reference a full team of ten experienced Persona users will have trouble taking you down. Well at least doing so quickly.

**This is my Domain - 600 CP**
Most of the individuals that are targeted by the Phantom Thieves view their private domains as their personal kingdoms where they can do anything they want. They admittedly do have a lot of leeway in what they do, but they can't actually do everything. This however, is different for you. You have absolute control over the territories you control and any areas you work in. For example, Kamoshida was just a high school teacher and he was freely allowed to practically abuse his students. He however, was unable to do anything to other students, teachers, and other special members of the school. If you were in his position you would be able to literally do anything you wanted to the entirety of the school treating it as your playpen. In addition you will find that everyone inside will slowly be molded into your ideal image. In a few days people would start to act differently. In a few weeks they would start to actively behave however you wish. In a few months all of them could end up as your devoted servants. This effect will extend to any territory, group, or organization you are a part of.

- **Capstone Booster:** Initially you were restricted to areas that you had direct influence over, but now you control seems to be spreading. You will find that your reach grows over time naturally and invades other groups even if you shouldn't have any influence in them. This speed is slow, but it can be accelerated by taking over similar interests. For example, if you were a gym teacher then you would gain influence in gyms or sports stores. Alternatively if your students brought you fame then you may get control over the groups they join or the media services who interview you. Given enough take you could take control of anything.

**Psychotic Breakdown - 600 CP**

Psychotic breakdowns refers to the instances where the target will go into a berserker rage and become far more powerful. These incidents are caused by Akechi and his Persona Loki. Loki possesses a unique ability which is referred to as Frenzy or Call of Chaos. Akechi normally used to trigger a berserk rage in his foes. This allows him to fight entire armies of Shadows on his own. You now possess this ability as well. The only restriction is that this ability is less effective on beings significantly stronger than yourself. You also can use this ability on yourself. You will gain enough power to single handedly fight an entire team of extremely skilled Persona users like the Phantom Thieves at once and stand a fair chance of winning. At first this will drive you into an out of control rage, but with enough training you will be able to control this state.

- **Capstone Booster:** It is one thing to break someone's heart, but it is another matter entirely to dominate it. You have learned to take this a step further, dominating the hearts of others. You impose your will on them seizing control and turning them into your loyal puppets. You can control how thorough this process is. For example, they could retain their personality and simply become loyal to you or you could completely override them making them mindless soldiers. In addition, once this has been done this process will not wear off. It will only cease if you willingly release them. Next after you have done this their power will multiply greatly increasing their strength and their weaknesses will be removed. For example, if this was a Persona weak to fire then they would no longer have this weakness. Lastly, by spending a decent amount of power you can create servants made from this distorted rage. The number and power of the individuals summoned will depend on how much power you use.

# Persona

You will receive a 1000 PP stipend to spend on different Persona below. Depending on some of the perks in the jump you may be limited to a single Persona or perhaps you can purchase as many as you can afford. You may convert CP to PP at a 1:2 ratio. Also any of the Persona purchased here will not be counted against any limits such as the one imposed by the Wild Card. You will be able to summon any Persona you purchase here instantly. Lastly, you receive three discounts that can be used on any of the Persona listed in the following section.

**Ready Made Contract - Varies**
There honestly are too many Persona to list them all. I mean there are literally a few hundred known Persona and more than likely a number which we have never discovered. This option allows you to recruit or create any Persona that you can think of. For simplicity's sake every 50 CP you pay is worth 15 levels in the Persona compendium. For example, Lucifer is level 93 (everything will be done using Persona Royals level system) which means that he would cost 350 CP. The only exceptions are Persona that are listed here or unique Persona. This means you can't purchase Satanael even though he is level 95. There is a list of Persona in the notes.

**Arsene - 200 PP**
Arsene is the first tier Persona wielded by Akira Kurusu the protagonist of Persona 5 and this story. Arsene is weak to bless type attacks, is capable of using the skill Brave Blade, and Eigaon. Arsene is a legendary thief who was depicted in the famous novels written by Maurice Leblanc.

**Orpheus - 200 PP**
Orpheus is the first tier Persona wielded by Minato Arisato the protagonist of Persona 3. Opheus was a musician who possessed mythical abilities with a lyre. He is said to have ventured into the underworld seeking to rescue his wife from Hades.

**Psyche - 200 PP**
After Lavenza gained her humanity she also received the ability to use a Persona. Her Persona is known as Psyche. Psyche is weak to curse type attacks, is capable of using the skill samarecarm, and uses exclusively bless type attacks.

**Izanagi - 200 PP**
Izanagi is the first tier Persona wielded by Yu Narukami the protagonist of Persona 4 and Akira's unofficial older brother.

**Penthesilea - 200/300 PP**
Penthesilea is the first tier Persona used by Mitsuru Kirijo. Penthesilea is one of the Amazonian queens that appear in Greek mythology. She is the daughter of Ares, the Greek god of war, and Otrera, queen and founder of the Amazons. It is said that she has several sisters.

- **Artemisia - 300 PP:** Artemisia of Caria is an ancient ruler from the west region of Asia Minor, who served as queen after the death of her husband, Lygdamis, continuing his legacy. She became an advisor to Xerxes, the Persian Lord at the time and formed an alliance with him in a war with the Greeks. She is famous for her participation in the Battle of Salamis, where she survived being captured by sinking her own ship and therefore formed an escape route. Then she came back to Xerxes and convinced him to retreat. Nevertheless, the Persians were astonished by her battle tactic and praised her to be a valiant ally.

**Lucia - 100/300 PP**
Lucia is the Persona used by Fuuka Yamagishi. Lucia was a devout young woman who led a life of extreme virtue and whose belief in consecrating her virginity for God and whose urge to spend her life on alms enraged her pagan betrothed, who then reported her as a Catholic to the magistrate. Her eyes were gouged out by her fiancé, but God repaid her sacrifice by giving her new eyes of pure light, far more beautiful than any on Earth.

- **Juno 300 PP:** For 300 PP instead you may upgrade Lucia into her awakened form Juno. Juno was the Roman goddess of marriage and woman, and the queen of the gods in the Roman pantheon. She is also the protector of women and patron of childbirth, and had many temples throughout the empire. She was said said to also watch over the women of Rome

**Thor - 300 PP**
The mighty god of the thunder is now yours to command. Thor is one of the Norse gods and one of the mightiest deities. The Norse thunder god and son of Odin, Thor owns the power enhancing belt, Megingjard, and wields Mjolnir, a hammer that causes lightning to strike and returns to its owner after being thrown. Thor is strong against physical, bless, and curse type attacks. In addition, he is completely immune to lightning based attacks.

**Murasaki Shikibu - 300 PP**
When Nananko runs away to Tokyo to find Akira she is eventually brought into the Metaverse so that they can discuss everything in private. While she is there she confronts her Shadow and awakens Murasaki Shikibu. This Persona is a Navigator Persona with abilities similar to that of Necronomicon and Juno. Murasaki Shikibu also

possesses the ability to redirect attacks her allies are weak against with her pages. These pages will automatically move to protect her allies if she is close enough to assist.

**Lilith - 300 PP**
Lilith is said to have been Adam's first wife, she desired to be his equal and refused to obey him. As a result she was cast out of Eden and became a demon of the night. She is the mother of the demoness, Lilim. Depending on the version of Lilith you encounter she is also considered to be the mother of all devils and Lucifer's wife. She is one of the few Persona capable of using a skill called Makara Break. Makara Break is a skill that nullifies any magical shields you encounter.

**Sraosha - 300 PP**
Sraosha is the ultimate Persona of the Justice Arcana. In Zoroastrian lore, Sraosha's duty is to listen to the cry of humans for Ahura Mazda. He is also known to descend after sunset to vanquish evil. His name translates into observance.

**Himiko - 100/200/400 PP**
Himiko is the first tier Persona used by Rise Kujikawa. Himiko is an obscure shaman queen who ruled a kingdom Yamataikoku which would later become known as Japan. She was said to be incredibly skilled in various types of magic and sorcery. Himiko is capable of locating almost anything within the Midnight Channels using her illuminating torch.

- **Kanzeon 200 PP:** For 200 PP you can awaken this Persona turning it into Kanzeon. Kanzeon is the second tier Persona used by Rise. Her being is mostly depicted as a beautiful woman wearing a white robe and carrying a jar of pure water and a willow branch. In her meditations, she attempted to aid the ones who needed her, but with only two hands at her possession, she was unable to do it until Amitabha Budha, her spiritual teacher, gave her a thousand arms so that she could complete her task.
- **Kouzeon 400 PP:** For 400 PP you can awaken this Persona turning it into Kouzeon. Kouzeon is the third tier Persona used by Rise. Kouzeon's name literally translates to the "light of mundane voices."

**Necronomicon - 100/200/400 PP**
Necronomicon is the first tier Persona used by Futaba Sakura. The Necronomicon is a tome of forbidden knowledge created by the eldritch Lovecraftian deities. This being and its counterparts take the form of floating alien vessels that can encase its user.

- **Prometheus 200 PP:** For 200 PP you can awaken this Persona turning it into Prometheus. Prometheus possesses the ability to sense rare items and identify

whether your enemies are carrying any treasures. In addition, all of the abilities it possessed as Necronomicon are greatly strengthened.

- **Al Azif 400 PP:** For 400 PP you can awaken this a second time evolving it into a third tier Persona known as Al Azif. Al Azif is said to grant nearly unlimited powers to its wielders. For example, it would strike down all of your foes while restoring your allies back to peak condition. Like before Al Azif possesses all of the previously mentioned abilities raised to an even higher degree.

**This is my Heart - 200/400/600 PP**

There are a number of unique Persona that belong to each of the individuals here. This option will allow you to purchase a copy

- For 200 PP you may acquire a first tier Persona. These Personas will be on the level of the named Persona's such as Arsene, Captain Kidd, Izanagi, Take-Mikazuchi, and other beginning Persona. If you are not satisfied with this you may choose to awaken Persona allowing them to evolve.
- For 400 PP you may acquire a second tier Persona on par with others such as Hecate, Astarte, or Mercurius. These Persona are much more powerful and capable of combating some of the top tier Personas.
- If you still are not satisfied with this you may pay 600 PP instead to acquire a third tier Persona. The third tier Persona are some of the mightiest Persona capable of fighting the pinnacle beings of the Arcana. Some examples of this level are Raoul, Hereward, William, and Celestine.

If the Persona is listed elsewhere in this section you are not allowed to purchase them with this option. Also be aware that this may also cause some confusion should you encounter an individual with the same Persona due to the resonance. Lastly, to distinguish these Persona you may alter the color scheme to separate them from the standard Persona.

**Robin Hood - 200/300/600 PP**

Robin Hood is a powerful Persona used by Akechi and the representation of his potential for good. For 200 PP you can acquire Robin Hood. Robin Hood is a noble thief that made waves in England during the Middle Ages. He is an expert archer and leader of the Merry Men, outlaws of justice who made Sherwood Forest their home.

- **Loki 300 PP:** For 300 PP you can acquire Loki instead. Loki is the representation of Akechi's darker side and his thirst for vengeance. Loki is more powerful than Robin Hood, but he requires an immense amount of willpower to control. Should you fail to control him he can easily drive his wielder into a berserk rage..
- **Hereward 600 PP:** For 600 PP you can acquire the mighty Hereward. Herward is the third tier Persona that Akechi uses. Hereward the Wake was an Anglo-Saxon nobleman and a leader of the local resistance. It was said that his legends would

inspire many heroes such as Robin Hood. Hereward's unique trait is called Ingenious Spirit, which decreases the cost of allies' support and Almighty skills by half. Lastly, as a bonus due to the unique nature that Hereward possesses purchasing him will allow you to acquire both Robin Hood and Loki for Free as well.

**Maria - 600 PP**
Maria is the ultimate Persona of the Faith Arcana. She is the maternal figure of Christianity. Gabriel informed her that she was to be the mother of Jesus. Some sects revere her as Virgin Mary, but other denominations do not focus on her. She possesses a powerful skill known as Holy Benevolence. Holy Benevolence revives all fainted or fallen allies, as well as fully restores them to peak condition.

**Yoshitsune - 600 PP**
A Japanese general of the Genpei War near the end of the Heian era and the start of the Kamakura era. His bold ingenuity and ruthless skill with a blade are still praised in Japan today. Yoshitsune is one of the most skilled and dangerous non ultimate Persona. He possesses a unique skill called Hassou Tobi that allows you to launch strikes at every opponent around you.

**Raoul - 600 PP**
Raoul is the third tier Persona that belongs to Akira and the awakened form of Arsene. Power wise he is greatly above Arsene in strength, but he is still greatly below Satanael. Raoul is said to be the true name of the renowned thief Arsene. He was also known to be a man of many friends, lovers, and treasured allies. You may wield the power of the Gentleman Burglar and receive his guidance. In addition, Akira will be guaranteed to receive Raoul at some point during the jump regardless of whether or not you purchase Raoul as well.



**The Archangels - 300/800 PP**
There are four major true Archangels that serve God. These Archangels are Michael, Gabriel, Uriel, and Raphael. Michael is the most powerful Archangel and the leader of gods armies. He carries a spear said to cut through anything and is known as The One Who is Like God. Gabriel is the most powerful female angel. She is known as the Master who is of God. She is God's left hand and considered to be the personification of the Holy Spirit. Next is Uriel the archangel of Wisdom, the sun, and Light. Uriel is known as the Light of God and the angel who protects the gates of heaven. Lastly, is Raphael whose name means healer. He is said to be the most knowledgeable of the Archangels knowing everything that has ever happened. For 300 CP you may purchase a single one of the Archangels. If you however, are willingly to hand over 800 PP then you may take all four of them.

**Izanagi-no-Okami - 1000 PP**
Izanagi-no-Okami is the ultimate Persona wielded by Yu Narukami. Izanagi awakened, unlocking his hidden power to help defeat Izanami when she was discovered by Yu and Akira. Izanagi-no-Okami is said to be the original god and one of the most powerful beings within the Persona universe. He is also one of the only Persona that belongs to the World Arcana. He possesses a unique attack known as Myriad Truths.

**Messiah - 1000 PP**
Messiah is the Ultimate Persona wielded by Minato Arisato. Messiah is the being of salvation who is destined to appear on Judgment Day to protect the innocent. Messiah has taken on many forms throughout history and various mythologies. Universally however, his tales are said to involve stories of his life, death, and resurrection. Lastly, Messiah will come with a unique skill known as Oratorio. Oratorio fully restores you and your allies to full health, and negates all debuffs.

**Izanami - 1400 PP**
Izanami is a powerful goddess responsible for the chaos that goes on in Inaba during the events of Persona 4. Izanami wished to give humanity true happiness, but she believed that it could only be accomplished with her assistance. She however, is still a relatively benevolent being as she congratulated the Investigation Team when they managed to defeat her. This version of Izanami will be capable of shifting between the various forms she takes on throughout her various appearances.

**Satanael - 1400 PP**
Satanael is the ultimate Persona wielded by Akira Kurusu. By gathering the support of the masses, Arsene awakened, breaking the chains that had been placed on Akira. With this Satanael started to awaken, unlocking the great power hidden with Akira

allowing him to defeat Yaldbaodoth. Satanael's true origins vary, but many believe him to be the original form of Satan when he still served god. He is considered the second son of God. He rebelled against his Father for freedom and bestowed free will upon humanity. Next, he possesses a unique attack known as Sinful Shell. Lastly, unlike how things would go normally Akira will retain access to this Persona after he awakens his true spirit of rebellion.

**Azathoth - 1400 PP**
Azathoth also known as the Blind Idiot God is said to be one of the most powerful beings in existence. He lays asleep in eternal slumber where his dream forms reality itself. It is said that if Azathoth were to awaken then the universe would be extinguished immediately. He is easily the most dangerous of the eldritch gods and is feared by entire multiverses.

**Adam Kadmon - 1400 PP**
Adam Kadmon is the Ultimate Persona wielded by Doctor Maruki. Adam Kadmon is said to be the first human and the origin of all who live today. This Adam Kadmon is the most sublime manifestation of the Deity that is to some extent accessible to human meditation. He is believed to have stood opposite Satan acting as the guardian of humanity.

# Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

# General Items

**Forewarned is Forearmed - Free/100**
This is a copy of the Forewarned is Forearmed series. It contains the events that occurred throughout the movie and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

**The Corrupted Manifesto - 100 CP**
The biggest difficulty when it comes to dealing with a Palace honestly is finding it and then figuring out the password. Luckily for you someone else seems to have solved this problem by compiling this list. This book contains a full list of every individual in the setting who has a Palace, a Shadow in the Metaverse, and the passwords to get into their Palaces. This list will actively update as you deal with these individuals or new ones appear.

**Environmental Equipment - 100 CP**
Some of the palaces have some very unique conditions. For example, the palace that Haru's father has takes place in outer space. Similarly the palace created by the Ishikawa (the woman who Akira got arrested trying to help) takes place underwater. The only way the Phantom Thieves were able to reach the center was by using large air bubbles in the Palace. This item is ideal to deal with these situations. This is a set of special equipment filled with outfits and gear allowing you to function in any environment. For example, if you need to explore underwater there will be a set of diving suits, oxygen tanks, flippers, and if needed pressure proof suits for deep dives. There will be enough items in here to fully equip fifty people. Should any of them have unique proportions like Morgana the items will adjust to fit them.

**The Metanav - Free/200 CP**
The Metanav is an app that allows individuals to travel into the Metaverse. If you intend to get into any Palaces you are going to need this which is why it is Free for the duration of the jump. If you wish to keep it post-jump then you are going to have to pay 200 CP. It however, does have other uses such as allowing you to cross dimensional barriers and some other miscellaneous uses. By default you will receive a unique version of the app tailored to you, but if you wish you may receive Yaldabaoth or Lavenza's version instead.

**Palace - 200/400 CP**
Palaces are manifestations of the distorted desires within an individual's heart. While they normally are formed by negative individuals it is possible for others to form a palace. This option allows you to create a Palace of your very own without the negative consequences normally associated with them. For example, your Palace will lack a treasure that can be stolen to alter your personality. The first option will allow you to generate a Palace similar to the one possessed by the Phantom Thieves. This Palace is more of a place to hang out and view your accomplishments than a real fortress. It will contain a gallery containing special images of things close to you and photos depicting important moments of your life. Aside from this it will also have a variety of games and a trophy section depicting grand tasks you can perform. Completing these tasks will grant you medals that can be used to further upgrade the Palace. These upgrades will consist of decorations, expansions, and other useful features.

If you pay an additional 200 CP you may upgrade this Palace giving it the full power of a true Palace. It will be filled with various Shadows serving you, cognitive versions of those you know, and all of the other goodies that most Palaces possess. You will be able to bring these beings into reality by supplying enough energy for them to materialize. In addition, the power of this Palace will grow as you do. For example, starting out it might only be on par with Kamoshida's Palace, but it could grow to even surpass Yaldabaoth's realm and Mementos. Next, you will be able to use the medals you gathered to purchase upgrades for this Palace as well. Lastly, regardless of which option you purchase there will be no treasure or a Shadow representing yourself inside. This means that no one can perform a change of heart or assassinate you by striking at your Palace.

# The Investigation Team

**Detective on Call - 100 CP**
Due to the differing nature of how things work in Persona 4 the Investigation Team's matters sometimes end up in the public eye. For example, when they were carrying their weapons they got arrested for having them in a mall. Luckily Dojima is able to straighten things out. Should you get into similar situations this number can be used to call a high ranking member of an organization who can help you. For example if you were arrested maybe the number would connect to a Captain or Detective within the department. They won't be able to make everything go away, but they will be able to get you out of any minor situation or dispute.

**Persona Glasses - 200 CP**
The Persona glasses are a special item created by Teddie. These glasses allow them to see through the fog within the Midnight Channel. These glasses have been enhanced allowing the wearer to see through any form of illusion. Also while these are glasses they will protect all of your senses. Just be careful if you forget you're wearing them you might get into trouble when your attacker realizes that something is wrong.

**A.S.S.W Archive - 400 CP**
The Anti Shadow Suppression Weapons program is an experimental weapon meant to combat Shadows. These robots are capable of wielding Persona as they were meant to develop an ego. Purchasing this gives you a complete archive of all research and blueprints related to the Anti Shadow Suppression Weapons program. Given a proper facility to work in you could easily mass produce units like Aigis. In addition, this will also grant you a stable supply of the unique materials for their construction such as the Plumes of Dusk. You may also use these resources for other projects as well. For example, the Plumes of Dusk is believed to be responsible for granting the



robots their personalities. If you use up any of the materials they will be replaced the next day.

**The Team - 600 CP**
As strong as the various protagonists are they still are unable to do everything on their own. Hell even the teams often seem like they aren't enough to handle everything alone. Luckily others have already realized this and moved to handle it. This option allows you to create an organization to handle these tasks. This is an organization on par with a large police force meant to deal with Shadows. This group has the full backing of the government and is treated like a major intelligence organization. It has a few hundred members handling all of the miscellaneous duties such as managing vehicles, gathering information, and dealing with the public. The special part about this group is that they have a team of elite operatives wielding Personas. Each of these members are on par with the end game team members and they are led by two beings who wield the power of the Wild Card. Each of these operatives leads a team of twelve members. You may freely customize the appearance, personality, and Persona of these individuals.

# The Phantom Thieves

**A Proper Grave - 100 CP**
Sometimes there will be situations where you are unable to retrieve the body of a fallen family member. This is a horrific instance as everyone should be granted a proper grave. This item grants you access to a cemetery. Any being that you care for or associated with will be buried within this grave receiving full honors as needed. In addition, given the disturbing experiments that some people conduct, this grave will summon the fallen body of your ally, restoring it perfectly. This will allow you to remove any gear they were using and for you to perform a proper ceremony if you wish.

Next, this grave yard will expand ensuring that none of the people you care about will be left behind. This may not heal the wound they left behind, but hopefully this can grant you some peace. Lastly, the final effect of this graveyard is that while you are inside you will be released from any tension or regrets that you possessed. For example, rather than being consumed by vengeance you may receive a final opportunity to speak with their spirit and release the sorrow you are holding on to. If these instances occur they will always be beneficial in some way to you.

**Cafe Jumper - 200 CP**
Aside from being a surprisingly nice restaurant Leblanc also serves as the headquarters for the Phantom Thieves. This option grants you your own version of Leblanc. This place is both a flourishing business that serves excellent food, but it is also a great place for meet ups. One of the other interesting traits this location has is that you can seemingly discuss anything here without any concern that it will be overheard. For example, you could openly be discussing a plot to take down a major politician in front of a police officer and they wouldn't react. Lastly, you will find that important individuals to the setting will frequent this business making it easier for you to meet them.



**Treatment Center - 400 CP**
While Persona with healing skills can handle a lot there still are some things that they can't help with. In addition to this they cannot manifest outside of the Metaverse which means that they cannot deal with actual wounds. For example, when Akechi is attacked by an assassin the Phantom Thieves are forced to find a real doctor instead of using healing items due to the nature of the injury. This is a fully functioning hospital capable of dealing with almost any injury imaginable. It will come fully staffed with experienced doctors, nurses, and all of the other necessary employees. Aside from this it also has a wonderful psychiatric wing to handle anyone with mental issues you encounter. Alternatively you could always lock someone in here if they really need therapy like Akechi.

**Friends in High Places - 600 CP**
The main reason that Shido was willing to go so hard on Akira was due to him being an orphan and him seemingly having no important friends. Unfortunately while it may not be pleasant the underdogs typically do have a much harder time. This item grants you two main items that will be of great use. The first is that you may be related to someone of great importance such as a high level politician, a major CEO, or the leader of a secret agency like the Shadow Operatives (the Persona 3 group). They could be your parents, an uncle, or an extremely close family friend. The second thing you will receive is that you will gain connections to other powerful individuals. These beings will have a close connection with you and be more than willing to assist you in any way they can. Some examples of this include people such as famous celebrities, a police commissioner, or an army general. Post jump you may be importanted into an important position and gain similar connections. The things you receive will be based on the jump. For example, in somewhere like Warhammer 40K your parents could be the Fabricator General, a High Lord, or maybe you were adopted by the Captain General of the Custodes. Similarly your close connections would be High Admirals, Lord Inquisitors, and the Leaders of the Assassin Temples.

# The Confidants

**Gift From the Heart - 100 CP**
One of the most important aspects of the confidants are their relationships with others. One of the simplest, but most touching ways to remind others of these relationships is with a gift from the heart. This admittedly can be a difficult thing to do as the heart is complicated. This item should hopefully make it a bit easier. This is a set of small boxes that contain some sort of gift. The contents of the box are empty until you give it to someone else. At this point the box will create some sort of simple gift that will touch their heart and make them feel better. Remember sometimes all it takes is a minor gift to move someone, not everything has to be some big showy performance.

**Metaverse Cards - 200 CP**
This is a set of cards including the various skill cards made by Yusuke and the Persona cards that Yu uses to summon his Persona. These cards can be used to copy and teach others skills instantly. There are two main sets that you receive. The first deck is a copy of all the skill cards that can be acquired within this world. The second set of cards are all blank. You however, can imprint your skills onto these cards by imagining the skill while holding the card. Anyone can use the card to learn the skill/perk that you stored within the card. The skill will function perfectly regardless of what system of power they possess and bypass any restrictions that may have normally.



**The Phansite - 400 CP**
After the Phantom Thieves started to become active Mishima started a website called the Phansite. The website enabled people who wanted their assistance to post information and requests. This option allows you to gain a similar source of information that will be sent to you. In addition to all of the information the website will contain different requests. If you choose to accept these requests then you will receive an appropriate reward for your troubles. The reward will vary depending on the difficulty of the request. For example, stopping a weaker Shadow might give you some common items and money. Dealing with a major target like a Palace however, will give you some impressive rewards. You might unlock a new high level Persona, get a unique weapon, or receive a favor from a powerful being.

**Okamura Foods - 600 CP**
Okamura Foods is the company owned by Haru's family. After her father was murdered by Akechi, Haru inherits the company though the board is able to handle most of the actual work involved. By purchasing this option you will gain control over a massive company with a monopoly over a single market such as how Okamura Foods dominated the food industry. This company will come with all of the employees, equipment, and other assets a company like this would be expected to have. In addition if you are not interested in running the company yourself there will be a board that will ensure the business prospers. They will always be loyal to you and you will never have to worry about someone else taking over. Next, since you are the owner you will gain a massive amount of personal funds. You could live an extremely high class lifestyle wasting money daily and never make a dent in your account. Lastly, post jump the company may expand and take over your chosen industry in the new jump growing to the appropriate size.

# The Velvet Room

**Phantom Van - 100 CP**
After Akira and Lavenza alter Morgana's cognition he gains a human form. This however, does remove his ability to turn into a vehicle. Afterwards Akira manages to get a replacement vehicle from Jose. This option gives you a similar vehicle. This is an all-terrain vehicle perfect for bringing a group throughout the Metaverse. You may choose the exact model of this vehicle though it will possess two forms. The first will be a land based form and the second form will be an aerial form like a helicopter/VTOL.

**Demonic Compendium - 200 CP**
The Persona Compendium is an archive list of every Demon/Persons that is fused, evolved, or recruited throughout your adventure. The compendium has a number of special uses. First, the compendium stores data on any Persona that the user encounters such as their attacks, weaknesses, and other key information. Second, the compendium can be used to summon Persona. By recruiting a Persona a copy of them is stored within the compendium. This feature allows you to summon this copy/clone of the Persona without performing the recruitment process by paying a fee. In addition you can also store multiple versions of each Persona with different builds. Lastly, this compendium will also register any beings that you encounter that have a Persona or are capable of generating one. Also whenever a new Persona is born a blank slot will appear in this registry.




**A Favor - 400 CP**
When Akira is trying to figure out how to help Lavenza and protect her from Yaldabaoth he makes a deal with Elizabeth. In exchange for her assistance he agrees to perform a single favor for her that could be. Elizabeth even clarifies with him that this favor could literally be anything she could ask. By taking this option you now have a favor which you can call in with a single person in the jump. They will do their best to fulfill the favor in

any way they can regardless of the cost or difficulty of the request. In addition, they will follow the intention of your request so you won't be screwed over by someone that doesn't want to help you. Finally while they will do everything in their power to fufill the request they may be unable to do so. For example, if you ask most people to resurrect someone from the dead they simply don't have the capabilities to do this.

**The Velvet Room - 600 CP**

The Velvet Room is a room located between consciousness and subconsciousness. The Velvet Room is inhabited by Igor and the various attendants who assist him in his duties. The main function of the Velvet Room is to assist you in managing your Personas. This room houses all of the equipment needed to perform a number of features. First, you can fuse weaker Persona into their more powerful counterparts, Second, you can use your weaker Persona to strengthen others through sacrifice. In addition you can also perform special group fusions to create particularly powerful Persona. Also unlike the barbaric methods used by Yaldaboth all of these will be done through more peaceful measures. Third you can transform Persona into equipment through a process known as Itemization. Each Persona will have some form of unique item they can become. Fourth, the Persona can be trained here in order to remove their weaknesses by spending time in isolation. Fifth, the Velvet Room is capable of generating powerful simulated opponents and granting special rewards for completing various challenges. Lastly, you may always visit the room to get the advice of Igor and the attendants. After all, the Velvet Room's primary purpose has always been the training of legendary heroes. There are two main ways to enter the Velvet Room. First, you will gain the ability to generate a portal which will allow you to freely enter and exit the room. Second, there will be random blue doors scattered throughout the world which can be seen by those with immensely powerful souls. So you may encounter other individuals every now and then whenever you enter the room.

# The Criminal

**Officially Legal Funding - 100 CP**
A good portion of the criminals are responsible for gathering money for the various activities of their respective organizations. For example, Kaneshiro, Okamura, and even Madarame are all in charge of getting funds for the Antisocial Force. Well with this you could also be one of the candidates as you have a truly massive amount of money available. You could choose exactly where this money comes from. Maybe you have an incredibly successful business, maybe you are a crime boss, or perhaps you simply won the lottery. Regardless you now have enough cash on hand to be considered one of the top one hundred richest people in the world. So at the very least you should get over 10 billion.

**Blackmail Materials - 200 CP**
While the Antisocial Force prefers to handle quite a few of their problems by killing them, they also try to use blackmail when possible. This is a set of files covering almost every important individual in the setting. These files will contain various information that can be used as blackmail against these individuals. The only issue with these files is that it will not contain false information. So this may be useless against some individuals who are genuinely good people. In addition, some of the materials may be difficult to prove. For example, when the Phantom Thieves were arrested no one actually charged them since they didn't have any real evidence that they did anything wrong.

**The Antisocial Force - 400 CP**
The Antisocial Force is the organization that seemingly Shido was in command of. They have a number of other prominent members such as the SIU Director, Principal Kobayakawa and Kunikazu Okumura. In reality however, this organization serves Yaldabaoth in the shadows destabilizing the world to prove his point. This option will allow you to replace Shido taking command of this organization as well. You will not be bound to and will retain full control over the group. You will however, have a connection to him and you will be capable of calling on him for assistance. In future jumps you will gain a similar organization with the sponsorship of the settings big bad. For example, in Naruto you could receive aid from Black Zetsu, Madara, and Kaguya should she be freed. You will be exempt from their plans and if you choose to aid them you may even be capable of dominating the setting.

**The Holy Grail - 600 CP**

The Holy Grail, also known as the Holy Chalice, is believed to be the holy cup of Jesus Christ, said to be blessed due to him drinking from it during the Last Supper. The grail is said to bestow anyone who drinks from it with immortality and that it is capable of many other miracles. In addition to the powers that it possesses, the grail is also the manifestation of the being known as Yaldabaoth. You have somehow gained control over this body. While it may not have Yaldabaoth's consciousness it does possess his godlike power. It is capable of unleashing many different almighty attacks that can devastate veteran Persona users with a single strike as well as healing itself. If you somehow are able to light a spark within the grail it may be possible for you to turn it into a Persona on par with Satanael though this will require an immense amount of effort.



# Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

**Import/Create companion 50 - 400 CP**
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

**Canon Companion - 0/100 CP**
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

**The Guide - 100 CP (Free Investigation Team)**
To assist them on their quest it seems that the protagonist receives some sort of guide from within the realm of the shadows (The Midnight Channel and the Metaverse). In Persona 4 this role is taken up by Teddie and later in Persona 5 this role is performed by Morgana. This option will grant you a similar guide to assist you on your journey. They will take the form of an anthropomorphic animal that can assist you in battle. In addition they will possess a human transformation for whenever you exit the realm of the Shadows. They will possess their own Persona and stand as a faithful friend no matter what happens. You may design their personality, appearance, and specific species if you wish.




**Your Destined Partner - 100 CP (Free Phantom Thieves)**
When the Phantom Thieves and the Investigation Team get trapped in the Labyrinth Akira is forced to play a dating challenge that forces him to answer various questions. The challenge then summons Lavenza after completing the event proclaiming her Akira's destined partner. Well I don't know if there was someone out there for you originally, but this option will create a being that matches you perfectly. You could even take this a step further saying that they complete. You may freely customize the appearance, personality, and species of this individual as well. If you wish you may purchase this option multiple times. They will all get along perfectly and have no issue getting along.

**Blood Oath - 100 CP (Free Confidants)**
A Blood Oath is created when the bond between an individual and their confidant is maxed out. This signifies a level of trust that can not be broken and one that will endure till the end of time. This option allows you to create someone with which you have this bond with. They will likely belong to one of the Arcana though you may optionally create a new type of Arcana or have multiple bonds of the same type if you wish. This will aid both of you in a number of ways as well. For example, if either of you have a Persona they will awaken becoming far stronger due to your relationship. If you wish you may specify the exact type of relationship you have as this bond can be formed in many ways. Lastly, you may design their personality, appearance, and species if you wish.

**My Guest - 100 CP (Free The Velvet Room)**
Each of the Velvet Room Attendants are assigned a guest when they start out. This individual is a guest that has been assigned to you or perhaps you were assigned to them. The bond between a guest and the attendants is incredibly strong and often they possess the greatest bond amongst their relationships. This individual has great potential and the 500 CP version of the Wild Card perk. They will start out weak, but given proper guidance they could easily grow to match any of the Persona protagonists. You may freely customize the appearance, personality, and species of this individual as well.

**The Will to Destroy - 100 CP (Free Criminal)**
Akechi ended up serving as an unknowing pawn for most of his life. Even if you ignore Shido, he was still a puppet dancing to Yaldabaoth's strings. This is a similar being who serves you though this individual does so knowingly and willingly. They are incredibly powerful, comparable to Akechi at his best. They can take up any role you wish though they will serve as an assassin by default. You can trust them to perform any task to the best of their ability and they will rather die than betray you. You may freely customize

the appearance, personality, and species of the individual as well. You may purchase this multiple times to build a team of elite agents.

**The Shadows - 150 CP**
An individual's Shadow is a representation of the aspects they don't want to acknowledge, but that doesn't actually mean that the Shadows are bad. Some of them are quite interesting and nicer than their real world counterparts. This option allows you to recruit or create a Shadow that can join you. This being will be considered a separate entity from the actual individual however, so you don't have to worry about that. If you wish to choose the Shadow of a canon individual you can pick anyone from Persona 3, Persona 4, Persona 5, and Persona Strikers. In addition they will retain the powers they possessed within the Metaverse as well. For example, Alice Hiragi would be able to transform into her rabbit form or Sae Niijima would be able to turn into Leviathan (her combat form).

**Velvet Attendent - 200 CP**
The Velvet Room Attendants are inhabitants of the Velvet Room meant to assist the heroes and guests they are assigned to. This option allows you to recruit a Velvet Room Attendant similar to Lavenza or Margaret. The Attendants are incredibly powerful beings who possess teams of powerful Persona. In addition it would seem that due to the close bond between the Attendants and their guest they have a habit of falling in love with them. Perhaps in time this could develop between you or it may already have depending on how long you have known this being. Lastly, while it is unusually you may purchase multiple attendants if you wish.

- This option will grant you a Free purchase if you possess either level of the Wild Card perk.

**Forged Bonds - 200 CP**
The bonds that Akira and Yu forge with their allies are developed over a long period of time and require a great deal of effort. I'm sure that by the time that you are done here you will have built some similar connections. So wouldn't it suck if you had to leave them all behind. This option will allow you to recruit all of the beings you make a bond with into a single confidant group companion slot. This will only allow you to recruit being that you have a bond on the level of a maxed confidant however. So you can't just recruit someone that you have a shallow relationship with.

# Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

**Supplement Mode - 0 CP**
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

**Self-Insert - 0 CP**
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

**Welcome to the Family - 0 CP**
Connections with those around you are important particularly those with your family. These connections don't necessarily have to be bonds of blood, but they will affect the person that you become. This option will allow you to become related to one of the main characters and adjust the story appropriately. For example, you could choose to be Akira's blood related sibling expanding his family or you could try for the awkward redemption arc by being related to Akechi. Admittedly this would be weird since you would also be considered Shido's child as well which isn't really good unless you are going to go down the deep end of the villainous path.

**Alternate Timelines are Real? - 0 CP**
There are many different paths of what could have been. Often these paths are created by the most minor of changes. Perhaps someone was a little late and missed a meeting. Maybe instead they had an accident and were unable to go to an event. Some of these however, can be more extreme. For example both Kotone and Minato arrive in this world during the Cinema Labyrinth. These two are both destined heroes who saved the world. So what other changes could there be here? Well that is exactly what this option allows you to decide. You may make any change you wish, altering the setting. For example, perhaps you want to swap Yu and Akari making them the leaders of their respective groups. Perhaps Yaldabaoth is actually the guardian of humanity protecting them from the devils who live in the Velvet Room. Essentially you can alter this fanfic to fit your desires though any drawbacks will still occur regardless of the changes you make.

**The Curtain Call - 0 CP**
This story is a bit longer than the normal world of Persona, but it is still quite a bit shorter than a normal jump. Here the events should only take around six years total rather than a full ten. By taking this toggle you will be allowed to leave when the story of the world is over.

**The Next Step - 0 CP**
The Persona universe is surprisingly vast and many different events intersect here. By taking this option you can make your history in this world canon. This will allow you to see some of your old friends, but keep in mind your enemies will remember you as well. So for better or worse will you step back into this world once more Jumper?

**Extended Stay +100 CP**
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

**We're Trying to Protect You +100 CP**
Even if you're powerful, sometimes people will forget about you when you're a kid. For example, Akira and Ken get coddled a fair bit by their respective teams though it does get better later on. For one reason or another your allies will do their best to stop you from getting involved in anything that could be dangerous. They might actually be trying to protect you, but this will cause a number of issues for you. For example, it will be more difficult for you to get stronger and you may be unprepared should you truly need to get involved. Thankfully you can deal with this eventually. Perhaps if you managed to get strong enough on your own to beat one of them they would be forced to take you seriously.

**What Did You Do This Time +100 CP**
Sometimes you can simply afford to relax without having to worry about anything. You unfortunately, will never get to have a life like this. Like Akira you seem to constantly be getting into trouble. Admittedly not all of these instances are bad, but many of them will cause unnecessary issues. I hope you weren't planning to relax because every time you resolve a situation something else will start up within a few days. If anything particularly big happens however, you will get a bit more time. Say perhaps a week instead of two or three days.

**A Black Eye +100 CP**
Apparently in Japanese culture having a black eye is a negative trait to be associated with kids. Rather than being viewed as a sign of abuse it typically reflects on the individual's behavior. For example when Akira got a black eye even though it was due to a bully attacking him others still seemed to be blaming him. Having a black eye seems to indicate that the person likes to get into fights, and that they are more likely to be involved in criminal activities. This can also make it harder for the individual to make friends further separating them from the rest. Even if it isn't deserved you seem to somehow have acquired this type of reputation. Thankfully you can change the opinions of others over time. If you can maintain relatively good behavior for a few months to a year this reputation will disappear and everyone will treat you normally.

**Two Halves of the Same Whole +200 CP**
Similar to how the Persona can be split and fused so can many other beings. Somehow you have undergone this process and been split into two different beings. Both of you contain fragments of your greater whole. Like how Lavenza was shattered into Justine and Caroline, you are now broken as well. Both of you are significantly weaker than normal only you only possess a fragment of your normal knowledge. It however, is possible for you to be fused together once more. I would recommend that you seek someone out like Lavenza or Elizabeth. They should be able to assist you. The biggest issue is simply realizing that something is wrong in the first place.

**Break Him +200 CP**
Originally Akira would have had to deal with some rough treatment due to the incident with Shido, but things end up a bit worse since it turns out that Akira genuinely could ruin him if he revealed what happened to him. To ensure that Shido's reputation is not ruined he orders his men to break Akira while he is in custody. They spend weeks beating him, constantly interrogating him, and doing everything they can to ensure that he never reveals anything that happened. By taking this drawback you will have undergone a similar experience. You may have witnessed a crime that was being covered up or something similar. Regardless, the person responsible ensured that you suffered in the hopes of breaking you. This will leave some scars that you can hopefully recover from. The person responsible for this however, is still out there hurting others. If you want revenge or to stop them from hurting more people you can deal with them however you wish. Even if you can't do it yourself I'm sure the Phantom Thieves would be willing to deal with another monster.

**I'm Sorry About Your Parents +200 CP**
Why is it that everyone has to have horrible relationships with their parents or for something horrible to have happened to them. Seriously, Yu Narukami's parents are

probably some of the best since they just aren't around much and tell him to abandon his dreams. Akiras, Futabas, and Harus are all dead leaving them orphaned. Lastly, we have the worst option with Akechi who has to deal with Shido as his dad. By taking this drawback you get to join the club of kids with terrible family lives. Your parents will either be dead or abusive in some way. This however won't prevent you from getting a new family, but you will probably have to deal with some lingering trauma.

**Palace Outbreak +200 CP**
Honestly there aren't that many Palaces when you think about it in the grand scheme of things. Even if you add all of the incidents that occurred in the Midnight Channel we still see less than two dozen Palaces. By choosing this option the number of Palaces will increase greatly. At a minimum there will now be hundreds of Palaces in Tokyo and an appropriate amount of them will be placed in other cities as well. Aside from the obviously negative nature of this there will also be a spike in negative behavior particularly in those who are influential or possess great power. In addition, while you will not be required to deal with them you will be drawn into at least a dozen incidents which will force you to deal with the Palace each year. This means by the end of the jump you will be required to deal with about one hundred and twenty of these Palaces or similar incidents like the locations in the Midnight Channel.

**You're All Scum +400 CP**
Honestly I can understand why some of the villains that the Phantom Thieves dealt with became the way they did. The rest of them however, are monsters that deserve to be punished. Taking this drawback will either remove the more understandable beings entirely or it will alter their circumstances making them darker. This will also make the already bad criminals even worse. For example, in addition to Shido's normal crimes it is revealed that he is responsible for stealing Akira's inheritance and why no one noticed that his parents had died. You will find that this world is darker than the canon world by a noticeable degree and as a result the villains will also be willing to go to worse lengths to deal with anyone that offends them.

**Forgotten Payments +400 CP**
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

**Powers Begone +400 CP**
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Persona 5 / Royal jump, the Persona 3 jump, the Devil Survivor jump, the Digital Devil Saga jump, and any other jump related to the Shin Megami Tensai series.

**Failure Will Not Be Tolerated +400 CP**
Both sides require continuous success from their members. The Phantom Thieves need the stream of successes to get deeper into mementos and to generate more support for their battle against Yaldabaoth. The criminals however, are incapable of tolerating failure. For example, after Akechi fails multiple times Shido decides that Akechi is no longer a useful asset. As a result he orders for Akechi to be executed and removed. You will find that you must maintain your successes avoiding failure at all costs. Somehow if you truly fail and things go wrong the consequences will be far worse than they should have been. Each time you fail an operation the consequences will get worse until you are unable to handle them.

**Whose Resolve is Greater +600 CP**
One of the main reasons that Akechi has power beyond the norm is due to Yaldabaoth's influence. He is meant to act as Joker's opponent in his grand game. Would Akechi's desire for destruction win out against the Joker's wings of rebellion. By taking this drawback you will gain a similar rival. They will oppose you and possess a number of special powers that make them dangerous such as how Akechi had two abnormally powerful Persona. The line between rival and brothers however, is often very thin as you inevitably comprehend more about your foe than any other. While they will be opposed to you it will actually be possible for you to resolve your issues with your rival. If you are capable of doing this you will be allowed to take your rival as a companion for Free.

**The Barriers Between Worlds +600 CP**
Normally the barriers between the worlds are incredibly strong and they would only dissolve when a god intentionally tries to break them down. By choosing this option the barriers between the worlds will gradually break down. Shadows will start to appear in the world and they will be visible to the public. Over time this will worsen until the barriers are dissolved completely. This is garuttend to be complete by the time the jump is halfway through. There are a number of Shadows that aren't opposed to humanity, but there are also a number of them that will seek to create their own kingdoms. This

will make the world far more chaotic than it would be normally and things will be far closer to the Shin Megami Universe than the Persona universe.

**Distorted Heart +600 CP**
Watching the Phantom Thieves in action is quite an exciting and thrilling tale. Normally as a jumper you would probably become one of them or at the very least one of their allies. By taking this drawback you will be forced to instead become one of their enemies. Somehow your heart will become distorted regardless of any perks you have that would protect against it. You will generate a Palace and at some point the Phantom Thieves will seek you out in order to change your heart. Now this doesn't actually mean that you are a monster, but you will have something wrong with you. For example, you could have lost yourself out of guilt and wish to save the world like the kind Doctor Maruki. Alternatively if you prefer to be the villain then you may actually be someone like Shido. No matter how strong your Palace is, the Phantom Thieves will prove victorious against you and you will have the outcome of what you did. This will restore you to normal and if things go well you may even end up with a new set of allies depending on your distorted personality.

# Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

## Persona 4: Golden Edition

This story follows the protagonists of Persona 4 and 5 who ended up becoming a family. This scenario allows you to take over the role of the first option. That's right you will be replacing Yu Narukami. The jump will last until the story ends canonically or you die. You will face all of the challenges that Yu Narukami did starting out when he first arrived in Inaba. You will face all of the challenges that Yu Narukami did. You will start out with all of Yu's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience. Also you may choose to end your story after Izanami is defeated or you may extend it till after Joker's story is finished.

**Rewards:**

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations. For example, you will get to take the entirety of the Investigation Team with you.

## Persona 5: Royal Edition

This story follows the protagonists of Persona 4 and 5 who ended up becoming a family. This scenario allows you to take over the role of the second option. That's right you will be replacing Akira Kurusu. The jump will last until the story ends canonically or you die. You will face all of the challenges that Akira did starting out when he transfers to Inaba. You will start out with all of Akira's abilities though you will only get to keep them if you

complete the scenario. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience. You will stay through the events of Persona 4, Persona Shadow of the Labyrinth, Persona Q 1 and 2, Persona Strikers, and a number of other events.

**Rewards:**
For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations. For example, you will get to take the entirety of the Phantom Thieves with you.

## Persona Q: Shadow of the Labyrinth

The Shadow of the Labyrinth was a unique Palace generated by Chronos who is tasked with guiding the souls of the dead. He created this Palace to allow a young girl named Niko who was dying to experience her school. Unfortunately there was an accident which separated their memories from their bodies. Chronos was divided into two halves: the Clockwork God and Zen. Rei or Niko sadly had already died at this point so only her spirit remained. Your task will be to assist the various heroes here. Normally the members of Shadow Operatives and the Investigation Team would be here, but the members of Phantom Thieves will be arriving as well. You will have to assist them so that they can discover the true of the labyrinths and escape.

**Rewards:**
For completing this scenario you will receive a variety of rewards.

- First, you will get to take the labyrinths with you. These labyrinths contain five unique areas fit for training and a number of special Shadows such as the F.O.E.s. You will be able to recruit all of the Shadows here including the bosses.
- Second, you will get to take Rei and Zen with you. Rei will be given a new body to live in and she will gain a Persona which takes the form of the rabbit boss. Zen will merge with his power taking on the form of Chronos once more. A copy of Chronos will be created to fill his position so that he doesn't have to worry.
- Lastly, you will retain the ability to use a sub-Persona which allows you to actively use two different Personas.

## Persona Q2: New Cinema Labyrinth

The New Cinema Labyrinth is a world that erases the desires and sorrow of those who enter. The beings trapped here lose all emotion and basically live in a timeless loop.

This world is generated by a being called Enlil. Her intentions are actually benevolent, but the way she goes about them strips others of their free will. Soon a large number of Persona users will be brought here including the Phantom Thieves, a younger version of the Investigation Team, and the Shadow Operatives with both versions of their protagonist. Your job will be to assist the heroes who arrive so that they may leave. Lastly, this is an altered version of the normal Cinema Labyrinth. If you wish you may choose to go to the normal version instead. The primary difference is that Akira's parents will be switched with a girl named Hikari and her father.

- You may optionally take this scenario twice in order to receive both sets of companions if you wish.

**Rewards:**
For completing this scenario you will receive a variety of rewards.

- First, you will get to take the Cinematic Labyrinths with you. These labyrinths contain five unique areas fit for training and a number of special Shadows such as the F.O.E.s. You will be able to recruit all of the Shadows here including the bosses.
- Second, you will get to take Emi (Akira's mother), Ryou/Dou (Akira's father), and Kotone (fem-P3 protag) as companions. Both Emi and Ryou will gain a Persona which takes the form of Arsene Picario. Kotone will retain her Wild Card status and Orpheus as her primary Persona.
    - If you take the original version then Hikari and her father will replace Akira's parents as a reward.
- Lastly, you will retain the ability to use a sub-Persona which allows you to actively use two different Personas.

## A Truly Perfect World

Doctor Maruki is one of the very few antagonists of the series that most people sympathize with. This is due to his genuine desire to help people. His methods may not have been perfect, but his intentions were truly to help everyone. In this world Maruki's sphere of control only envelops Tokyo and Inaba. Your goal in this scenario is to guide Maruki to a better future and to help him envelope the world. The biggest issue with Maruki's plan is that he is stripping the free will of others away and forcing some people into situations where they are not actually happy. For example, Yu was forced into his mothers ideal world, not his own and Akira was placed into a world where the Dojima's were no longer his family. You must simultaneously help Maruki expand his control while limiting the sheer scope of his changes. To succeed in this scenario you must create a world that all of the Phantom Thieves can accept while they are free from his influence. For example you can revive all of the deceased people, but you can't force them into the roles you think they must fit.

**Rewards:**
For completing this scenario you will receive a variety of rewards.

- First, having succeeded in your task you will get to take this new world with you. This will include all of the revived individuals and those who went down a different path.
- Second, to thank you for assisting him and guiding him down a better path Maruki will choose to follow you. He will possess his full power as well as his Persona Azeroth and Adam Kadmon. To thank you for assisting their master, both of these Personas have figured out a way to impart a copy of themselves to you. This means that you will receive your own Picaro/Jumper version of these two Ultimate Persona.
- Lastly, you will gain the Perk Path to Happiness.
    - **Path to Happiness:** Every individual strives to achieve a world where they are happy. Their methods and beliefs may not seemingly reflect this, but ultimately this is the end goal of practically every being in existence. You possess a true understanding of how to give this happiness to others and how to do so in order to create a perfect utopia. The difficulty of this will primarily depend on how many beings you are focusing on as well as their personalities. Should you truly try however, then you will be capable of eventually creating a world where everyone is happy.

## War of the Gods

This world has been threatened and nearly been conquered on many occasions. Whenever these events start to play out someone such as the Wild Card will appear and stand against these beings. At least that is how things are supposed to play out. In this world things went differently.

Here Yu Narukami never had to come to Inaba for a year and instead remained with his mother going on to have a normal life. Thus the Investigation Team was never born and he never met Akira. Regarding the Trickster, Akira's parents never died and he was able to live a happy life here. He never got involved with the Dojima family, Shido or anything else from his normal life. As a result both of the Wild Cards never fulfilled their destinies and their respective opponents have won.

The world is currently trapped in a war between Izanami and Yaldabaoth. One seeks to create a world of eternal happiness through domination while the other believes that humanity will go extinct if he does not control them. These two deities have dominated half of the world and wish to take over the other's domain. In this battle humanity suffers as they are pulled apart and forced to serve one of these sides.

Things have to end and somehow a winner in this conflict has to be declared. Perhaps you could assist one of these mighty deities in besting the other. On the other hand

maybe you believe neither of these beings are truly worthy of your loyalty. You may wish to free humanity from their chains and best both of these gods. Should you choose this option there are a number of beings who could assist you. Both of the protagonists are still around and they may even have awakened their Personas already given how things are. Aside from them every potential ally they had and even many of their foes are around as well. None of the humans are going to be happy with what's going on. I would suggest that you start your quest by seeking out allies. The Phantom Thieves, the Investigation Team, the Shadow Operatives,  Doctor Maruki, Goro Akechi, and the forces of Philemon (the Velvet Room) all stand as possible allies if you can find them. All they need is a leader to gather them up and awaken their potential.

So you will be unable to leave the jump until a victor in this conflict has been decided. If it wasn't clear you also need to be a part of the winning faction as well.

- Lastly since I know some of you are obsessive completionists you may take this scenario three times if you think you can pull it off. You will be placed with the same starting conditions, but assigned to a different faction. This means that if you can pull it off you can earn all of the offered rewards and 1500 CP from the scenarios to spend in the jump.

**Rewards:**
For completing this scenario you will receive a variety of rewards. The rewards however, will vary depending on which faction you chose to side with.

- Should you have sided with Izanami, the God of the Underworld will reward you for serving as her faithful follower.
    - First, as a display of gratitude Izanami will grant you complete control of her forces including the massive army of Shadows and Demons she used to conquer the world.
    - Second, as a display of thanks Izanami will grant you her power and accompany you as a companion. Her power will become a Persona that given time may even surpass her true self. Izanami will take the form of a beautiful woman with a regal presence. She is one of the most powerful and ancient beings in this world. I'm sure that you can figure out some use for her presence. In addition, given enough time perhaps this fallen queen could find a figure worthy of being her king in you.
    - Lastly, you will get to take the world that you have conquered with you. Given that you went through so much trouble trying to take it over then it would be a shame if you had to leave it behind. This world will become a warehouse attachment, though you may insert it into new settings post-jump.
- Should you have sided with Yaldbaodoth the God of Control will reward you for serving as his faithful follower.
    - First, as a display of gratitude Yaldabaoth will grant you complete control of his forces including the massive army of Shadows and Demons that were used to subjugate the world.

    - Second, as a display of thanks Yaldabaoth will grant you his power and accompany you as a companion. His power will become a Persona that given time may even surpass their true body. You may customize Yaldabaoth's form as he doesn't have a true appearance unlike many of the others in this world. They might be a bit of a control freak, but having proven yourself, they will wish to assist you in imposing order wherever you go.
    - Lastly, you will get to take the world that you have conquered with you. Given that you went through so much trouble trying to take it over then it would be a shame if you had to leave it behind. This world will become a warehouse attachment, though you may insert it into new settings post-jump.
- Should you have sided with Humanity then you will have successfully freed them from the bondage of the gods. Humanity is grateful for this and there are many rewards for your deeds.
    - First, you will get to recruit all of the Persona users, and other allies you received. For example, if you followed the description you should receive the Phantom Thieves, the Investigation Team, the Shadow Operatives, Akechi, Maruki, and the Velvet Room members. You may combine them all into one slot or keep them separated based on their groups.
    - Second, you will receive the Godslayer Perk
        - Godslayer: The fate of humanity and the gods have been intertwined since the beginning of existence. While there have been many positive relationships between these groups there have also been many disasters. When these disasters occurred powerful members of humanity would rise up slaying these evil deities. You are one of these individuals. For having proven yourself you will find that any action you take against a deity will be far more effective. For example, if a normal attack would make a small cut on their arm yours would cleanly sever the limb. In addition, should you best any being with divinity in the future you may convert them into a Persona for your use. They will retain all of their power and knowledge. The only difference is that they will now willingly serve you.
    - Third, for having bested these deities you may turn them into tools of humanity. That's right you may turn the empowered versions of Izanami and Yaldbaodoth into your Personas.
    - Lastly, you will get to take the world that you have freed with you. Given that you went through so much trouble trying to protect it then it would be a shame if you had to leave it behind. This world will become a warehouse attachment, though you may insert it into new settings post-jump.

# Ending

**Go Home:** Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

**Stay Here:** Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

**Keep Going:** Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

# Notes

All perks that have active and passive effects may be freely toggled on and off.

## Story Link

- https://archiveofourown.org/series/1767610

## Scenario CP

- If you take all of the scenarios including the opportunities that allow you to do so multiple times then you can acquire an additional 4500 CP. In addition, to all of the listed rewards. Given there are no consequences for failure I honestly would recommend them.

## Persona Elements

- Physical
- Gun
- Fire
- Ice
- Wind
- Bless
- Curse
- Lightning
- Psychic
- Nuclear

## Designing a Persona

There are a number of traits that are special about the Persona based on their tiers. Many of the differences are listed below. Also unlike the games these Persona will not have a limit on the amount of skills they can possess.

- **First**: This level of Persona gains access to Light versions of their attacks. This level of Persona typically has a weakness to one element and one strength. Lastly, many of these Persona will possess one special skill or trait that is unique to themselves.
- **Second**: This level of Persona gains access to Medium versions of their attacks. They will typically become immune to their main element and become resistant to a new element. Lastly, these Persona will gain skills specifically made to deal with their weaknesses and their traits will evolve.
- **Third**: This level of Persona gains access to Heavy versions of their attacks. They typically will have their traits evolve a final time and they will develop some

sort of special technique. These techniques are unique skills to this Persona and they are almost always incredibly useful in some way.

## Persona Significance

All of the Persona you acquire will possess the same presence and significance that they would if they were the true figures. This is most relevant for the various deities, and beings of myth. For example, Lucifer and Messiah would be extremely influential in any universe that possesses members of the Abrahamic Faith like Highschool DxD.

## Sub-Persona

When the power of two Wild Cards is brought together their power is altered. The Wild Cards themselves lose the ability to hold a dozen Persona becoming limited to two. Everyone else around them gains an additional Persona. This is the only method outside of the Wild Card which allows a being to hold multiple Persona. Technically beings like Akechi are subsets of the Wild Card or given this extra power from God-like beings so they don't count as exceptions. These Sub-Persona add their power to their holders greatly strengthening them. For example, every individual who has one gains larger energy reserves and more health.

## Protagonist Name

In the story the author chooses to use Akira Kurusu as Joker's official name. He is also referred to as Ren Amamiya, Trickster, and the Leader of the Phantom Thieves. Honestly almost every protagonist in this series has at least a dozen titles. I will not be listing them all; you can look up their profiles if you are interested. Also when I refer to the Shadow Operatives this is the name for S.E.E.S. after they become an official government organization if you are a fan of Persona 3.

## Persona Royal List

- https://megamitensei.fandom.com/wiki/List_of_Persona_5_Royal_Personas

## Unique Persona

- Daiki - Fezzik
- Nanako - Murasaki Shikibu
- Lavenza - Psyche
- Emi and Ryou Kurusu - Arsene Picario
- Rumi - Gerda

## Joker Confidants

- Fool - "Igor" (Yaldabaoth) Broken/Reversed

    - Replaced by Yu Narukami
- Magician - Morgana
- Priestess - Makoto Nijima
- Empress - Haru Okumura
- Emperor - Yusuke Kitagawa
- Hierophant - Sojiro Sakura
- Lovers - Ann Takamaki
- Chariot - Ryuji Sakamoto
- Justice - Ryotaro Dojima
- Hermit - Futaba Sakura
- Fortune - Minato Arisato
- Strength - Lavenza
- Hanged Man - Goro Akechi
- Death - Elizabeth
- Temperance - Chisato Dojima
- Devil - Kuon Ichinose
- Tower - Daiki Shinoda
- Star - Ryou Kurusu
- Moon - Emi Kurusu
- Sun - Nanako Dojima
- Judgment - Philemon

## Additional Arcana

- Faith
- Hope
- Aeon
- **Additional Arcana from P2**
    - Machine
    - Leo
    - Aquarius
    - Scorpio
    - Taurus
    - Rumor
    - Human
    - Zombie
    - Dummy

**Changelog**

- Jump in Progress
- V1 completed