

Goddess Revelations Persona Jumpchain



The year is 1996, in the suburban Japanese town of Mikage-cho. A group of students attending St Hermelin High School will play a game known as “Persona”, a ritual that will grant them the ability to summon reflection of their personalities known as Personas. In the same town, a bedridden girl named Maki Sonomura lives in anguish, isolated and alone, yearning for the freedom other teens take for granted. Her pain, along with the planning of a local company branch head, Kandoori, and the use of the unique DVA system will lead to the invasion of demons upon the town, and schoolchildren rising up to fight.

Take +1000cp

Origin

Your age can be determined by rolling 14+1D4 or you may choose for 100cp.

Drop In

Despite being here in Mikage-Cho for these events, you don't have much of a history here. A new transfer student? Or perhaps you've been here for a while, simply not leaving much of a mark. Either way, people will naturally gravitate to you and follow your lead.

Social Link

You were a normal student before things went south, but now you have answered the call to stand against the demon threat. You will always find a way to contribute when the chips are down.

Villain

Power, ambition, and a willingness to reshape the world define your path. You understand that there are other ways to achieve what you want beyond brute strength. A visionary for the future, few can match your determination.

Snow Queen

The stage was your life, and perhaps your death, but here you are. Something about you is disconnected from ordinary life, but soon things will be anything but ordinary. You know how to embody a role, and you have major unfinished business.

Perks

50% discount for each origin, with 100cp Perks being free.

General

My True Self (Free): Within your heart lies the form of a God or Devil. You can summon a Persona, a facet of your personality with the form of a legendary mythological or historical figure tied to one arcana of a tarot deck. This summoned demon can use at least one form of elemental damage, physical damage, one special effect like healing or inducing a status, and both a weakness and absorption for one element based on your attack type.

The Persona Game (200cp): Can awaken Personas in others. You understand the ritual game used to awaken Personas in people, and can safely guide others through the process. Those you assist are more likely to awaken their powers instantly and easily, and will adapt to their powers as quickly as the users from the story.

Drop In

Center of Attention (-100cp): You possess a natural charisma that draws people toward you. Even complete strangers tend to trust your judgment, pay attention when you speak, and look to you when a group needs direction. This effect is subtle rather than supernatural.

Devil Negotiator (-200cp): You have an exceptional talent for understanding what people want and convincing them to cooperate. Whether bargaining with demons, charming classmates, or talking down enemies, your words carry unusual weight. Even people who should have no interest in you often find themselves considering your offers seriously.

Social Link (-400cp): The bonds you form are unbreakable if you put enough effort in this. Friendships will survive distance, misunderstanding and long times apart, enduring any hardship. Beyond this, these bonds You relationships are permanent n

Wild Card (-600cp): Unlike ordinary Persona users, you are not limited to one at a time. You may wield multiple Personas of different arcana, and can switch between them freely. Furthermore, the strength of your Persona powers grow along with other aspects of yourself, like your confidence, self-awareness, knowledge and charm

Student

Honour Student (-100cp): You are a diligent student, or at least have that energy. Even if you put minimal effort into your education, you will pass with flying colours. On the chance that you do attend, your time in the classroom will always give you an understanding of the subject of the lesson.

C.R.E.A.M. (-200cp): Somehow, you make money from winning fights. You also have a knack for using your gains to get your way, bribing even the most chaotic demons as long as you have enough cash.

Club Member (-400cp): You begin with mastery in a single skill associated with a school club. Whether athletics, academics, music, drama, or another discipline, your expertise rivals dedicated professionals. This mastery improves naturally as you continue practicing.

My Truth (-600cp): Your truth cannot be denied. You cannot be manipulated, mind controlled, possessed or forced to act against yourself, even the strongest effects just shutting you down rather than acting against your true self. Through relationships, you can help others find their true selves as well.

Villain

Charismatic Tyrant (-100cp): People naturally look to you for leadership, even when they probably should not. Followers are more loyal, those most vulnerable will be swayed, subordinates work harder, and your confidence inspires obedience.

Cult of Personality (-200cp): People don't merely obey you, they can become devoted to you. Those who already admire your position, ideals or commands can be driven to develop an unusually strong personal loyalty toward you.

Schemer (-400cp): You have an exceptional talent for planning, deception, and long-term manipulation. You can trick enemies into making choices that benefit your plans, even if they know they're being manipulated.

SEBEC Engineer (-600cp): Your engineering expertise is beyond reputation. You are a natural when it comes to making technology that can interact with reality itself, creating demon summoning programs, or even replicating the DVA system itself is only a matter of time and resources for you.

Snow Queen

Stage Presence (-100cp): Whenever you enter a room, people notice. You instinctively know how to draw attention and maintain it. Audiences become invested in whatever role you are performing.

Rumour Says (-200cp): You have a knack for spreading information and misinformation. Rumors, stories, and urban legends you create will circulate quickly and are hard to suppress, even if they are fantastical.

Cryokinesis (-400cp): You possess potent cryokinetic abilities. Freezing winds, ice projectiles, and pillar-like constructs become second nature to create. Your control improves steadily with training.

Masked Self (-600cp): You may divide pieces of your identity, memories, or spiritual essence and store them within objects. Those who come into contact with these vessels can be influenced or even possessed by the fragment within, allowing you to act through them from afar. The more of yourself invested, the greater your control and the more power the possessed individual can access.

Items

50% Discount for each origin, with 100cp items being free.

General

Healing Items (-200cp): A collection of medicines, beads, balms, and magical recovery items commonly found in the Persona universe. The supply replenishes regularly and always contains enough resources to keep a small group healthy during an adventure. These items can cure injuries, restore stamina, and remove common status ailments.

Drop In

Guns (-100cp): With this purchase, you receive a ballistic weapon, particularly strong against Demons. You will find ammo from drops, stores, and will always find a supply in your warehouse. Handguns, rifles, shotguns and machineguns.

Motorcycle (-200cp): A sick ride, this vehicle is small enough to get in tighter places than a car, and you already know how to maintain it. It will never run out of gas, and can handle any upgrades you give to it, even supernatural ones.

Arm Computer (-400cp): You wield a unique device the lets you control and summon demons. This Arm Computer allows you to store, fuse, itemize, and summon demons. Just about every function of a velvet room can be used wherever you are.

School Fortress (-600cp): In your possession is a school that has locked down to defend against the demons ravaging the town. With reinforced structures, an armed and trained student body, weapons and medicine shops that remain stocked, this place seems to remain a safe zone even in the most tumultuous of invasions.

Social Link

Cold Steel (-100cp): You receive your choice of blade or melee weapons. Spears, Axes, Rapiers, Katanas and more are available. This weapon won't be destroyed by anything in your adventures here.

Knapsack (-200cp): Your handy bookbag, easily holding all the books, pens spray paint cans, and guns you need. This bag can hold far more than it looks, able to carry about 100 pounds of tools, equipment, and medicine.

School Clubhouse (-400cp): A fully furnished clubhouse belonging to a club of your choice. It contains all equipment, storage, practice areas, and resources necessary for members to excel in their chosen activity.

Compact (-600cp): A small cosmetic compact connected to countless worlds and dimensions. By focusing on a destination, you can open stable portals capable of transporting yourself and others between realms. Travel is safe, reliable, and becomes faster with familiarity.

Villain

Demonology Library (-100cp): A vast collection of notes, recordings, occult texts, and experimental data concerning demons, Personas, and the supernatural. Whenever you encounter a new magical phenomenon, useful information regarding it tends to appear somewhere within the archive after a period of study.

Prototype Weapon (-200cp): An experimental weapon developed using cutting-edge technology and supernatural research. You may imbue it with a single spell, skill, or supernatural effect that can be activated through its use.

Secret Police (-400cp): A loyal squad of trained, subtle agents serves under your command. They are disciplined, know their way around discreet work, and they are all notably resistant to magic and supernatural powers like Personas.

Division Head (-600cp): You hold a high-ranking position within a small, local technology corporation. The package includes an office, administrative staff, financial backing, and a legitimate business operation capable of generating income. You can control the direction this small company grows in.

Snow Queen

Queen's Crown (-100cp): A beautiful crown associated with the legend of the Snow Queen. While worn, your poise is greatly enhanced, making it easier to command attention and maintain control of a situation.

Mirror Fragment (-200cp): A fragment of strange glass. By looking through this thing, you can see through obscurity of almost any sort, be it lies, disguises or magical effects.

Ghost Torch (-400cp): A candle, torch or lighter that burns with an eerie blue flame. By blowing it out, it can shut down the supernatural powers of anyone in the area. You get a dozen of these, and they will affect everyone in range of a room or so, so they're best used as a trap from a distance.

Tower (-600cp): You are the ruler of a supernatural domain. Your tower is a winding labyrinth containing your personal chambers, easily and quickly navigated by you and your, but a trail for any invaders. You can also spawn Demons from your Arcana to defend your domain. This effect can be applied to any property you own, and be customized, used as a garden or array of halls as you please.

Companions

Import (-50cp): Import or create a new companion with an origin they pay for with discounts and freebies, as well as 800cp

Canon Character (-50/200cp): Unlocks a slot allowing you to choose a canon character to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. Higher purchase allows you to choose your relationship with them from the start, and guarantee they follow you on your Chain

Yuka the Heroine (-50cp): This brown haired woman in a unique costume is surprisingly casual about the spread of demons. With memories of a life as a normal girl turned rebellion leader, then death to a nuclear bomb, then another life in a demon infested post apocalypse, she's a storied warrior indeed. She's capable of casting healing spells, purification, and lightning, all cast without summoning a Persona. She's happy to help you out, feeling a strong connection to you, as if she was meant to find you.

Yuriko (-50cp): A pale thin woman in a dark suit and skirt, this woman's demonic presence cannot be understated. A user of Ice, Charm, and Sleep Spells. She's fond of snakes, apples, and you, Jumper.

Pascal (-50cp): What a good dog. This loyal pup is seemingly the pinnacle of dogs despite their mundane appearance. A nose strong enough to track, able to run for hours, and able to hear a pin drop. He can even eat chocolate! These traits may be due to his fusion with the demon Cerberus. At will, Pascal can change to his demon form to assist you in battle.

Transfer Student (-50cp): This new student seems familiar. With this purchase, someone will transfer to the school as a student, strongly resembling some other character from some other time, place or story in history, appearance, and personality.

Drawbacks

Supplement Mode (+0cp): You may use this Jump as a supplement for another jump. The CP pools of each jump will remain separate.

I hope you remember me (+0cp): If you wish, you may leave this world upon the completion of the main plot, and the ultimate defeat of God Kandoori.

Personality issue (+100cp): Like many of the young heroes around here, you have a minor personality quirk you cannot help. Whether you are a tsundere mama's boy, a stuck up rich kid, an overly loud troublemaker or an airhead ignorant of other feelings.

Moleface (+100cp): You are not a looker. Did you always look like this, or is it the result of a cruel curse? Whether chubby or covered in moles, your appearance will not make for very good first impressions, and may make your romantic life pretty difficult.

Unreliable (+100cp): You have developed a reputation for failing to follow through on commitments. People assume you will arrive late, forget important details, or abandon responsibilities unexpectedly.

LARPer (+200cp): You have convinced yourself and everyone around you that you are something you are not. Whether pretending to be royalty, a supernatural being, a genius detective, or some other fabricated identity, you must maintain the act at all times.

Deadly Sin (+200cp): One of the seven deadly sins exerts a powerful influence over your behavior. Wrath clouds your judgment, Lust distracts you, Greed tempts you, Pride blinds you, and so on.

Gullible (+200cp): Not very independent, are you. You come to believe any rumors or lies told to you without giving them any scrutiny.

Demon Magnet (+300cp): The Demons that roam the streets seem unusually interested in you. You run into hostile encounters far more than you otherwise would, and enemies are stronger than average.

Shadow Self (+300cp): A darker version of yourself with all your Perks from this jump exists somewhere in the world. A reflection of all your insecurities and worst traits, this shadow will actively work against you, doing its best to bring you down and into the depths of despair.

Sickly (+400cp): Poor you. You have an extremely frail physique, too weak to do real damage with melee weapons, and low on stamina, unable to maintain your Persona powers for long. This will make personal combat extremely difficult.

Maki's Enemy (+400cp): For reasons beyond your control, Maki Sonomura despises you personally. Her negative emotions warp the dream world against you, causing people, demons, and environments to become more hostile whenever you are involved.

Notes

Physicals Damage Types

1 handed Sword, 2 Handed Sword, Whip, Arrow, Spear, Axe, Thrown, Fist

Elemental Damage

Fire, Ice, Wind, Earth, Electricity, blast, Tech, Rush, Gravity, Miracle, Death, Curse, Nerve

Gun Types

Handgun, Machinegun, Shotgun, Rifle