

By Amy_English

“Welcome to my Velvet Room.” The figure sits across from you in a well furnished desk when you come to. You appear to be in a small prison cell, dressed in the archetypal black and white prisoners uniform, ball and chain around your ankle. It’s surprisingly comfortable, possibly because the cell is made of blue velvet.

"Ah. You're not used to these accommodations, I take it. Do not worry. You will be a prisoner only momentarily. I've been tasked with ensuring your affairs are in order here."
The figure took a folder in their gloved hand from their desk, splaying the documents inside. You think you see...numbers, pictures. Something vaguely familiar about how they stood out to you.

"I trust you will adjust to this world easily, as it's much like your far-off home. But. " He motions to the prison around you.
"This place, and it's feeling, is only a taste of the fates of those who live here. Bound into servitude and silence by duty, arrogance, and above all distortion.
From the streets and schools, to the highest echelons of society.

A rigged game against the weak, to be sure."
He sorts through the papers, letting you check the contents.
"But it is not written in stone. Life can change, here, for those who are willing to break their chains. Ah, but in the end you have a choice of freedom that few can afford. Your role is yours to decide, after all.”

You will arrive on the Day Akira Kurusu arrives arrives in Tokyo, and leave at the same time he does, unless Slice of Life is taken.
You may keep your gender or change it. It's your choice.

Origins

- **The Joker:** Oh, A Transfer Student? You appear to have transferred in from the countryside or another country, and you're ready to make friends and influence people. You have no memories, and no possessions other than what you brought in and a room over a restaurant.
  - You are sixteen or seventeen years old.

- **Phantom Thief of Hearts:** Life has not been kind to you. Throughout your life, you may have run into issues with authority and the crowd, whether it be being accused of assaulting a politician, being harassed by a teacher, or some other issue. Regardless, you have decided enough is enough, and now with your Metaverse Navigator app in hand, you have begun to steal treasure from the hearts of the corrupt! You live with your single parent in a moderately nice house.
  - You are sixteen or seventeen Years old.

- **Confidant:** You seem to be fairly normal, comparatively speaking. You aren't really involved in the shenanigans going on around Tokyo right now, and you likely have either classes to take or a full time job to do. If you see a guy with curly black hair, you might want to introduce yourself! Depending on your age, you either live with your parents in a moderately nice house or alone in a decent apartment.
  - You can be anywhere between ten and fifty years old.

- **Member of the Conspiracy:** Well, aren't you an important guy? You're somewhat well known, whether for something like winning a gold medal in the olympics, being a great artist, or running a major company. Try not to let the power go to your head, alright? You live alone in a very nice apartment, or a small house.
  - You can be any age over twenty five, though this does not render you immune to the issues that come from advanced age without outside abilities.

I am Thou, and Thou Art I

You didn't think I'd let you go in defenceless, did you? No, you get a Persona! A Persona is a manifestation of a Persona User's personality, a Mask which they use

to face the world, taking on the form of a Mythological Figure pulled from the Collective Unconsciousness.

Having a Persona grants a general increase to combat ability, and can be summoned to attack by spending either stamina or magical energies. Note that having a Persona can also grant resistances or weaknesses based on the form of your Persona. For Example, a Pixie would be weak to Guns, Ice, and Dark Magicks, while being resistant to Electricity and Light. Also of note is the fact that anyone capable of summoning a Persona gets a fine outfit while in the Metaverse, emblematic of their Rebellion. Outside of this Jump, you can manifest said outfit whenever you want, along with your Persona.

- **0/XXII: The Fool:** Portrayed as a jester laughing very close to a cliff, accompanied with a dog at his heels. The Fool represents innocence, divine inspiration, madness, freedom, spontaneity, inexperience, chaos, and creativity. This Arcana is originally the only one that doesn't have a number, thus it is considered as the Arcana number 0 or number 22. The Fool Arcana tends to be the "jack of all trades," since its Personas can inherit all skills without preference for any type. Mythological figures of the Fool Arcana are often heroes, fools, or the protagonists of their own mythological stories.

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

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

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

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

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

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

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

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

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

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

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

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

- **XIII: Death/ Unnamed Card:** While it is associated with foreboding and of doom, Death Arcana also symbolizes the metamorphosis and deep change, regeneration and cycles. In the original Tarot deck, it is the only Arcana that doesn't have a name, but the drawing of a skeleton wielding a scythe led people to call it Death. The Personas of the Death Arcana are commonly associated with and excel in Dark-based affinities, but weak towards Light-based affinities. Mythological figures of the Death Arcana are usually figures related to death, or are notable in their myths for their own deaths.

- **XIV: Temperance:** Characters of the Temperance Arcana are often struggling to find a balance in their lives and in their hobbies. Ability-wise, the Personas of the Temperance Arcana are often well-rounded Personas. Personas of the Temperance Arcana are mythological figures associated with balance and moderation. The Temperance Arcana is primarily home to mythological beasts rather than human figures.

- **XV: The Devil:** Human characters associated with the Devil Arcana are often "devilish" individuals; they can be greedy, proud, lustful, or otherwise of poor character. It is not uncommon for this type of character to have somewhat of an antisocial tendency, often not caring much for the needs or well-being of others. Although this is true, they are also characters that are committed to a cause, usually being their work. Persona of the Devil Arcana commonly excel in dark-based affinities. Fittingly, the Devil Arcana is typically represented by the devils and evil deities of mythology.

- **XVI: The Tower:** Human characters of the Tower Arcana can be arrogant, and typically find themselves in bad situations where they themselves have fallen from grace. Ability-wise, Wildcards usually have bad affinities with the often physical-based Persona of the Tower Arcana. Tower Arcana Personas are usually mythological figures that were once heroic or well-loved, but have since fallen from grace. Alternatively, the Personas represent deities associated with destruction, righteousness or otherwise.

- **XVII: The Star:** Characters of the Star Arcana embody their arcana's traits of hopefulness and joy. In terms of ability, the Personas of the Star Arcana commonly excel in Wind or Ice element attacks, but are often vulnerable to fire-based attacks. Personas of the Star Arcana are sometimes astrological figures, but many Star Personas are simply multi-talented figures, or deities with many different spheres of influence.

- **XVIII: The Moon:** Characters who are of the Moon Arcana are often similarly psychically-attuned, but a more common trend is their projection of their own fears and faults onto others (namely, the protagonist). They often tend to have trouble accepting themselves for who they are and, because of that fear, try to correspond to an ideal person. Personas of the Moon Arcana are usually mythological figures directly associated with the moon, are psychically-attuned figures, or evil figures whose story involves treachery. They tend to align towards Physical Skills, while having average Magic stats.

- **XIX: The Sun:** Persona of the Sun Arcana are commonly Persona excelling in Light and Fire-based attacks. These Personas are typically mythological figures directly related to the sun, light, or fire. Characters of the Sun Arcana almost always (ironically) find themselves in terrible situations, the situation betrays the underlying optimism present in nearly all of them. Also, as the Sun Arcana portrays accomplishment, some of these characters have deep thoughts about the meaning of life and manage to find their answers

- **XX: Judgment:** In ability, the Judgement Arcana is commonly associated with a balance of Light and Darkness. Figures of the Judgment Arcana are usually related to Judgment Day myths, or are gods tied directly to the judgment of humankind. Personas of the Judgement Arcana are well-aware, quite intelligent and view the world with infinite possibilities. Most powerful when combining their intuition with their smarts, their thought process is among the most vast and realistic.

Perks

Gentleman Thief (100cp, Free Joker): What is a man but a miserable pile of secrets? Ideally there's a Strong Moral Compass in there as well. You have a strong sense of morals that'll keep you looking for injustice to fight, and you're also a little bit more determined when it comes down to the wire. While this usually isn't enough to change the world on it's own, you're still not just an apathetic face in the crowd, and that's sometimes enough.

Masked Thief (100cp, Free Phantom): What kind of Thief doesn't wear a mask? A poor one, that's what kind. When you wear a mask, it'll become much harder to make the connection between you and your public Persona (Get it?) apart. Additionally, your Masked Persona will gain fame much more easily. With some experience, you could even be the scion of a Massive Corporation and one of

the most wanted thieves in the country. Go out and become the mask of the Rebellion.

Gravure Idol (100cp, Free Confidant): Aren't you a pretty one? You look pretty great for your age, easily good enough to be a model. Your face is attractive, your hair is silky, your figure is to die for, and any injuries will heal smoothly and without scarring. With these looks, you could probably get by as a Gravure Idol, not that you'd want to coast by on your appearance when there's so much you can do.

Steal Your Future (100cp, Free Conspiracy): Look at all those children, brimming with potential. It would be a shame if someone were to ruin their lives. When somebody poses a threat to you and your goals, you gain an almost uncanny instinct on how to leverage your power and influence to ruin their social standing. Whether it's reporting them to the police, getting them expelled, or recommending an improv class, you know just how to cut them down. Be careful not to let them get revenge though.

Friends and Confidants (200cp, Discount Joker): A Criminal like you couldn't get far without accomplices. So I guess it's a good thing that you're so good at finding them. You've becoming great at befriending the unpopular, the outcasts, and the criminal elements of society. Furthermore, when you befriend someone, you get a flash forward that gives you a rough idea of how they can help you. With a good enough crew, you can steal anything.

Picaresque (200cp, Discount Phantom): I'm sure there are a lot of good uses for the ability to case a joint, pick locks, become much harder to notice with cover, highlight significant items in your vision, flash step between various nearby hiding places, ambush enemies, and moderate skill with a Melee Weapon and Sidearm that don't involve theft. But larceny is probably the best option here.

Mundane Mastery (200cp, Discount Confidant): In todays economy, it's probably a good idea to have some decent skills on your resume. Thankfully, you do. You are easily good enough at a given skill to be considered one of, if not the, best in Japan. If you're a doctor, you can produce experimental medicine by yourself, if you're a Gamer you could easily make a living in E-sports, and a Detective might be able to find even the greatest criminals of the age. Take care not to become isolated at the top, alright?

The Accomplice (200cp, Discount Conspiracy): You can't commit crimes without an accomplice, and you have the best accomplice of all: The Collective

unwillingness to challenge authority or take responsibility. As long as you have at least a bit of authority, it will be incredibly unlikely that you will ever face punishment for any crimes, especially crimes against individuals. Furthermore, when you convincingly frame your enemies for crimes, or call them out on crimes they have committed, they will find that support for them dries up with almost implausible speed. You should hope that the populace doesn't become wise to these flaws in their nature. After all, it works out so well for you.

Do You Believe in The Phantom Thieves? (400cp, Discount Joker): Isn't it nice to have people believe in you? When you act against the authority of the world, you find that it's much, much easier to make them break out of their complacent ways and decide to make their own decisions and go against the law, rather than watching each other and keeping each other down and in line, even after you leave. Hopefully, you can change the world for the better in time.

The Shadow of The True Self (400cp Discount Phantom): Don't worry, everybody has parts of themselves that they reject, whether it be a Saints Lust or a Serial Killers Compassion. The important part is coming to terms with it, and with this you'll find that a much less daunting task. You can face yourself with ease, not rejecting your hidden darkness but dealing with it healthily. Even better, your mind is protected by your shadow, keeping away the darker influences that can end up creeping up on you. If you accept yourself, there's really no limit to what you can do!

Pick A Card, Any Card! (400cp, Discount Confidant): It can be hard to have trust in the future in these trying times. The Economy is terrible, disaster can strike at any time, and people are terrible sometimes. So it's probably a good thing that you can predict these in advance, right? You have gained the ability to predict the future via tarot cards, learning about events up to a year away by evaluating the meanings of the cards. This requires a good degree of skill in discarding one's personal bias in order not to misinterpret the cards, but with some practice you'll be able to figure out some fairly specific details. Just try not to take advantage of people with this knowledge, alright?

Beast of Human Sacrifice (400cp, Discount Conspiracy): In this world, only one thing is important. Getting ahead. Conveniently for you, you find that opportunities to do so almost fall into your lap. Whether it's your business thriving, your gang gaining territory, or becoming the Prime Minister, you'll find that the more blood (Mostly of your rivals), Sweat (From your underlings), and Tears (All the people you take from) you put in, the more power you get. If you're willing to

put enough effort and sacrifices into it, you might even manage to become an authoritarian dictator, controlling the lives of everyone in the Country. Not like they'll be that alarmed if they aren't personally hurt.

The Fool (600cp, Discount Joker): Are you at the start of a Journey? Even if you aren't, you definitely have the potential found within the various bearers of the Wild Card. Instead of just having one Persona that might change once, you start with a fairly weak Persona of The Fool Arcana, but via recruiting Shadows and fusing the various Personae you get in the Velvet Room, you may eventually reach sixteen, though you may only ever use one at a time, it takes a few seconds to switch, and you must wait 30 seconds between swaps. Furthermore you find that if there is a plan to destroy or oppress humanity, you will find that you have a more than fair chance to stumble across it just by doing your best to do good in the world. Remember that your bonds are your strength, and you will go far in this world.

Life Will Change (600cp, Discount Phantom): Do you have a Resolution in your heart? It's important to grow over time, whether in power or in the heart, and you've found that one corresponds to the other rather often for you. Your Persona begins as a much more powerful Awakened Persona based on one of various gods associated with Rebellion, and you've become much better at working through your personal issues. As you do so, you'll find that your Persona will gain new strength, learning new spells and attaining capabilities parameters. Remember that there is always room to grow, and not to become stagnant.

Social Link (600cp, Discount Confidant): Do you need help with the issues in your life? You'll find that it's important to have good friends, and you're definitely good at that. You have an easy time making friends with a wide variety of skills, and when you're in a tough spot, you'll find that they're unusually capable of dealing with any issues you have, barring the truly absurd, and as your relationships grow, and they help you with your problems and you with theirs, you gain benefits thematic to each other. If you're a Shogi Player, they will become better at tactics, A Politician might grant you grant better speaking skills, and a Journalist could grant improved ability to sneak around and avoid security. At the very peak of this ability, you may gain a fairly powerful technique emblematic of each other, assuming they have the capability to use such a thing. It's great to have people you can count on, isn't it?

A King in his Palace (600cp, Discount Conspiracy): Do you have a Distorted Heart, filled with Sin? Even if you don't, you've found that you have

become to create a distorted version of a building important to you that reflects your true nature and how you view that particular building. Somebody who views themselves as the ruler of a building may have it form a castle where everybody is their slave, a Greedy Businessman might view their Headquarters as a High Tech Sweatshop, and a Corrupt Politician could view their office as a cruise ship that holds them and their wealthy patrons while the rest of the country can burn. The Palace will be populated with cognitive existences that take the form of those inside, but they will not have any knowledge that you do not already know. Furthermore, you are also represented in your Palace by your Shadow Self, the embodiment of any qualities about yourself you repress or don't want people to see. Said Shadow will rule your Palace while you are away, and can take on a monstrous form with abilities themed after your issues if it needs to, and if you fancy you can even combine with it to benefit from said abilities. However, there are a few weaknesses to this ability. In the centre of your Palace, there is a Treasure, embodying the root cause of your issues. While it is intangible and therefore impossible to steal, being made aware that someone intends to steal it will cause it to temporarily become tangible. If it is stolen, or your Shadow killed, the Palace would quickly collapse, and while usually this would put an end to your distorted desires or kill you, for you this only prevents you from using this ability for the rest of your stay in a world. Long Live The King!

Welcome to My Velvet Room. (300cp): Do you know what's hard? Kidnapping, replacing, and then convincingly acting like someone for an extended period of time. You've got the skills to pull it off though. If you have someone in your captivity, you'll find that you are able to take on their appearance and impersonate them fairly well, to the point where you can take on their responsibilities well enough as long as they don't require supernatural skills you do not possess. Remember to try not to act too out of character, a mask can only go so far.

The Butterfly Effect (400cp): Isn't it awkward when there's a witness to your crimes? Wouldn't it be better if there were two people that couldn't remember it? Well worry no more, because you can now split people weaker than you that you have incapacitated into a pair of smaller, amnesiac people, each with a little less than half the power of the original. Not sure if there are really that many good uses for this, but I'm sure you'll find some.

"You are a slave. Want emancipation?" (500cp): So, it seems like you're a special one. You aren't one to follow the whims of the powerful because it's less

trouble for you, or go with the flow of society, whether it's because you want to go against society, or because you want to be the one on top, controlling everyone. Regardless of why, your drive for Rebellion has granted you a great strength of spirit, rendering you extremely resistant to most emotional manipulation, and downright immune to direct forms of mind control. Moreover, your will to stand apart from the crowd combined with a hint of intervention from a higher power has improved various abilities you may possess.

- **The Fool: Satan Saves Christmas:** One might ask if one who bears the Wildcard can obtain a Ultimate Persona. After all, if your Persona is constantly fluid and everchanging, how can you reach a solid resolution? The answer is with the bonds you make, and the belief of The World. If you have a full roster of twenty social links that are loyal to the point where they would die for you, and you for them, one for each Arcana, and the belief of millions, you may summon the Ultimate Persona of the Fool or World Arcana, an incredibly powerful Persona with a wide variety of resistances and immunities, Impressive Skills, and incredible levels of Raw Power. Once you gain this Persona, you will keep it until the next world, where you must forge new bonds and win the trust of the crowd. With this, you might even be able to topple a Demiurge.
- **Life Will Change: Wake Up, Get Up, Get Out There**: What good is being happy if your friends aren't there with you, growing with you? You find that your close friends benefit from the effects of the baseline perk, though a bit diminished, working through their issues with greater and watching as their Personas (or if they lack one, any personality based supernatural powers, though at a lesser rate) grow, though they must reach their Ultimate Personas on their own. Finally, as you grow in skill and power, you find that they mirror your growth to a degree, as if they were training with you. It's important to have a proper crew if you want to pull of the heist, after all.
- **Social Links: Awakening**: The Persona is the Mask for an individual to use to face hardship, awaken by stress and Rebellion. With your influence, you can cause people to awaken their Persona by expressing Rebellion against a prominent pressure in their life, whether it be economic issues or a sword against their throat. Like yours, it will begin weak, but grow with time and effort. In time, maybe everyone can reveal their true selves.
- **A King In His Palace: Holy Grail**: Have you ever noticed that people don't really like Chaos? As long as they can have comfortable lives, they don't really care if their freedoms are infringed upon and you have come to embody this desire for order over all else. Your palace can now be the size of a large city, and as more people within the area your Palace overlaps with wish for control over freedom, the stronger your Shadow becomes, gaining near instant healing as long as you have a constant flow of prayer, more powerful attacks, and greater raw

power. Eventually your Palace will begin to overlap with reality, influencing people into despair and complacency, though you can choose for these effects to not occur, whether out of benevolence or a desire to not tip your hand. Beware, however, for your Palace is still tied to a treasure and shadow at it's core, and if it is stolen or destroyed, you will find that the life of a Tyrant without a throne is often short.

Items

Metaverse Navigator App (0/300cp): Hey, you have a Cellphone! It's a really nice one too, the newest model. But you're probably more interested in a particular app on this. You have obtained an app that allows you to travel into the Palaces of Distorted Individuals, as long as you have their name, and an idea of how they view the location, or Mementos, a kind of collective Palace for an area where you can deal with less distorted individuals. Once inside a Palace, your goal is most likely to steal the treasure of the distorted individual, leading them to feel immense remorse for their actions. In order to steal the treasure, you must first find or create a path to the treasure room, fighting Shadows and dealing with puzzles that get more powerful and complex the more distorted the individual is. Once a route and method to the treasure is established, you must make the individual worried that they may have a secret exposed, causing their treasure to go from a cloud of rainbow energy to a physical item that you can take with you. This will likely be guarded by the Shadow Self, who rules over the Palace and has a powerful demonic form that they can take on. Should you succeed, they will become overcome with guilt for their actions, and you will also have a mundane but often valuable trinket. Note that in order for this to work in latter worlds, whether to gather new Personae or to steal the treasures of various villains, you do need to pay a 300cp Surcharge.

Collection of Outfits (50cp): In your Warehouse, there is now a wardrobe filled with various outfits, including a variety of casual-wear, several school uniforms, cosplay outfits from various Atlus properties, a black outfit with glowing red goggles, swimsuits, and servant outfits. It even has outfits for any companions you might have!

Soundtrack (50cp): Do you hear that? You seem to have obtained the entire Persona 5 Soundtrack, both as background music and in disc form. You even have an Acid Jazz based theme song!

Treasure Replica (50cp): Hey, this is rather nice! You've got a replica of any treasure featured in the game, from a priceless painting to the holy grail. It'll make a really nice decoration, and if you want to sell it most are made of solid gold.

Model Collection (50cp): Your Persona looks nice, doesn't it? Maybe you want a model of it. Or maybe you want models of everyone else's. Either way, you have a model of every canon Persona, along with models for you and your companions. There's even a handy box that can hold any number of models.

Social Link Tablet (100cp, Free Joker): I know it's hard to keep track of your friends sometimes, which is why you have this! It's a high quality tablet, with an app that tells you the location of anybody you have a social link for, gives you a rough idea of their schedule, and works as a high quality day planner.

Model Gun (300cp, Discount Joker): Hey, this is a really nice fake! Make sure not to tell the Shadows that though, since they seem to be absolutely convinced that it's real, and due to their cognition, you can do massive damage to them with this. This is one of the best weapons you can get here, and regenerates a "bullet" every minute.

Velvet Room (600cp, Discount Joker): Welcome to your Velvet Room. This is a moderately sized room completely covered in Blue Velvet, with a theme related to your struggles, such as rising through the ranks resulting in an Elevator, an unsure path leading the a Limousine moving through thick fog, or feelings of being falsely accused leading to a prison. Regardless of aesthetics, the room is fully stocked as you would expect such a classy avenue to be, and more importantly there is a automated device for interacting with Personas. You may fuse them, keep them in Solitary Confinement in order to cover up their weaknesses, sacrifice them to empower others, or spend money to recover Persona's you've lost due to the above. Post Jump, you can access it whenever you want in dreams, or go through the blue door in your warehouse.

Unlimited Supply of Calling Cards (100cp, Free Phantom): Well, aren't you a classy thief? At any time, you can pull a Calling Card out of your pocket. They will be professionally designed, and say anything you want. You can either use it to solidify someone's treasure by warning them that you plan to steal it, or leave it at the scene of the crime so they won't think it was some other group of thieves.

Phan Site (300cp, Discount Phantom): Hey, you're pretty popular! This fan site has two notable features. One is a bar that keeps track of what percentage of a given population believes in you or your group. The other is a submission field where people can send you their issues, and any that you would find interesting will be sent to you in your email, along with the culprits name. If nothing else, you can have some fun fighting the shadows of people not quite distorted enough to have a Palace.

Heist Hangout (600cp, Discount Phantom): Do you need somewhere to plan your daring heists? Well look no further than this stylish base, complete with a table for making tools, automatically created maps of any palaces that you've been to, a collection of books on various related topics, and a chest to keep all your stolen treasure. Even better, nobody will be able to find this place unless you invite them in or see you enter!

Tarot Deck (100, Free Confidant): Have you ever wanted to tell the future? Well, this won't exactly let you do that, but anybody who can tell the future finds that these let them be a bit more precise, and anybody who shuffles the deck and draws a card will draw the card that corresponds to their Persona. It can even change to any tarot deck you can think of!

Jumpers (300, Discount Confidant): Well it's always nice to have a reliable source of income. You have a small but successful business, whether it's a Restaurant, a Clinic, or something else entirely. You have a reliable customer base, high quality product, and any modifications will follow you between worlds.

Medicine Kit (600 cp, Discount Confidant): It's important to take care of yourself, isn't it? This Fully Stocked First Aid Kit contains Five Takemedic-All Z's (Greatly Heal All Allies), Five Soul Foods (Fully Restore one allies magical energy), Five Kundaclear-R (Remove all Debuffs), Five Life Ointment's (Bring the Near or Recently Dead back to full health), and Five Hiranya's (Cures all non-special ailments for one ally.) Anything you take out returns after one day.

Burner Phone (100 cp, Free Conspiracy): In any career, it's important to have connections. Too bad you only have a burner phone with the numbers of various important and corrupt individuals on speed dial. This updates every time you end up in another world, but only at the start.

Ruse Cruise (300cp, Discount Conspiracy): You're on a boat! You own a fully sized, fully stocked luxury cruise ship that you can summon in any sufficiently

large body of water. You can travel in style along, with all your backers and supporters. Make sure you don't leave any blood when you kill them to prevent loose ends, alright?

Jumperburger (600cp, Discount Conspiracy): You know what's really important in this world? Money. Anything else is just window dressing. So it's a good thing you're the head of a major corporation, right? You are in charge of a multi million dollar, complete with a snazzy headquarters and a few relevant buildings like factories. The company can centre around anything you wish, but note that changes do not follow between jumps, and neither do the employees.

Companions

- **The Phantom Companions of Jumper (50cp):** What is a Heist without a crew? Unlikely to succeed, of course. You are friends with, or are going to meet and befriend, some people with some talent, loyalty and the capability to awaken their Persona's. You can import companions into this role if you want to. Each companion purchased or imported gains 800 cp to spend on perks or items, but they cannot purchase other companions.

- **Social Link 10 (50cp):** Or maybe you already have your eye on someone who is already here? During your time here, you will find that you have plenty of opportunity to spend time with your chosen character, and if you successfully convince them to come with you, they will be able to follow you into later worlds. You can take anybody except the protagonist, who has his own option below.

- **NASTY CRIMEBOY(500cp):** Otherwise known as Akira Kurusu or Joker, you seem to have befriended a rather interesting character indeed. This is the leader of the Phantom Thief of Hearts, The Wild Card, The Trickster Archetype. He has a strong sense of Justice, an Assertive Nature, is incredibly loyal, and is fairly Snarky, but outside of that he's a bit of a blank slate. He has the Joker Perkline, The Phantom Thief of Hearts Perkline except for Life will Change, and "You are a slave. Want emancipation?".

Drawbacks

Maximum of +800

- **Serial Transfer Student (+0):** Have you been to this world before? Well if you have, now your adventures have carried through to now. If you want, you

can probably meet any friends you made again!

- **Slice of Life (+0cp):** Is a year not enough for you? Well, you can stay here for the standard ten years, but outside of the first year not all that much will happen here.

- **Jumper Kurusu (+0cp, can only be taken by Joker):** It's great to be important, isn't it? Well, you certainly seem to be. You have either taken the place of one Akira Kurusu, AKA Joker, The Protagonist or NASTY CRIMEBOY, or you are his sibling who gets roped into the antics of The Phantom Thieves of Hearts. Over the course of your stay here, you will end up going into the Palaces of various Corrupt Individuals before finally going against the embodiment of the desire for societal order. This Drawback is mutually exclusive with Jumpers Eleven, What's New Pussycat, and Freedom and Security, and requires you to take NASTY CRIMEJUMPER.

- **NASTY CRIMEJUMPER (+100cp):** You know how they say "No Good Deed Goes Unpunished."? Well it seems that you've found out that it's somewhat true. A few months before the Jump began, you pulled a drunk off of a defenceless woman, and he decided that the best course of action was to sue you. Unfortunately, it turns out that he was a fairly important politician with a good lawyer, which means that you now have a criminal record, and there are all kinds of nasty rumours about you and your violent ways.

- **Go To Bed, Jumper (+100cp):** Why are there only so many hours in a day. You wake up, have so little time to spend doing the things you need to do, then you go back to bed. Or at least, that's what happens to normal people. You, on the other hand, are capable of doing two things of note on any given day. Whether it's going to work, hanging out with friends, or exploring a Palace, you will find that doing anything more will result in a ineffable impulse compelling you to go to bed. Try to make the most of your time!

- **Looking Cool, Jumper (+100cp):** Isn't it great when people compliment you? Yes? Well now whenever you do something at least somewhat well, you find that there's a voice complimenting you. This wouldn't be as bad if it wasn't the same compliment every time. "WOW, LOOKING COOL JUMPER!" You will quickly find that nothing will reduce the volume.

- **Gold Fever (+200cp):** Wow, I know that gold's pretty and all, but maybe tone it down a bit? You simply cannot resist the siren call of treasure, even if it is an

obvious trap. Whether it's a gold vase, a diamond, or the treasure of the Palace you're infiltrating, you'll find that once any substantially sized treasure enters your vision, you simply can't pull yourself away for at least ten seconds.

- **Are you being selfish again? (+200cp)**: Dealing with the death of a parent can be difficult, especially when someone forged a suicide note blaming you for their death in order to lead away from them. You have horrible depression and guilt, and have retreated into your house, avoiding all outside contact. Hope you don't do anything drastic!

- **Walking ATM (+200cp)**: Isn't it nice to have money? Well probably, but if you have to take a loan from less reputable sources it might be better to just not. You owe someone a lot of money, more than you have at the moment, and they'll definitely try to collect however they can. Hopefully they have a change of heart, because otherwise? You aren't going to have a good time.

- **An "Apology"(+200cp)**: Information is important, in this day and age. With the proliferation of social media, you can have your life ruined with just one secret being released onto the public. So it's probably a bad thing that this guy has it, and is entirely willing to release it if you don't do what they say. It could be anything from giving them exorbitant sums of money, to hurting their enemies for them, to getting them drugs. On the bright side, it'll only be a year, right?

- **Admission Impossible(+300)**: A Palace is a manifestation of the distortion of an individual, showing how you think of the world and others. Unfortunately for you, you seem to have manifested one somewhere in Japan, and it's treasure has somehow been corrupted, meaning that if you do not remove it by the end of your stay here, that will be the end of your chain. The Palace is filled with powerful shadows, if you attract too much attention you will be ejected for a day, and your shadows self is guaranteed to be roughly as powerful as you in terms of raw ability, though it only has abilities of yours that you are uncomfortable with. Maybe you can ask those Phantom Thief Kids for help?

- **Jumpers 11 (+300)**: Or maybe you'd rather fight off invaders trying to steal your treasure? It seems that you have attracted the attention of the Phantom Thieves of Hearts, a group of plucky teenaged Persona Users who steal the treasures of the corrupt, and not in a good way. Starting on the First of January, they will begin to try to infiltrate your Palace, create a safe route to your treasure, and then proceed to send you a calling card, after which they can steal your treasure. Needless to say, that would be the end of your chain. However, there are

some obstacles in their way and methods to stop them, though you may not attack them directly. You may create elaborate puzzles to slow their progress, or coordinate your shadows to fight them tactically, though their leader may negotiate with shadows in order to take them on as Persona's. And on the 21st of January, your Palace will disappear or become inaccessible to them.

- **What's New Pussycat (+300)**: Hey, you're pretty cute! You seem to have been transformed into a normal cat, completely devoid of power in the real world other than being incredibly intelligent for a cat and being able to talk to Persona users. Of course, in the Metaverse you can pull off the full extent of you might, though you will still be a small anthropomorphic cat. On the bright side, you can keep both forms as alt forms post jump!

- **Butterfly Effect (+300)**: Good things come in twos, don't they? Or at the very least, you do. You have been split into two, smaller beings, each with half of your power. You both have a facet of the originals personality, most likely one being rather abrasive and the other being fairly sweet. Even worse, both lack any memories of your past, due to the nature of the separation. If either dies, you will quickly find yourself as one person in your home world. On the bright side, you won't need to worry about being lonely, will you?

- **Freedom and Security (+800, does not count towards your Drawback Cap.)**: Oh. This is certainly something. Are you sure you want to take this? It seems that when Joker was offered the chance to continue in his activities at the cost of humanities freedom, he accepted. This quickly lead to Yaldabaoth completely fusing Mementos and Japan, becoming the god of the realm. Your goal is deceptively simple: Defeat Yaldabaoth and free Japan.
  However, there are many barriers in your way. First, the belief of the people. As Japan has been fused with Mementos, if no people believe in you, you will find that you fade out of existence and into a cell in Yaldabaoth's Velvet Room, unless there is a surge of belief in you. Given Yaldabaoth's ability to control the wills of the populace, this will be an issue unless you are incredibly charismatic or have defences from being removed from existence. From there, you will have to do battle against the legions of Shadows roaming the streets, most of which would be considered low level bosses in their own right, the Four Archangels.
  You will also be up against the Phantom Thieves, who's corruption has empowered their Personas, replacing what would be Tricksters Gods of Rebellion with Tyrants and Titans, except for their Leader, Joker, who instead has a variety of top tier Personas and equipment. Once you have removed these threats, you may face Yaldabaoth. He benefits from the belief of all of Japan,

granting him near instant regeneration unless you manage to cut him off from their belief, and a massive increase in ability from his status as a god. He also retains his normal abilities, such as dealing massive almighty damage, removing all buffs on his enemies, causing them to be overcome with one of the Seven Deadly Sins, and respond to any attacks by directly attacking their reserves of Magical Energy.

What to do now?

- **Transfer Back to the Countryside**: Well, it looks like you've gotten tired of your adventures. You can go back to your original world with my best regards and thanks.

- **Staying in Tokyo:** You've made friends here, and don't wish to leave. If you desire to stay here, you can have another 1000CP as a severance package.

- **On The Road Again:** Let's move onto the next world, shall we?

Notes

- Thanks to Digger for ~~doing 90% of~~ helping with the Intro, and the Thread/IRC for various Suggestions.
- No Omnipotent Orb, for obvious reasons. Just assume it doesn't exist.
- In Regards to Interactions with Past or Future Persona Jumps, feel free to Fanwank how having Multiple Persona's Works.
- Personas will grow with experience and conflict until you reach the equivalent to Level 99, while Shadows grow with your degree of distortion.
- In terms of interactions, assume that Personas and Perk based Shadows grow with the strength of your soul.
- If you purchase a Member of the Phantom Thieves of Hearts with Freedom and Security, they will lose their corruption induced strength post jump.
- Persona enhancement of your abilities and resistances/ weaknesses can be toggled at will.
- For the Purposes of Perks that rely on Social Links, the strongest friendship that corresponds to the Arcana will continue to count even if you leave the world, except for the Purpose of Satan Saves Christmas.
- Taking Butterfly Effect and anything that gives you a Palaces causes your Treasure and Shadow Self to be two half sized units as well for the duration of this Jump.

- The Satan Saves Christmas Persona does not count for the purpose of your total number of Personas.
- For the Purposes of Skills that last/refresh every x turns, a turn is thirty seconds.
- In regards to Picaresque, if you want to ask "Can I do this thing you can normally do in the Palace Overworld?", the answer is most likely yes. Note that they do not work during combat.
- In later worlds you may obtain new Personae via persuading shadows or similar mental constructs to join you. They will be based on the local myths/legends/things Atlus wouldn't be sued for using.
- By at the start of any given Jumperburger is worth 7,777,777$ as of 2017.
- Taking The Butterfly Effect and What's New Pussycat? does not turn you into two small amnesiac cats which have no power in the real world and only have half of your power in The Metaverse. It merely turns you into two regularly sized amnesiac cats which have no power in the real world and only have half of your power in The Metaverse.

Changelog

- Grammar and Formatting Issues, clarified a few perks, changed the wording on a few drawbacks, added notes, gussied it up.
- Cosmetic Update.