SHIN MEGAMI TENSEI

P3

PERSONA3

Persona 3 Jumpchain

V2.0 by Odesed

You find yourself surrounded by darkness while sitting on a somewhat luxurious couch. A few seconds pass and a boy with striped white and black pajamas greets you. “Hi! I was given this task by someone who called Themselves your ‘Benefactor’ or something like that. I was supposed to greet you and present you some options.” The boy hands you a paper. “But first I need you to sign your name on this.” It's a contract and reads as follows:

“Time Never Waits, it delivers us all equally to the same end.
I hereby agree to the statement above, and I chooseth this fate of my own free will.”

You'll be staying in this world a minimum of one year, after that you can choose to continue in this world or go to the next one.
By signing the contract you gain **1000 CP**, use them well. (what?! You won't sign? Not even for some nice fanservice? Okay okay, take the CP anyway…..you killjoy)

The boy leads you to another place, it seems to be some kind of Elevator room? There he pulls out more papers for you to fill in. When you exit this room your choices will be enforced, while in it you can change your choices however you like.

Starting Location
April 7th, 2009 — Iwatodai.
Haaaaaa, the year 2009: There were only three Shrek movies, flip phones were still a thing and in the small man-made island of Iwatodai a group of teenagers are about to start climbing the Tower of Tartarus, hoping it will solve the shadow problem the city faces. This time you'll be arriving near midnight on the same train as the protagonist; depending on your choice they will be a blue-haired boy or a brown-haired girl or…. maybe both?.

Origin

You may freely set your age to something in between 15 and 18 for Transfer Student and SEES members , For artificial Persona users and Social Link, age can be between 15-30, while ASSW needs to be 9-15. Your gender is whatever you prefer.

- **Transfer Student:**

The typical Drop-In option: no new memories and no connections, you arrive with all your stuff in a small suitcase in the train previously mentioned, ready for your first year at Gekkoukan High School.

- **SEES Member:**

The Kirijou Group recruited you some time in the past due to your Persona abilities, resulting in you now living in Iwatodai dorm with the rest of the team. There used to be a lady that took care of cleaning and cooking who is no longer an employee — maybe you can take care of that?

- **Artificial Persona User:**

Having been a prisoner of the Kirijou group for a good few years, recently you've been freed courtesy of Shuji Ikutsuki. On the upside, you've both got a nifty Persona artificially created by their experiments, and the method he smuggled you out has left the Kirijou group believing you dead. On the downside, said persona harbors a strong desire to kill you, only suppressed by some rare and expensive medicine. (**You must take the "Thy Own Worst Enemy" Drawback.)**

- **Social Link:**

This is the mostly normal adult origin and the one that doesn't need to be a teenager or be related to Persona. You wake up while returning from your part time job to your small apartment near Naganaki Shrine. You have some papers to sort out but the good part is there is some hot ramen waiting for you in the apartment. Better get there before midnight.

- **Anti Shadow Suppression Weapon (ASSW):**

Like the Artificial Persona User you too are a creation of the Kirijou Group but this time you are a type of android and Persona User given life and a Persona by a Papillion heart with a single purpose: battling against shadows. Supposedly Aigis is the only one left. The Anti-Shadow Weapons were crafted in the shape of a human so that they would develop a human ego and gain the ability to wield a Persona.

Perks

General Perks (Undiscounted)

- **As They Say In Japan…. (Speaks Japanese) [Free]**

Japanese! The language of the land of the rising sun, you'll be able to speak it and write in it at least at the level of a Japanese Highschool student from now on.

- **Galatians 4:16 [Free/100]**

A lot of people prefer the Dub to the original voice acting of the games or just plain don't like not understanding Japanese or something but this isn't a place to argue about that, this perk is the other side of the coin for the Perk above, this changes the Voice acting of the game to English and each of the characters being voiced by their PQ Voice actors, This is the free version.
The 100 CP version makes a similar change to other worlds, replacing the “Main” language of the setting to english.

- **Dance! [100/ Free with the “You Spin me Right round” Toggle]**

This is a dancing perk, meaning you can dance really good now just about any music with any partner and enter a kind of “Fever” time when you and the crowd is really motivated

- **I Am Thou… Thou Art I [Free]**

A Persona, the manifestation of your soul, will to live, Rebellious Spirit or maybe all of those together. Represented by one of the Tarot cards from **0** to **XX**, you can choose how it looks, its name, Affinity, Support Magic and weakness (if you want some nice +200 CP you can assign numbers to the weaknesses and Affinities and throw a die for each one. You can always have more than one affinity but you need 1 other weakness, you can't have an affinity and weakness for the same element). After this jump your Persona(s) will stay with you and work similarly to a Stand or a Similar Guardian-Spirit-esque ability. During this jump it also allows you to experience the dark hour and act normally in it.

- **“Do you need a hug dude?” [100]**

Some People do actually need a hug and a lot more in this line of work you have Jumper and maybe just maybe you too. The effect of this perk is threefold: First if you ask someone if they need a hug they answer to your question honestly, no “I need to be alone” bullcrap if it's just a lie of course , the second effect boost your hugging ability to supernatural levels, they cause a lasting sense of easines and with enough hugging time or number of hugs they can start ridding people of Depression and/or Anxiety. Lastly YOU can ask someone whom you are on friendly terms for a hug and they gain a temporary form of the perk above.

These hugs despite their description are non-addictive and people won't notice the supernatural effects of these hugs if you don't tell them, they will just describe you as a really good hugger. This perk applies to cuddles too.

- **Jack of all weapons [200]**

There's a lot of weapons for you to use aren't there? And you need time to learn them all, well with this perk you start with a small proficiency with all weapons, by this i mean you could pick up a sword for the first time and have a decent chance at winning a fight against Random Thug #3 but you still need to work hard to achieve the rank of master fencer.

- **A fragment of Death [600]**

Hmmm…? Oh! You were there too, or at least your body was there in 1999 during the Moonlight bridge incident when the Anti Shadow Weapon Aigis sealed Death inside a child... well, two children (or more) now. What this means is basically you also count as the protagonist of Persona 3: you can interact with Pharos during the dark hour, use your persona outside of the Dark Hour and possess Wildcard Abilities of course. It also acts as a **Capstone booster** for some Perks.

- **"Memento mori," [100]**

"The moment man devoured the fruit of knowledge, he sealed his fate, entrusting his future to the cards, man clings to a dim hope. Yet, the Arcana is the means by which all is revealed beyond the beaten path lies the absolute end. It matters not who you are... Death awaits you."

You cannot avoid death. To live is to die; they are one in the same.

Thanks to this perk you know it, it's a constant truth deep within your mind, sooner or later you have to die, i won't tell you when or where that is for you to decide with this perk,This works as a trigger that can only be pressed when you willingly wish to without external influence and making certain conditions for your ultimate demise specific like "Surrounded by my friends in a flower bed feeling the warmth of the sun over my body" or more general stuff like "In an epic final battle" whatever it is when this conditions will be met and your life will fade,no revivals, reincarnations or second chances you can rest your mind and soul of this eternal travel once and for all.

As a Small plus thanks to the knowledge of your death you won't ever stop enjoying the small things in life, a quick hang out with your friends, a "I love you from the one whom you love" and those things, knowing your own mortality just makes life sweeter to taste.

Transfer Student:

- **A Drop Of Lotus In Your Juice [100/Free]**

Baby baby baby! This is a world blessed by Lotus Juice's rapping skills and now you are too. You have a good rhythm and rhyme, great flow, don't trip over your words when you are singing, the capability to make pretty good wordplay with just anything and of course an amazing voice!

A small bonus is making you and your words a little bit more charming

- **Cold Touch Of My Trembling Gun [200/100]**

Evokers are both tiring and traumatizing to use due to its main purpose being provoking a sense of terror and thus inducing the extreme stress required for summoning a Persona. While some people suffer because they just can't use an Evoker, this is no longer a problem for you. The only thing an Evoker does for you is summon your Persona. In case that you come across some similar device like the Evoker in the sense that it must harm you or cause some psychological stress for it to work then you can skip over the harmful part entirely.

- **Bonds [400/200]**

The Power of Bonds, one of the central themes of the Persona series and supposedly the main source of power for the Protagonist and now you too can draw power from your social links. This works in a similar manner to as how it does in game: Spend time with someone, learn about them and become closer by Rank ten you've forged a Bond that cannot be broken and you use this power to upgrade your personas that each Arcana represents.

Capstone: Now fighting alongside your social Links grants you and them a small boost in power that grows bigger as your social link with them does, the Soft Cap is at rank ten but you can continue deepening your bond until it reaches Rank 100 which is your new Hard Cap.

- **Fusion Spells [600/300]**

The Persona 3 Protagonist had a special skill that only appears in the Persona 3 Series and that is the Fusion Spells, using two or more Personas to make a spell with special effects like Cadenza that restores 50% of your party's HP and boosts their Agility. By taking this perk you can achieve similar effects with the power of two or more Persona… Maybe one day you'll be able to use the almighty Armageddon capable of dealing 9999 points of damage to your foes.

Capstone: The Power of Death is what made the protagonist capable of using Fusion Spells for you it does something different: It makes it not only limited to Persona, it works with your other powers creating effects similar to Fusion Spells , Due to your nature as a Jumper i can't tell exactly what they do but surely they will help you change the tide of a battle. Lastly the ability to condense these abilities in one time use items.

SEES Member :

- **A Gimmick [100/Free]**

Each member of SEES has something that makes them special: Junpei is upbeat and funny, Yukari is said to be something like a school idol, Akihiko is a Star Boxer, Mitsuru is Student council president and heir to the Kirijou Group,Fuuka Can't cook but is great with computers and electronics, Ken is a really mature 11 year old, Koromaru is a Dog, Aigis is a Robot and Shinji is kinder than he looks and lets on.
To fit in this group you need a Gimmick too! (not counting you know, interdimensional travel) It can be your dashing looks or your physical ability ,or maybe you were trained to be a secret buttler or you just cook really good, whatever it is you'll be rumors going around town about you and are guaranteed to be at least a little bit known and of course gaining the skills needed to back those rumors.

- **You Da Man! [200/100]**

Yes you are, or at least you believe you are, you have something some people lack: Confidence and Courage, confidence to go and ask for a pretty girl's phone number and Courage to stand before the mounstruocities of the Dark hour and still maintain your ground.
("That's two things" "...Shut up")

Capstone: The right words at the right times can make the difference between a "Just Friends" and a "Will you be my girl?" the capstone makes it so you know the moments and the words to make a difference, almost as if you could see dialogue boxes for the best answers.

- **Master of Tartarus [400/200]**

The Dark hour occurs every night during midnight and supposedly lasts only an hour so you have a 25 hour day instead of 24 but sometimes the leader wants to level everybody up to 99 on 1 night and you still haven't studied for your exams so it's clearly spelling disaster for you. Now you have a mind ready for this, with a small help of time distortion and your physiology as a Persona user it doesn't matter if you slept three hours each night you sleep will leave you fully rested and ready for the next day as if you had slept for eight hours.

- **Teamwork Makes The Dream Work [600/300]**

Coordination is key during the Dark Hour, a small mistake would mean that you end up getting injured , hurting your teammates or worse. With this Perk such events can easily be avoided, now whenever you fight with a team your coordination with others will be incredible, making moves that require split second reactions to land a critical hit with someone will become a common occurrence and you'll be able to cover others weaknesses to an extent by yourself making you almost vital in any party.

Capstone: As a member of SEES you need to have everything mentioned above to work with your team. But what about the other side of the coin? When you have to be the one leading the assault instead of the one being led, now you can switch between the two roles almost instantly and with no disadvantages to you or your team; Follow the previous leader's plan perfectly as if you were them and vice versa, and your leadership skills are top notch too, with a mind fit for strategies and attacking your opponents weakness.

Artificial Persona User:

- **A (Criminal) Gimmick [100/Free]**

This is a gimmick for those who act in the underground of the world, more illicit one of which now you also have a field you specialise in like drug dealing or just plain old murdering by contract. This has to be an illegal activity which rewards you money.

- **The voice someone calls [200/100]**

In the world things tend to go haywire pretty quickly and when that happens people tend to lose hope, and that's when you enter providing reassurance about the state of the world and even better! A promise of salvation (if they follow you of course). This will be easy to do with weak willed people but gets progressively more difficult with their willpower which sometimes is just too hard to break with words alone.

- **The Power of NOT Friendship [400/200]**

Sooo the good guys have spent a lot of time training, perfecting their techniques and getting all friendly with each other that in turns gives them power (somehow) but you discovered something better: the power of fighting alone, which almost always gives better results than fighting with more people at your side, at least for you.

Capstone Now the boost also scales with the quantity and quality of your opponents; Fighting against two with your group alongside would not give you that much of a boost but you alone against an army of really powerful entities? You might even stand a chance.

- **The Power of Gun [600/300]**

And now for your neutral special: GUN! Remember that time when Takaya killed Shinji and Junpei during the dark hour with just a tiny gun that by no means in a gameplay standpoint should make sense but the mighty "We are in a cutscene now" rule is applied so they die. With this perk you too can apply the mighty rule to any one of your enemies, this doesn't outright kill them but now a gun can hurt someone you couldn't hurt before because some immunity "Block all Gun attacks" type of condition, this includes other methods of harming like punches,kicks or blasts.

Social Link:

- **A Deep Mentality [100/Free]**

That's some nice taxes you've got going over there Jumper ooh, and some nice clean apartment with a nice meal already done! That's about it for the fluff text , this is a “General Lifeskills” perk, you need to be a functional member of society after all, this includes: cooking including a general sense for where to buy fresh ingredients for cheap, cleaning an apartment or mushy atic, doing government paperwork like taxes and being comfortable when living alone, driving and Knowledge in all the basic subjects taught in a Japanese high school and a bit of college.

- **Time castle [200/100]**

There are only 25 hours in a day, not enough to do everything you want… right? Well not for you! Now you have the incredible power of: Time management you can easily schedule everything you want and reasonably you can make in a day like going for a Jog in the morning, next to school, in the evenings hanging out with your friends, go out and eat a nice Wild Duck Burger, Tartarus by night, Doing your homework and then taking a bath and still be in bed for 12:30.

- **When the Moon Reaches Out to The Stars [400/200]**

You’ve ever felt like (Dara dada da) You need help with something and you don't know where to look? It might be some personal problem like the death of your son or maybe something minor like wanting to bone your teacher. Well now when you need help, even if you don't ask for it, a character that doesn't speak that much will come to help you.

Capstone: Thanks to this perk now you have an easier time making friends with a wide variety of skills 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 one of his or her abilities. Need to join a club? Meet your new friend who is also the captain. Joined the Student Council? The president and secretary both hit it off with you .

- **Brand New Days [600/300]**

Are what's coming your way Jumper and with new days comes new decisions and lets be honest here jumper wherever you go you are a force of change it doesn’t matter if good or bad but sometimes that works against you because in a story things have to go one way or they just don't get solved. In this case things like SEES Persona second awakening only happens because people significant to them die and just maybe you want to save them or just the whole “Nyx Destroys the place” it's just not on your plans then the effects of this perk will come in handy This makes it so that you are aware about the butterflies you are going to make when making a decision and that the butterflies you create don't end up screwing the plot too much. Of course this comes with a toggle.

Capstone: This now comes with a minor fate altering effect, like pulling strings in a ball of wool you can untangle the threat of fate for it to go your way in more than one way, maybe helping that old lady cross the street will help you gather an army. But beware Jumper fate is a complicated subject and even with this perk’s protection it can get really difficult to not get screwed over by it once you start changing it.

Anti-Shadow Suppression Weapon:

- **“-de arimasu” [100/Free]**

You seem to have some oddities Jumper, maybe it's your speech patterns that seem too robotic or that you don't take that strange headpiece that almost looks as if it could start spinning at any moment; Oddities that nobody seem to mind, instead it seems that it makes you more charming? Easier to connect with people might be a better description.

- **Orgia mode [200/100]**

The cherry on top of the ASSW arsenal, this is like a “Berserker mode” of sorts, your Limiter is temporarily disabled so your offensive capability increases significantly. However, since your inhibition logic is disabled as well, you are entirely autonomous during that time. Furthermore, once Orgia Mode has been activated, it cannot be canceled until you overheat. Then, a cool down period is required before you can resume normal operation. Orgia Mode only lasts for a short while, so timing is crucial.

- **Robot Physiology [400/200]**

You are an ASSW, you don't operate in the same rules as humans do, for starters you can upgrade your body with the right components: maybe a cannon there, a gatling gun over the shoulder or more space to carry ammo. Similar to a machine your memory drives exist physically so you can expand your memory, back it up or move to other similar robotic bodies. Your most important component is of course your Papillion Heart gives you the ability to slowly develop feelings and emotions when you interact with humans. It is located over your personality module that is right beneath your neck protected by a smaller extra thick piece of steel.

Capstone: This also gives you a passive resistance to attacks to your mind and copies of them. Previously any sufficiently skilled hacker could enter your mind but now it's impossible for anyone to access your brain if you don't let them. In case of magic attacks they would only get ones, zeros and a serious headache.

- **Heartful Cry [600/300]**

Relationships are difficult, human interaction even among humans is difficult, our brain is basically mashed potatoes in a bowl that learned to think. The primary effect of this perk is essentially helping you understand better humans, with a glance learn just what type of person they are. And as you speak to them and learn their motivations, their sorrows and the things even they can’t understand about themselves and make them act like they do, the actual effect of the perk effect relies on what to do next: you can choose to help them overcome their sorrows to become a better person… or make them fall deeper. This of course comes with a toggle as to not flood you with information of everyone you look to.

Capstone: Now this perk covers every being that has a coherent thought or consciousness so you might be able to understand animals and other more alien species.

An added effect is a third option. Waking or evolving up their Persona, not just the power but also the concept: the ability to face the hardships of the world on their own, the wings for a butterfly to take the skies.

Items

All Items may be bought repeatedly for a maximum of three each. One 100 CP Item is free to the respective Origin. All Items are discounted to half price for their respective Origin. If you have some uncomfortable 50 CP leftover you can buy any 100CP Item with those.

General Items:

- **Iwatodai Dorm Key [Free]**

A small key, comes with a keychain, it opens a room within Iwatodai Dorm at your name. it has the basic necessities to live for a year. If you arent of Highschool age then you can be a live-in help if you want, School rules still apply there so please behave Jumper or you'll be executed.

- **A flip phone [Free]**

A small flip phone of your favorite color with a small strap of your favorite persona/demon or a Jack Frost. It has unlimited storage for your Emails with your friends and photos and it only runs out of battery and/or signal when it's convenient to you.

Don't worry, it will update to a smartphone in no time.

- **Evoker [Free/Obligatory]**

The Evoker is a gun-like item. It functions as a summoning medium for members of SEES to invoke and control their Personas. Evokers are created and manufactured by the Kirijo Group. Evokers contain a Plume of Dusk, which allows them to work during the Dark Hour and also aids in summoning one's Persona. For the duration of this Jump you need to use this method of persona summoning. If you want I'm sure you can find other ways to summon it afterwards.

- **Gekkoukan Uniform [Free]**

The uniform used by the members of SEES in their day to day lives, if i say so myself it is pretty stylish. It auto cleans and repairs itself, this is a package so it comes with 2 of the winter uniform and 2 of the Summer one.

- **A Weapon [100]**

This is a small weapon of your preference, a Sword,a bow or Knuckles. Regardless of appearance they all have the same capabilities: They were made by the Kirijou group specifically to fight shadows.

- **The Dorm [300]**

A 4 story building, the first floor being a Lounge, the second one has the Boy's rooms, the third one the Girl's rooms and the fourth one is the roof plus a command center where you can turn on and off the cameras in each room or watch the recordings (you creep).
So it's a really good copy of Iwatodai Dorm, it can become a Warehouse attachment if you'd like , it expands over time to have more and more rooms for people to live in over time. Each one gets a key to their own rooms and only that key can open that room. Rooms are also bigger on the inside.

- **Plume of Dusk [600]**

Plumes of Dusk are fragments of Nyx's body that were shed when Nyx's body fused with the moon. They exist in a state between matter and information, having properties of both, and carry within them the same space-time manipulation ability as Shadows - they are essentially physical Shadows. Plumes of Dusk are what allow Mitsuru Kirijo's motorcycle, Evokers, and the Anti-Shadow Suppression Weapons to function during the Dark Hour, and, in the case of the Anti-Shadow Suppression Weapons, allow them to have a psyche and act as their power source. The Anti-Shadow Suppression Weapons carry within their Personality Module two equally-sized Plumes, crossed in the shape of a butterfly, which is why they are called "Papillon Hearts".

The plumes have various applications: In a case of your death the plume will shatter and revive you to full SP and HP (in which case they reappear after 10 years or at the start of the next jump) with another one you could create an ASSW, or maybe you could implant it within a human being like what happened to Sho Minazuki.

More can be gained in this world but they don't reaper as the one you bought, any attempts to clone this item leave you with an empty husk with no power since it is not connected to the collective unconsciousness. As a secret between you and me if you want more there must be some other way to make them.

Transfer Student

- **Headphones & MP3 [100/Free]**

A neck-strap mp3 player (Sony's NW-S20x series) and clip-on earphones (Audio-Technica model ATH-EM700 SV) on the outside look like normal headphones and MP3 player pairs but they have special capabilities. For starters it comes pre charged with all the songs you like (And of course all of the Persona 3 soundtrack including games, movies and spin-offs) neatly sorted up in folders, it has a special synergy with soundtrack-like perks upgrading its music repertoire with it and also controlling it. The headphones are extremely comfortable to wear and have perfect sound quality and adjustable noise cancellation ranging from total to none at all. Once every month you can choose to change the appearance of both of these items. Even if not turned on this item will play you a soundtrack that fits your environment providing you with a neverending playlist which never gets old or boring, for this to work you don't have to plug in the headphones but do need the MP3 to control the music which can be used by mental command, lastly they can reaper and disappear around your neck when you want them to.

- **A Laptop [200/100]**

A Small laptop, since its previous owner was Junpei it comes by default with some computer games like Innocent Sin Online and a quality “Homework” folder if you catch my drift, it has a rather good calendar that updates itself with any and all your appointments, it is always connected to the internet (if there is none then it works as a “Read Only” mode) and somehow it absorbs similar technology upgrading itself with it.

- **Heart Item [300/150]**

It seems you haven't been slacking your Persona levels Jumper, look at the nifty heart item you have there huh? You haven't leveled up your Personas? Well , the heart item is still there so enjoy it. You can choose from this list for your heart Item the only restriction is that you can't take any of the Items that Messiah drops

- **Colorless Mask [600/300]**

A mask that fits your face perfectly, as its name it has no color but isn't transparent either. This mask represents the full potential of the Fool: Empty yet infinite, it can store any kind of power like mana or SP inside itself in an infinite quantity with no loss of it over time, the only downside to this is that you can't take all the power out at once just a set percentage of it in quick burst or a little bit of it in an extended period of time.

SEES Member:

- **Equipment [100/Free]**

Unfortunately for you you uniform just won't protect you against all the damage a shadow can make and this is where this special equipment comes into play, some lightweight armor that raises your defense and some good footwear that raises your evation a little

- **A Motorcycle [200/100]**

It's stylish, Never runs out of fuel, can operate in the Dark Hour and similar anti-tech zones thanks to the Plume of Dusk it has near its engine and to top things off the Kirijou group outfitted it with special equipment that boost support abilities a little.

- **SEES Armband [300/150]**

This red armband is a special piece of equipment, it identifies you as a member of the Special Extracurricular Execution Squad or SEES for those who don't want to bite their freaking tongue off. It is self repairable and self cleaning but the main effect is that it boosts your EXP gain by 15% for everyone of your party and the effect stacks with other of these items and similar growth perks.

- **Nihil Weapon [600/300]**

Nihil weapons are basically "blank" weapons that exist only to be filled with something, before they are filled they just have the shape of the weapon but they aren't the weapon. The weapon you are given is a Nihil Weapon filled with your Persona making it perfect for you, it is whatever weapon you wish it to be and it also boosts your base stats by +10.

Artificial Persona user

- **Shady Website [100/Free]**

This is a URL to some weird website, there you can anonymously post and accept contracts mostly assasination contract but you can also commission drugs or something like that. The general rule of this place is that it can help you win some good money or help you getting rid of someone you don't like, the more powerful or influential the target the pricier and difficult for someone to take it will be but a small nobody during the Dark Hour might just award you some easy money for the whole week.

- **A Hideout [200/100]**

Somewhere within Iwatodai there is a dark corner with a secret entrance to some run down building, for you this is somewhere to call home, it isn't as luxurious as the Dorm or the house but serves the main focus: Giving you a roof over your head and somewhere to sleep but it has different approaches. This is somewhere to lay low and relax after some of your "Jobs" and the police won't search for you here.

- **A Real Weapon[300/150]**

They always say that the pen is mightier than the sword well no pen is mightier than this revolver ,it comes with all the appropriate documentation for you to use it legally, it can't be traced to you and the bullets regenerate automatically when the battle ends or one per minute whichever comes first.

- **Grandma Ikutsuki special Medicine [600/300]**

A small folder with “Top Secret” written in red big letters all across it, inside you have some weird chemical formula that you understand is the one used to make the medicine that stabilizes your Persona for the cost of your lifespan and samples enough for 1 year of this same medicine . Yet this formula seems incomplete even if it says it is the definitive version. Someone with sufficient knowledge could help you upgrade it so it helps people keep under control psychic powers with no drawbacks… unless you want to keep the lifespan shortening effect to keep psychics under control.

Social Link:

- **Memento [100/Free]**

This is a Special item for you, something close to your heart and your story. Something small and close to your heart, it serves no other purpose than reminding you about yourself, with your ups and downs and calming yourself in times of despair.

- **Somewhere to stay [200/100]**

This is a small department with just what you need to survive: A bed, shower and a kitchen, it is small and basic (and soundproof) but it is enough for now and the best part is you can maintain it with just a part time job.

- **Amazing Commodities! [300/150]**

This is a small laminated card with the logo of amazing commodities and identifies you as a basic member, it has methods of contacting them that updates each jump and they deliver straight to your warehouse (with a small pamphlet outlining this week's discounts). They sell just about anything from mundane items like soap and toothpaste to more esoteric stuff like skill cards or equipment, and if they dont have some item in stock they can fetch it for you as a pricey commission. As a general rule the more powerful or difficult to find the item the pricier it gets, depending on the item you can choose to pay with other things like services or rare materials.

- **Jumper Group [600/300]**

This item certifies you as the CEO of the Jumper group a corporation at the same scale as the Kirijou Group and the Nanjo Conglomerate which is to say a globally operating multinational trading company said to be involved with almost every aspect of daily life that might or might not have an evil background going on. This item updates each jump to be of similar power in the setting you are Jumping to.

Anti Shadow Suppression Weapon

- **Anti Shadow Suppression Weapon Weapon [100/Free]**

This is a must have for the ASSW and that is a weapon to go with you. It can range from a gigantic battle axe, a BFS (Big Freaking Sword) or hand guns (literally), whatever it's shape is made especially for you to use and maybe upgrade.

- **Spare Parts [200/100]**

Replacement parts for your (or your companion's) robotic body to use, the parts you are not using auto repair and the ones you are switching to are easy to operate and interchange with. If your **ASSW Weapon** uses amo this includes an amo recharge

- **ASSW Plans [300/150]**

The contents of this USB drive were supposedly lost to time but now you have them: the plans for building ASSW and also part of the code they run in but like **Grandma Ikutsuki special Medicine** even if they say it is the latest version of the blueprint they seem to be incomplete, both the code and the bodies can be upgraded and with the kind of technology you have at your disposition Jumper i'm a little afraid of what you can achieve with this.

- **Papillion Heart [600/300]**

What?! Two plumes of dusk of descent size that can be discounted to 300 and the one in the general section costs 600 and can't be discounted?! Well yes and no, this is a Papillon heart which is to say two plumes of dusk that form a butterfly, unfortunately this item lacks the revival properties of the Plume of dusk item, yet it can be used to give machines some measure of sentience, the closer they are to humans in shape the better, and to humans it the ability to use Persona the process is slow but the more they are in the vicinity of the heart the faster it gets.

As a plus this Papillion Heart can be reverse engineered with enough knowledge in magitech and adequate equipment to create more with similar effects to THIS item if you want an army (Harem) of Persona users, battle Maidens and/or Gentlemen.

Companions

- **Import/ Companion Creation [50 CP]**

Import or create one Companion. They get 600 CP to spend on this Jump.

- **The Deck of arcana [100CP] (Requires the Bonds Perk)**

So you finished a lot of social Links? Well, now with this option you can take all of the social links that you finish not only in this world but all other worlds with you in a single companion slot and 500CP to spend in perks and items.

- **Canon Companions [200CP]**

Anyone from this world catch your eye? Maybe it was your bro Junpei or you've fallen for Yukari's Charm as well, now you can take them with you! They have some nifty 400 CP to spend **(You Cannot take The protagonists or the Velvet room attendants with this option)**

- **Navi [300]**

This Gal/Pal is the Navigator of your team, fulfilling the same role as Fuuka Yamagishi, it can even be hero or you can import a companion into this option if you'd like, by default they obtain a Persona that nulls all types of damage but has no combat capabilities only using skills to support, like analisis or Healing/Buff skills

- **A Dog?! [200]**

What?! A Dog Persona User?! How?! When?! Well, it doesn't really matter. This small pup is from the race you wish, by default they are a grey Shiba Inu with **I am Thou, thou art I** and the **SEES Member** Perk line, their own **Evoker** and a lovable name like Koromaru. They are actually really smart capable of following your orders and communicating with you through barks and movements…. if you'd like instead of a Dog you get a Cat with the same capabilities except that it urges you to go to sleep really early

- **ASSW [400]**

How interesting. As I mentioned before, Aigis was the last ASSW. Magic word being "was" now there are more, similar to the explanation in the ASSW they are a type of android and Persona User given life and a Persona by a Papillion heart, you can fully customise their appearance and personality, they are completely loyal to you and have a desire to protect you. They start with the full **ASSW** Perk path, their own **ASSW Weapon** and 400CP to expend in other perks

- **She is me, and I'm her...possibly? [800]:**

Jumper am i seeing double? There's two of you well, one of you and then other from the opposite sex, you two look alike a lot and your personalities are rather similar. There are small changes however: They will always be your opposite gender (or the closest approximation to one),Take perks similar to yours but not all of them. They view you as their younger sibling even if they are just a childhood friend or some cousin (or not even older than you), always taking care of you and generally having your back when you need them, outside of this they come with you to almost every jump. But remember: they are their own person with their own values, goals and personality so don't be so surprised if they end up antagonising you in some jumps, they won't kill you (and i hope you won't kill them) or cause Chain Failure. After all they just want to have fun and annoy you in the process.

They have 800 CP for their own spendings ,they might sometimes take drawbacks and last but not least you can transfer up to a maximum of half of your CP budget of a specific jump to them and vice versa so if they cant afford some really cool item or perk they might just start bothering you for some "Spare CP".

Scenarios and Toggles.

Scenarios are additional "missions" of sorts. These scenarios can offer unique rewards exclusive to them and don't warrant Chain Failure if you don't succeed in them (except if it specifies that it does) while toggles are options that change your stay in this world in a different way that drawbacks do. A **[T]** means it is a Toggle and an **[S]** means it's an scenario. You can mix and match these options however you want except if they say they aren't compatible.

[T] Wiping All Out:
Cannot be taken with "Wait And See"

The Story of Persona 3 is about the boy with earphones who comes back to iwatodai after ten years of the tragic Moonlight bridge incident but this toggle makes it so this is the story of Persona 3 Portable in which the Girl with earphones comes back to Iwatodai and the Boy is nowhere to be seen, little is changed to the story of this world but who knows what can change with you here Jumper.

[T] Wait And See:
Cannot be taken with "Wiping All Out"

Instead of just one of the protagonists arriving to Iwatodai this makes it so that there are two of them now, they are Twin brother and sister both wearing earphones not talking much and both of them have a fragment of the power of death within them, two wildcards arriving at iwatodai at the same time, both destined to join SEES, nothing like this has ever happened before and now you too arrive at Iwatodai Jumper. This has become rather interesting don't you think so?

- **[S] Memories Of Jumper:**

… Remember that part about the Twins? Soooo They never came to Iwatodai so they aren't Persona users. Death still needs someone to hold it so I hope it is you or at least someone capable of leading SEES because Nyx needs to be stopped, and something tells me you are going to be the one to do it. By taking this Scenario you move the Twin's Purpose over to you… But their demise too, unfortunately.

To complete this scenario you have to solve the plot of Persona 3 in a similar way to the original games (read as "the world not succumbing to the fall") and find a way to continue Jumping (as in "not being trapped as a seal in between Erebus and Nyx") maybe creating anotehr Seal or outright defeating Erebus will seal the deal.

This scenario's reward will be something that you will need and also acquire by just playing it: the Universe Arcana, the strongest of them all capable of performing a miracle once per Jump or 10 years whichever comes first like sealing away a god, bringing someone back to life or just giving you a great boost in power.

[S] Face the Sun with the pride of the living:

Persona 3's ending is Bittersweet at best: Shinji dies (or ends up in a coma) because of Ken, Chidori dies (or loses her memories) protecting Junpei and the Persona 3 protagonist dies because they have to seal Nyx so the fall does not happen, after that the members of SEES drift apart and the Abyss of time is created leading to Aigis having to battle all of her companions.

But what if I told you that Nyx is in fact a living being outside reality the size of a celestial body known as "the Planet Eater" that drifted space in a dormant state. Long story short: It collided with our planet becoming its moon, but leaving its psyche on the surface. This "wave-like psyche" stood in contradiction to the already existing life on earth, which was still in a very primitive state. In order to resist this contradiction, the lifeforms on Earth had a period of evolution and developed a collective subconsciousness in which the lifeforms locked away the psyche of Nyx by suppressing its psyche with their own thoughts. So Nyx is actually not the unbeatable foe SEES think it is, with your nature as a Jumper maybe you can help them seal Nyx's psyche somewhere or just outright destroy it I can't tell what happens if Nyx is destroyed, it isn't death in the Persona Universe, Death is inevitable and Nyx is only a living being that crashed into the moon it can be killed but what will happen afterwards? Only the cards will tell .

The main point of this scenario is to save all of the main characters from dying, falling into a coma, losing their memories, etc and then sealing Nyx once and for all while preventing the fall. It is a simple goal, but not an easy one for an inexperienced Jumper. However, if you manage to save everyone and prevent the Fall and thus the abyss of time your reward will be: SEES with your Protagonist(s) all of them powered up thanks to the power of the universe arcana in one Companion Slot, their Personas working by the same rules as **I Am Thou, Thou Art I,** And last but not least: an Awakening for your ultimate Persona, being resistant to every type of attack and fully customized to your play style.

- **[T] Spring of Birth:**

Now I can name the Protagonist, who arrives at Iwatodai: Makoto Yuki, a blue haired boy who isn't afraid of death after the events of the Moonlight bridge incident, this changes a little how the main events of the story unfold but not by that much, basically you are in the movies now, enjoy the HD!

[S] A mission well accomplished

One day during your stay here you receive a call to your cell phone: Its Elizabeth and/or Theodore the Velvet room attendants and they need help with something. That something being a hundred requests that need to be completed in order to finish this Scenario, each one of them giving a different reward generally related to fusing some persona, defeating X quantity of an enemy, fetching some item for them or taking them somewhere . The harder the request the better the quality of the reward.

When you finish the 98th request they pull you aside for two last petitions: 1) get to the bottom of the monad depths where you'll face deadlier enemies than before and 2) defeat the ultimate opponents where you'll have to fight Elizabeth and Theo, the only support you can bring is the Protagonist or Protagonists they won't be any easier because of this, they are the ones who rule over power and they will show you why.

If you lose against them you can try any time you want but defeat them and they will give you an important item: the omnipotent orb. When someone holds it, they become completely immune to any type of damage that isn't “almighty”. Naturally, the item is completely invincible, and it is unstealable as well. You get one of these along with the other rewards they give you as part of their request and a heartfelt thank you for all your troubles.

However. If you instead decide to face them alone both of them will become serious and scale up their fight to whatever power level you are thanks to the request you completed. And if you manage to beat them alongside the reward previously mentioned, both of them will offer to come with you in your travels, you can take one or both of them in a single companion slot and they will surely make another list of requests if you'd like for other Jumps .

- **[T] The Path Is Open!:**

Tell me Jumper: Have you been in this world? Perhaps in the future? Regardless of your answer if you desire so you can Stay in this world for the duration of the three modern Persona Games (and their Spin-offs of course) finishing with Persona 5, and would you look at that? Both of them have Jump Docs so why not fill them and make this a big JumPersona continuity?

[T] You Spin me Right Round:

What's Happening Jumper? Remembering a Dream you had? what whas it about? You were in a school festival? and there where other Persona users? There was another one where the Velvet Room was a Dance Club? and another one where you were in a cinema with another team of persona users using masks? such weird dreams you have Jumper… because it happened, your companions will remember all this stuff too at the end of the jump

Drawbacks

Drawbacks, you know the gist of them already: They are options that make your stay here a little more difficult in exchange for some nice CP, Drawbacks oberite Perks and they disappear when you make your finale choice. **You have no limit to Drawback CP** but make sure you actually stand a chance Jumper, please.

- **"Special" Folder (ASSW Exclusive) [+100]**

Deep within your brain there is a folder a lot of people fear, that feel must be deleted and that its contents may never see the light of day within your language folder there lays the "PUNS_FOR_EVERY_OCCASION" folder, and you can't help but use it every time you can, if you delete it, it just reappears and expands with each language you speak. Yet such a big folder always uses 69KB of memory, how weird….

- **Protein?! [+100CP]**

You have some strange habits Jumper, Habits that make you a terrible help in the kitchen. Maybe you put a lot of salt in your food to the point it makes them uneatable for other people, maybe you burn every meal you try to make, or you just put Protein powder in everything you eat… And I mean EVERYTHING.

- **I don't want to be comic relief! [+100CP]**

Well now you are, the world just treats you as a Joke constantly making fun of you in unexpected ways. Walking down a hallway? You now trip over a banana peel. Crossing the street? Well, now a dog is chasing you. This won't be outright harmful to you but it will get annoying pretty soon.

- ***GASP* The Enemy [+100]**

Navigators are really helpful but sometimes they just tell you information you already know like when you see your party is slower they will tell you a minute later your party is slower, this happens at least once per day for you, it gets annoying but nothing you can't deal with.

- **Empty Compendium. [+200]**

Someone once said that “The power to change the world is within oneself “ which is really true just that you can’t use any outside power to change this world.

- **What was I doing here? [+200]**

Your memories are now sealed Jumper, you remember living your life in this world but nothing about the chain or benefactors, if you took a scenario you have a strong feeling regarding what to do in that scenario.

- **Only the briefcase [+200]**

For this Jumps duration you cannot access your Warehouse by any means and cant pull out any of the items residing there, only the things you bought in this document are available to you.

- **"I Don't Care…" [+300]**

Is something you are going to be saying a lot these days. You just seem to not care about anything, people sometimes think you've fallen with apathy syndrome. Maybe it was something in your past that has made you numb to life or just your nature as a Jumper with all the cosmic power bullcrap that makes this low power setting look unimportant, whatever it is you just don't care about anything going around you to the point sometimes it is difficult for you to see the brighter side in a situation that is already bright for those around you, sometimes even getting out of bed is difficult but I believe in you Jumper, with willpower and good friends things will surely get better.

- **Marin Karin [+300]**

Oh look your party member has a spell that’s strong against this enemy! Aaaaand they tried to charm them and…. failed… Well, now this happens rather often to you or rather to your team, they just can't seem to make the right decisions sometimes and just talking to them wont make this change either, they'll just promise to do better the next time but still fail.

- **I'll face myself [+300]**

This wasn't a concept introduced until the next game in the series but it does make for a good Drawback. Basically, you have to awaken to your persona in the non-traditional way: By accepting your shadow. Shadow Selves embody the repressed negative qualities of their counterparts and wish to kill their originals and take their place in the world. If you manage to accept your shadow and/or beat it in a fight you win your Persona.

- **Thy Own Worst Enemy [+300]:**

You didn't awaken to your Persona naturally, because of this you must take suppressants supplied by Shuji Ikutsuki. The drugs keep your Persona(s) from killing you and going in a wild berserker rampage hurting all you know and love, but the medicines have lethal side-effects, just not for you; this is a drawback not an obligatory death end.

- **The manga [+400CP]**

One of the many adaptations that Persona 3 received was the manga. It's a pretty good retelling of the original story but it tells it in a rather... different way than the original one. By enabling this you'll start on at the moment the manga begins which is to say November 3rth and then you'll be jumping forwards and backwards in time making this a big mess for your brain Jumper.

- **I'm an adult![+400CP]**

Yes yes, you are thanks to this drawback nobody takes you seriously anymore, it doesn't matter if you prove to be.the most capable person of the team they will still treat you like a kid not taking you seriously and undermining your opinion

- **The Path is Closed… [+400]**

In a world about the strength of heart and the power of bonds you just seem to be having trouble forming meaningful relationships, maybe it's something about you or about the world but it is going to be difficult leveling up those social Links or even making more than 1 or 2 friends, it is surely difficult but not impossible.

- **Empty Handed [+600]**

That's how you came into this world: No memories, no outside powers and no warehouse with this and the **Transfer Student** origin you'll be a perfect empty husk of a protagonist.

- **Woof! [+600]**

What was that Jumper? you want me to scratch your belly a little more? well, you are a dog now so it makes sense don't you think? It's a pity you can't speak or use your out of power jumps to communicate and if you manage to do so they still don't understand you

- **Butterflies And Hurricanes [+600]**

Remember the **Burn my Dread** scenario ? Well this is something to make it a lot more difficult because now fate really really wants things to go as planned, say that you save Shinji in October 4 well now a week later a truck is going to run over him and the next week a piano might crush him, this makes it so that everyone you try to save ends up getting in a "Final destination" type of year.

Final Choice

At the end of your time here you are given your contract as a Memento and three new options:

- **Place Of My Heart:** Returning home are you? Maybe it was seeing this world again or that's making you nostalgic ? Whatever it is, I only wish for you to find happiness and please remember: I will never leave you.

- **Invitation To Freedom:** So something about this world catches your eye? Maybe it is the tone or the friends you made, well... you can stay here if you want. It was a good time Jumper.

- **Write Me An Endless Song:** Next world then? I can't and won't stop you, I will only wish you luck.

Notes:

Always remember: When in doubt Fanwank but Fanwank responsibly

A lot of the names here are small references to the world of persona, music i like or just things that made me giggle

If you want you can use this table for the Affinities and weaknesses:
1 Agi - Fire
2 Bufu - Ice
3 Garu - Wind
4 Zio - Electric
5 Hama/ - Light
6 Mudo - Darkness
7 Bashing or Cutting or Piercing
8 Megi - Almighty

Jack of all trades is inspired by the Persona 3 FES protagonist who could use any type of weapon excluding Gun or Knife

The Universe Arcana is left rather vague on purpose, i couldn't find what it actually does just that is the most powerful arcana of them all.

Orgia mode is really cheap because it comes with some drawbacks to using it.

The **Power of not friendship** may yield funky results combined with **Bonds** and/or **Teamwork makes the dream work.**

Artificial Persona User has only one Capstone boosted perk because i think that **The power of gun** is powerful enough without one, for clearing any doubts it basically makes your Attack type Almighty by default, making it so it pierces any Block or Immunity against your attacks (Like Pierce from SMT) .

The **Face the Sun with the pride of the living** Scenario CAN be taken with **Memories Of Jumper,** The Twins arrive at iwatodai but they don't have A fragment of Death meaning no wildcard but they are Persona Users, when the Scenario is cleared they win their Ultimate personas along with the power of the Universe Arcana.

The 3 social Stats are covered in A Drop Of Lotus In Your Juice **For charm, You Da Man!** For COurage and **A Deep Mentality for knowledge**

23/09/2020: 0.1 Created
30/09/2020:1.0 finished
07/11/2020: Realized I'm bad person for forgetting Fuuka in the SEES description Perk

Changelog 2.0 :
Added "You need a Hug dude?" General Perk
Changed "Jack of all trades" to "Jack of all weapons"
Added "Galatians 4:16" General Perk
Added "Memento Mori" General Pek
Added Capstone for the "When the moon reaches out to the stars" Perk
Added Small Imagework
Added "You spin me right round" toggle
Added Navi Companion
Added More Drawbacks: Woof & Im an adult!