



Made by Xaldreca

Welcome to the world of Persona 4. In the rural town of Inaba, a young man names Yu Narukami will be arriving the exact day you start this Jump. This will start up the “game” made by the goddess Izanami to see what Humanity really wants. Depending on the outcome, she may flood the entire world with fog and Shadows from the Cognitive World. The Cognitive World is a world made from human thoughts and feelings, and is influenced by it heavily. It can be accessed by going through a TV, but only Persona Users can do so.

A Shadow is the suppressed part of one's self. Everything you hate about yourself, everything you don't want anyone to see. It often calls itself the true self, but it's only a part of a person crying to be heard and acknowledged. If a person accepts their Shadow, that Shadow becomes their Persona. However, there are also “free” Shadows that don't really come from one person, but a person with the ability of the Wild Card may be able to turn them into Personas. Within the Cognitive World, a Persona can be used to protect one's self and fight Shadows, because they can't be hurt by humans without Personas.

The only exception to this process of accepting one's Shadow are those who have been blessed by Izanami, who gain their Persona and can enter the Cognitive World even before they've ever actually summoned their Persona. The three blessed are Yu Narukami, Taro Namatame, and Tohru Adachi. Adachi will push the reporter Mayumi Yamano into a TV on the day you arrive, and will be found dead the next day. This is because the Shadows within the Cognitive World go berserk on foggy days. He will then go on to throw Saki Konishi into a TV a few days later, which then results in her death as well. He then manipulates Namatame into believing that throwing people into the TV can save them, instead of it actually being the method of how the previous victims died. These events will launch Izanami's game into motion, and will determine the fate of the world. Therefore, you will likely be very invested in the outcome of this.

You will be staying in this world for 1 year. By 3/4th of the way through the year, Izanami's game would have ended, so you will need to live with that result for the rest of your time here. In order to find your own truth and make a path through this world, have this 1,000 CP. Good Luck, and keep your eyes open.

Origins

Everyone starts somewhere, and is something. This is the Origin section, which is where you will choose what you are.

If you want, you may buy multiple origins. However, you will need to justify the combination that you exist as in universe, as well as balance your forms and abilities that may be contradictory. As a rule, The Fool origin and abilities override all others. Other than that, it is at your discretion. Examples will be provided in the notes. If you get multiple "forms" due to origins, you will have some In-Jump way to switch between them. You may choose which age roll you wish to use if you have multiple origins.

You get 100 CP to spend on Origins only.

The Fool (-200 CP, Cannot be taken with The Aeon without serious justifications): You are The Fool, a person with the abilities of the Wild Card. You have the ability to use multiple personas, and have a contract with the Velvet Room. You have two options with this origin. You will either be replacing Yu Narukami, or be coming into Inaba alongside him as a sibling or the like. Your age is 17, and your gender is what it was, although you can be changed for 50 CP. If you take this with The Aeon. . . then things certainly would have gotten strange, haven't they.

The Arcana (-100 CP): No, you're not an actual card of the Major Arcana, but you do represent one. You have the potential to awaken a Persona as well, unlike every other Origin (that isn't The Fool). However, you can only have the one Persona, and you do need to face yourself before you get it. Other than that, you've got a normal life. Your age is 1d3+15, and your gender is what it was, but you can change that for 50 CP.

The Aeon (Free): There are strange people in this world. The people that don't already have a place in reality. This origin can function in three different ways. The first is just a normal Drop In. You will simply appear without memories or contacts. The second is being an Anti-Shadow Suppression Weapon, or ASSW. They are sentient persona using androids created to fight shadows. If you choose this, you can choose the reasoning behind being in Inaba at your discretion. The last way this works is to be a Minor Fragment of the Local God. In this case, that is Izanami. By chance, you aren't restricted with an assignment, but your "creator" or "siblings" may attack you if you end up working against their designs. If you're a normal Drop In, your age and gender is what they were, but otherwise it's up to you.

The Advisor (-100 CP): Throughout Pesona history, there is always a person that will tell the rest of them the strengths and weaknesses of Shadows. Now, you are that person. This doesn't give you a Persona, but everyone around you will completely ignore you as a target for combat. Your age is $1d3+15$, and your gender is what it was, but you change change that for 50 CP.

The Inverse (-100 CP): Just as The Arcana represent a card of the Major Arcana, you represent a card of the Major Arcana in reverse. You are a Shadow, the shunned and repressed part of humans. If a Shadow is accepted, it becomes a Persona, but that process is rarely easy or simple. If this is taken with another origin, you could also choose to have this merely represent your mindset or a part of yourself instead of also actually being a Shadow. A Shadow's age and gender is irrelevant if it's a free Shadow, but if they are a direct Shadow if a person, it is identical to that person, just with glowing yellow eyes

- If you're a true Shadow of a person, it is possible to become a Persona If they accept you, if you want to do that.

The One who Rules over Power (-400 CP): There exists a place called the Velvet Room. It exists between mind and matter, dreams and reality. It is a place where those who have the abilities of the Wild Card have their powers nurtured. In there, Igor runs the Velvet Room alongside his assistants, and now you are one as well. You can choose to replace one of his existing assistants, or simply become a new one. You can also simply be working "part time" in the Velvet Room or are merely learning from Igor. However, you can only do those last two if you have taken another Origin. If you choose the first two, you will have golden eyes and light grey hair. You appear to be $1d10+10$ years old, and your gender is what it was, but you can change that for 50 CP.

Location

You will be spending your time here (or at least starting) in Inaba. If you are The Inverse, you will start in Inaba's Cognitive World. If you are The One who Rules over Power, you will start in the Velvet Room. If you are The Aeon, you will simply appear in this world, and The Fool will awaken on a Train. Lastly, The Arcana and The Advisor will already have a life in this world. If you took multiple origins, you may start at any applicable location. The only exception to this is if you are The Fool. In that case, you must start at their starting location.

Perks

These are your Perks. They are your greatest strengths in this world, and will likely be the means by which you survive and thrive here. Please, spend your CP carefully.

Oh, and here's a small 100 CP to be spent only on General Perks. You can't get a discount on those, after all.

General

Golden Days (Free): The world is nowhere as harsh as it would first appear. New times are just around the corner, and fun and interesting events are happening all the time! The world is lighter and softer, happy endings are all the more real, troubles and arguments seems to be solved easier, and it feels like you have so much more time to just hang out with your friends and enjoy life. The world itself seems to want to enjoy these Golden Days of peace, so enjoy them.

Social Links (-100 CP, Free for The Fool): Have you ever wanted to know how close you are with people? Well, now you can! Now every relationship will have a SL Rank from 1 to 10. If you do manage to get someone SL Rank to 10, you will have formed an unbreakable bond that can never be strained or reduced, and will last throughout time and space. Even if a far off dimension a thousand years from now, your bond will still last as long as you both exist in some way.

The Skill to Fight (-200 CP): This world can be dangerous, so one must have the skill to fight along with the power to act. This will give you that. You now instinctively know how to use all of your abilities, and start off being proficient with a weapon type of your choice, and are comfortable in combat. Just remember, you're no master.

In all Forms (-300 CP, -100 For further purchases): You have gained power over this world, allowing you to use 25% of your [powers that could only be used in a certain conditions] (such as only being available in the Cognitive World) in any situation. Each purchase will boost the percent of the conditional power by 15% (up to 100%). In other worlds this would mean you could do things like still access some (or potentially all, if you bought this enough times) of your magical powers even in an anti-magic or null-magic zone.

Rainy Day Champion (-300 CP): You have maxed all of your Social Attributes. The Understanding of a Saint. The Knowledge of a Sage. Heroic Courage to face all challenges. The Expression to enthrall all that listen. The Rock Solid Diligence to work through any issue. With all of this, perhaps you too can conquer the Aiya Rainy Day Beef Bowl Challenge, and perhaps do other social stuff, but that's nowhere near as important as finishing a beef bowl right?

Seize The Day (-400 CP): There's certainly a lot for you to do. Training, fighting, studying, socializing, work, and so much more. Well, this will certainly help with that. Now, you can do twice the amount of things than you would normally be able to do in any period of time. Furthermore, none of these events will be any less productive than usual or feel forced. So, go out there and do all that you can do!

The Truth (-500 CP, -100 CP For further purchases): Throughout your life, you've learned many things, and have finally reach a Truth. While you have learned truths before, such as truths

about others or truths about the world, none have been Truths. You have learned an Absolute Truth about yourself that will never change, no matter what you go through. This could be anything from what you want out of life, a preference, a personality trait, or just something you value, but you have found an Absolute Truth. This will not change even if you forget it, for it is the Truth, and cannot be changed. Also, if you have a Persona, it will become an Ultimate Persona. Furthermore, this acts as a Capstone Booster for every capstone you obtain. If you wish, you may purchase more Truths for 100 CP each, but you don't need to do so to get a capstone boost for multiple capstones.

- If you are The Fool, you also gain the power to attack with pure Truth. It is very vague and undefined in how or why this works, but it's something that you can do. Naturally, your power with this is directly proportional to the number of Truths you know.

The Fool

The Empty yet Infinite (Free, The Fool Only): The Fool is the Zero-th card, which represents beginnings and creativity. You will start off with a weak persona of the Fool Arcana without needing to face your Shadow. This will be Izanagi by default, but you could change that if you want to. However, you gain the ability to gain new personas from Shuffle Time, and can have them fused at the Velvet Room. When you change personas, it also allows you to gain new perspectives on the world, and can relate to people easier. Taking this or My Card Is. . . is the only way to get a Persona. If you don't, you simply won't have the potential to awaken one, even if you can accept your shadow.

- Note: Personas can only be used in the Cognitive World during this Jump.
- If you can grow enough, and work your way through your Journey (or took The Truth) perhaps one day you could hold The World and the great power that comes with it. Your Ultimate Persona will be strong enough to slay Gods, and is one of the greatest powers in this world. It will also look like an upgraded version of your starting persona. This grants you an immunity to all Light and Darkness attacks, as well as a 50% resistance to anything else. This also comes with one overpowered ability of your choice (Such as Myriad Truths or Sinful Shell), Victory Cry, and nothing else. The rest will need to be learned on your own. If you also took The Arcana, this will be combined with your Ultimate Persona from that as well, granting you the benefits of both.

Talk to Me (Free, The Fool Only): There's. . . something about you. People are far more willing to open up to you and talk about their problems than they would normally be. They are willing to tell you about their personal problems and are far more likely to trust you.

Shuffle Time (-200 CP, Discount for The Fool): The Seeds of Potential exist after each battle. Reach out to them, in Shuffle Time! Now, after every battle you will get a 50% Chance at Shuffle Time. When it activates, you get a choice of 1 card from several. The effects of these cards scale with the strength of the battle. These cards can hold Personas, have effects based on the Major Arcana, or more common cards with effects on the Minor Arcana. While the 22 Major Arcana are all different and varied, so they won't be listed here, the Minor Arcana are all

consistent. The Sword will give you a random skill card or weapon. The Cup will heal you and refresh your magical reserves. The Coins will grant you money. The Wand will grant you extra growth. If, through the Major Arcana, you can take every card, you will gain a Sweep Bonus. This means that your next fight will have a guaranteed Shuffle Time, and you will get to pick three cards. If you're lucky, you can keep this up and get great gains!

The Power of Bonds (-400 CP, Discount for The Fool): The Power of Bonds between people are real in this World. Along with logical things like learning skills or favors, making friends with people can give you more potential, increase your skills, heal you, and give you Shonen Protagonist power ups. Furthermore, you will be considered to be fighting alongside anyone you have a strong bond with for the purpose of effects that boost you based on anything this would apply to.

- If taken with Social Links, this will include Rank Ten bonds in other Jumps for all of these effects.

Eyes that see past the Fog (-600 CP, Discount for The Fool): Through your experiences, you have learned truths about the world. This allows you to see through the fogs of deceit. No supernatural methods of concealment or illusion can hide the truth from your sight. This will also allow you to attack past the "illusion" of a beings avatar, and attack the true them, even if the true them is a conceptual being or manifestation of belief that shouldn't really be able to die. An example of this would be truly killing a God by killing their avatar. This will work for natural fog and optical illusions as well, but you can't see through walls. You see the truth, not through things.

- The Truth!: Through your Truth, you have learned more about the world. Now, all methods of Deceit and Illusions will fail against you. Be it another's lies, a card trick, or the highest act of reality warping, you will always see the truth. Even looking at a person will let you learn every truth they are trying to hide. Furthermore, you will not only realize the lie, but you will learn the full truth it was trying to hide. Someone saying "It's nothing" when you ask what is bothering them would lead to you knowing everything about the situation. This also allows you to see the true meaning and intentions behind anyone's words or actions. Nothing can hide itself from you.

The Arcana

My Card Is. . . (Free, The Arcana Only): There are 22 Major Arcana that all represent different things. Of the 20 that aren't The Fool or The World pick whichever one best represents you or your greatest strength. Then, pick one element to specialize in. Your persona will use spells of that element, and be modeled after a figure that fits the theme of your Arcana. Also, you will gain an 50% resistance to that element and a 150% weakness to its counterpart. Taking this or Empty yet Infinite is the only way to get a Persona. If you don't, you simply won't have the potential to awaken one, even if you can accept your shadow.

- Note: Personas can only be used in the Cognitive World during this Jump.

- If you gain an Ultimate Persona, this will turn into an Immunity to your chosen element, and your weakness to its counterpart will be removed. This is along with a resistance to an element that isn't one of the two above.

Peaceful Days (-200 CP, Discount for The Arcana): In a little town like Inaba, it can be easy to get bored or lose sight of what you consider important. Well, for people other than you. You will never get bored with life, or forget the value you put in the small mundane tasks. Merely enjoying life is enough to satisfy you, but that in no way diminishes your desire for your greater goals or makes you complacent. You would be able to live forever in these peaceful days with no mental consequence if you really wanted to.

Comradery (-400 CP, Discount for The Arcana): It's all about working together. Now, when fighting with other people, you can do a variety of things that somehow don't take up any time in battle. These include:

- You can pick up a knocked down ally
- Hitting an ally (for 0 damage) to knock them out of any unusual state they're in.
- Dealing a special move to a knocked down enemy
- Combination Attacks
- Taking a lethal blow for an ally (may actually kill you if you're damaged enough)
- All! Out! Attack!!!

Facing the Other Self (-600 CP, Discount for The Arcana): You've faced your other self, at least metaphorically if not literally. You understand all of your flaws and virtues, as well as your true feelings. You can't lie to yourself anymore, as you understand all of who you are, what you really think and feel, and accept it. That doesn't mean that you can't desire to change, but you understand that the bad doesn't taint the good, and that the good doesn't eliminate the bad. You are you, and you'll accept every part of yourself. If you don't start with a Persona, then you will simply get it automatically when you enter the Cognitive World, as you've already acknowledged what your Shadow would have been and accepted that it's a part of you.

- The Truth!: Through your Truth, you have learned about others. You now apply your skills in understanding and accepting yourself to other people just like you do to yourself. The only thing that you can't see and understand automatically is their thoughts, although you could likely derive those easily from what you do get. You can choose to turn what you can do on or off at will. These abilities effectively gives you perfect empathetic reading and allows you to understand why what you are saying leads to what response perfectly in real time. You should be able to have perfect communication skills with some practice, but actually applying this in that way comes down to you. The same applies to psychology. Just remember that understanding does not mean acceptance, and this won't prevent you from taking action against others if you believe it necessary.

The Aeon

The Learner (Free, The Aeon Only): Well, as you're certainly the newcomer here in this world, you've got a lot to learn. You learn new things 10 times as fast until you reach what would be considered an average level of proficiency. You also get a flat ×2 multiplier to any form of learning or training that you do. You can also learn innate traits of other beings, although it will be harder to do so than normal.

Guest to All (-200 CP, Discount for The Aeon): It seems that you have quite the knack for getting people to take you in. As long as you haven't directly acted against someone, they will be perfectly willing to take you in a guest. You will be treated with the utmost respect, and you won't have to do anything while you stay there. You also don't have any sort of time limit on how long you can stay somewhere/with someone. You're a guest after all, so just remember to act like one.

No Strings on Me (-400 CP, Discount for The Aeon): It's always something with those like you, isn't there. Your fellow Aeons have been possessed, lost control of their body, manipulated, and mentally altered. Well, now you don't need to worry about it. You are completely and utterly immune to any of the above scenarios, or any other way that others can control your actions.

Hidden Power (-600 CP, Discount for The Aeon): There's. . . something special about you. You have a potential that you never knew about in any one of your abilities or skills. This potential is twenty times your current power or ability, meaning that you are only using 1/21 of your true potential at the moment. This can also be applied to any general power level or an attribute you have. Do keep in mind that you actually need to unlock this though, although it won't be that difficult. (Note: This is very much an all or nothing thing. Put in the effort to unlock it, and boom! Instant power up. The time it takes to unlock this is anywhere between 1 week to 8 months.)

- The Truth!: It seems that you were more special than you ever thought possible. It's not just one thing that has this hidden potential, it's all of them. Every skill, every ability, every "power level", and every attribute, including ones that you will get in the future. All of them are now given the same bonus as above, although you will still need to unlock them all. However, the truly scary part is that your awakened potential will gain it's own hidden potential a year after it is unlocked.

The Advisor

A Head for Stats (Free, The Advisor Only): You've got quite the head for Stats, and along with helping you in math, this has manifested as an ability you can use. On a glance, you will be able to discern the total and current vitality and magical energy of a being, as well as their general 'statistics'. This is, of course, all based on an arbitrary system of numbers that you can change at will, but you should be able to get a good estimate this way. Furthermore, you will be able to identify and remember what anything is (weak, resistant, etc.) to once you see it happening.

Don't Mind Me (-200 CP, Discount for The Advisor): Who ever heard of the advisor that got attacked in the middle of a battle? No-one that's who, or at least not you, because you've got this! Now, as long as you don't directly attack an enemy, they will fail to even recognize your existence, let alone target you. This means you can do things like give advice, heal your teammates, buff them, debuff the enemy, or even apply status effects, just so long as you yourself don't directly attack them.

Fighting from the Back (-400 CP, Discount for The Advisor): Well, let no one say that all you do is talk. You now have the ability to cast all of the group buff and debuff spells, Heat Riser, Debilitate, Dekaja, Dekunda, Rebellion, Revolution, Makarakarn, Tetrakarn, and Salvation. These don't cost you any effort or magical/mental/etc. reserves to cast, but they all have a collective 5 second cool down between uses, meaning after you use one you have to wait 5 seconds to use another, and you can't use the same one twice in a row.

Complete Analysis (-600 CP, Discount for The Advisor): You've grown into your role as an Analyst superbly. You can now see all of a being's battle characteristics, techniques, resistances, vulnerabilities, general strategies, and equipment at a glance. Like all of your information, you will be able to completely remember it, and can recall it all at a moment's notice. With this, you can completely gauge what an enemy is capable of at a glance and use that knowledge to see how to best take them down. On the other hand, you can use this to understand the capabilities of your allies and use this to make more efficient battle strategies or advice. The only real flaw to this is the five second cool down between uses, but you may be able to train this down over time.

- The Truth!: Your analytical abilities have been expanded beyond combat after you learned your Truth. Now, you can see a target's mental state and can even understand what actions they're going to take in the next half a minute. However, you can also see their likes and dislikes, and their current mood. You also get some random trivia about them as well. However, perhaps the most important part of this is the ability to analyze multiple people at once, as well as the environment and anything else in your view instantly with no cool down. Lastly, you can see group dynamics if you look at a group.

The Inverse

Inverse Arcana (Free, The Inverse Only): As a shadow, you represent the Inverse Arcana. These are the negative sides of each Arcana, and yours will be whichever arcana that represents your biggest flaw. Your Shadow form will then be modeled after whichever of the 22 Arcana that this is. Then, pick one Element specialize in. You will use spells of that Element, and gain a 50% resistance to that element and a 150% weakness to its counterpart.

- If you would normally gain an Ultimate Persona, this will turn into an Immunity to your chosen Element, and your weakness to its counterpart will be removed. This is along with a resistance to an Element that isn't one of the two above. Furthermore, your strength will be increased by the same magnitude that a normal persona is increased when it becomes an Ultimate Persona.

Proper Theming (-200 CP, Discount for The Inverse): As anyone would know, every character needs to have their own theme. Now you do to! Pick any sort of theme, and all of your abilities, outfits, items, and properties will in some way reflect it. While purely ascetic, it's always good to have a theme! After all, who would be without one. If you ever want to change this, just visualize your new theme in your head for about ten minutes and it will change. Of course, as you're accessing the general subconscious, this will make your theme far more popular with people, and will become a fast growing trend.

Foggy Day Rage (-400 CP, Discount for The Inverse): Many shadows go berserk and gain immense strength when it gets foggy in the real world. You have something similar, but without the berserk part. Now, whenever you enter fog or a similarly concealing cloud, your power will be magnified five fold. This applies instantly once you enter, but will fade away over the course of 22 seconds after leaving it.

Contractual Boss Immunity (-600 CP, Discount for The Inverse): As everyone knows, you can't take down the big boss with cheap methods, you've got to do it the hard way. Now, all of your enemies will have to do it the hard way too, because you've learned to take on some of the traits of a videogame "Boss" with no side effects. You are now completely immune to anything that could be considered a "status effect", such as poison, paralysis, fear, rage, etc., that would affect your capability in battle. Furthermore, you are completely immune to instant death attacks, or any attacks that deal a percentage of a total attribute you have.

- The Truth!: Through learning your Truth, you've learned that there is so much that you can take from the perception of a "Boss". You are now immune to "hit stun". Your durability is ten times what it was, and your vitality and magical reserves are 10 times greater than before. Your enemies will also be unable to escape from you, no matter how they try. Lastly, if any opponent tries to use a super move on you, you can (at no cost of your own) cancel their super move and counter it with your own once per fight. This will somehow take up no time, and your super move cannot be resisted, dodged, blocked, or deflected in any way.

The One who Rules over Power

That who Records (Free, The One who Rules over Power Only): You now have the ability to summon your own compendium at will. As long as you are helping someone grow, you can record a copy of any of their powers at will. You may only use these when you are directly fighting against them in order to test them or help them grow (unless you have Wielder of Power), but these can be used to restore their power if they ever lose it or it lessens below the level you have recorded. This applies for any powers they may have, including physical abilities, skills, and supernatural powers like personas. Furthermore, as long as you have one example of a specific skill in your compendium, you or anyone you are helping will learn that skill at ten times the normal rate until you reach the level your recorded power is at.

Awaken your Potential (-200 CP, Discount for The One who Rules over Power): You excel in teaching and guiding others. Not only are you a good teacher, but anyone learning under you has their learning and comprehension rates doubled. You also have a talent for creating a list of ten tasks for your students to complete to help them grow. Post jump, this will also allow you to give people the potential to awaken a persona and facilitate the test, although they will still need to accept their shadow on their own.

Printed Skills (-400 CP, Discount for The One who Rules over Power): In this world, there exists something called Skill Cards. They are as the name suggests, cards that contain a skill that anyone can use. When used on someone, they learn that skill instantly. Now, you can make and replicate them. You can create a Skill Card that contains any skill, power, or perk that you possess in a few minutes of effort. You can then replicate them at will. These cards can be used on anyone that doesn't already have that skill, but it can't be used against your will.

Wielder of Power (-600 CP, Discount for The One who Rules over Power): You are The One who Rules over Power, so it's only natural that you could use it. Now, you can use the power contained or sealed away in any object, such as your compendium, freely with no resistance or consequences as if it was your own. This goes for things like ancient sealed evils as well. As long as you are in some way in contact with the object, you gain full control of its power. You can also use this to take that power away from other users, or usurp their control. After all, you rule Power, so it's not like it could disobey you. This also applies to magical tools, or other objects that have effects upon activation, but don't actually contain the energy inside of itself.

- The Truth!: Through your Truth, you have learned the art of fusing Power. Now, you can take any two items, powers, techniques, perks, etc., and fuse them together. They will take on a new form and power that is stronger yet different than the original, but you will know the result before hand and you can have the result inherit up to four traits or powers of the previous two of your choice. However, do keep in mind that you lose the materials, so if you fuse your Compendium's records of personas, you will lose the two you used. If you don't care about losing the materials, that's fine, but there is a better way. The optimal method for using this is using it with someone you've been helping. That way you can fuse their powers, have them get (and then record) the new one, and then restore the ones they lost. This is what the Velvet Room does as well, and it works, but do be aware that because you are using someone else's power, they can only handle so much. Thus, you will need to help them grow if you want to keep using this method repeatedly. Lastly, as this works in the same general way as Igor's Persona fusion, you can use any of his spreads or rituals for this as well, which will have similar results.

Items

Stuff! Lots of Stuff! Here's your one stop shop for stuff! In fact, you have a guaranteed minimum of three free things here, with more available based on your choices. So come, Jumper. Your stuff awaits!

A Flip Phone (Free): This is before the days of smartphones, so everyone here has a flip phone. Here, this one's yours. It has free service, is invincible, and has perfect reception. Other than that, it's just an ordinary phone. Design and color are personally customized to your liking.

Glasses (Free): Glasses strait from Teddie. They allow you to see through the fog of the cognitive world, and that fog alone. It's a very situational item, but that's why I'm not making you pay for it. Design and color are personally customized to your liking.

Scooter (Free, Golden Days Only): A Scooter! It's basically a smaller motorcycle. It comes with unlimited gas and a license, but otherwise it's just an ordinary scooter. Design and color are personally customized to your liking.

Costumes (Free, Golden Days Only): Costumes! Lots and lots of them. You now have a costume for every theme and design imaginable, for both you and your companions. They don't have any effects or properties other than looking cool, so this isn't a tactical or combat item, but they certainly do look cool! Besides, you're getting this for free, so I don't think you expected me to give you something game breaking anyways. They are very convincing outfits though. Have fun playing dress up!

Great Garden (-400 CP, Golden Days Only): Its your own garden, and things that grow in it have quite the unusual effects. Daikon that can teleport you home, Tomatoes that can restore your magical energy, Lettuce that can cure all ailments, Wheat that can be used to open any physical lock, Paprika that can resist your resistance to an Element for a period of time, Corn that can repel a single physical or magical attack, an Eggplant that can take an instant death attack for you, and a Melon that can completely restore a person's Health and Magical Energy. These examples are all valid, but who knows what else you can come up with. This is a part of your warehouse, but you can expand it and place it anywhere you want at any time.

Orb of Omnipotence (-1,000 CP): A strange orb, one that totally breaks the game balance. When someone holds it, they become completely immune to any type of damage that isn't "almighty" in nature. Naturally, the item is completely invincible, and it is unstealable as well. Really, you shouldn't be getting this, but you're giving up a lot, so here ya go.

Scheduler (-100 CP, Free for The Fool): A schedule book. It can't be read by anyone other than you, and it automatically updates and assigns times based on your plans. Useful for planning out your week and making sure you've got enough time to do everything you want.

A Portal to the Meat Dimension (-200 CP, Discount for The Fool): As it says on the tin.

Normally, this would just be a bowl of Aiya's rainy day special, but this is an actual portal to a realm of infinite cooked meat instead. This meat includes all types of meat and is prepared in all ways and techniques. It starts off with beef, but five seconds of concentration will have the bowl change to a different type and style of meat of your choosing, once you finish off what's already there. However, I do have one very important warning for you. Please don't try to finish it. You won't be able to. No, that wasn't a challenge, so please don't try. *Please!*

Vox Populi (-400 CP, Discount for The Fool): A strange journal that you can check at any time. Inside, it contains a list of percentages. Those contain the percentage that a version of you would do a certain action within the next 4 hours. If something has a 100% chance of happening, it won't appear. Just remember that, while every version of you started the same, they will still appear even if your paths have diverged. However, once the situation is too different, they will no longer show up. So, a version of you who skipped class yesterday would, but not one who left the city and never came back. Hope that helps you understand this a little more. Anyways, it is completely invincible and cannot be read by others, just to be safe.

A Weapon (-100 CP, Free for The Arcana): It's just a weapon. Pick any type of weapon that would exist in this world, and you've got it. Assume that it's legally registered as well, so you won't get in any form of trouble by openly having it in public.

House (-200 CP, Discount for The Arcana): It's a house. Just your ordinary house in Inaba. It, and it's yard, become a part of your warehouse post jump, but it will be considered a property you legally own during the course of this Jump.

Keepsake (-400 CP, Discount for The Arcana): An item with special significance to you. When you give it to someone you truly and completely trust, it will double all of their abilities and give them one ability of your choice. This item is also invincible, and cannot be stolen from the person you give it to.

Cash (-100 CP, First is Free for The Aeon): Just some cold hard cash. Considering The Aeon has no real support network, this 1,000,000 yen will likely come in handy. You can buy it as many times as you want.

Skill Card Collection (-200 CP, Discount for The Aeon): Skill Cards! This set includes all of the mid tier elemental spells, including the Hama, Mudo, and Megido spell groups. These can be used on anyone, including yourself, so it will hopefully give you an edge in any fights you may get into. You know, if you get into fights.

Plume of Dusk (-400 CP, Discount for The Aeon): A strange item that's akin to a physical Shadow. It can do all sorts of useful things like making technology work in the Dark Hour, allowing the A.S.S.W.s to develop personalities and personas, and it can give personas to people like Strega and Sho Minazuki. Use it how you will, but it has many applications.

Little Black Book (-100 CP, Free for The Advisor): Rather than having to keep it all memorized, any and all information you learn about anyone or anything will be recorded in this book automatically. This information can be located and reorganized at will. It even includes images. It's indestructible, cannot be read without your express permission, and can be summoned to your hand at any time.

Magic Mic (-200 CP, Discount for The Advisor): It doesn't matter if you can give the best advice in the world if you can't be heard. Well, with this, you don't have to worry about it. This invincible microphone will always let the people you want to talk to hear you, no matter their situation. It also has two modes. One is a head Mic that goes on your ear, while the other is a full microphone with a stand. Maybe you can even use the latter form as a weapon, if you ever happen to get into a fight.

Super Fan Club (-400 CP, Discount for The Advisor): It seems like you've got quite the fan club. Who knows what it is about you, but you've got a fanatically dedicated fan club around the world that numbers in the tens of millions. They are willing to do basically anything at your say-so and are permanently loyal. You can also get this to apply in later jumps as well, if you want it there.

Exit TV (-100 CP, Free for The Inverse): Here's a TV. When you push someone in the Cognitive World into it, they will exit it wherever they came in from. Yes, that's how this works. Why, you ask? Don't question it, it just works. This is indestructible and can be summoned at any time. This can be used to exit any other dimensions as well, but exiting the Cognitive World is its original function.

Major Mask (-200 CP, Discount for The Inverse): A mask based on what Arcana you chose for Inverse Arcana. The design and color is based off of examples of other Shadows, and it will contain the Roman numeral number for that Arcana on it. While wearing it, no one will be able to recognize you or link the you wearing the mask to the you not wearing the mask, and you will regenerate health and magical energy at 5% every minute.

My Palace (-400 CP, Discount for The Inverse): This may not be the Palaces of Persona 5, but they're similar enough. Whenever a person is thrown into the Cognitive World, they form an area based on their Shadow and how they grow the world around them. Now, you have one as well. The floor layout will be randomized, but there will be a theme. However, unlike a Persona 5 Palace, it doesn't have a Treasure or a similar analogue, so you won't have to worry about anything like that. It is also full of Shadows, but they will not harm you unless you attack them.

first. This has a physical location in the Cognitive World, but this becomes a part of your Cosmic Warehouse post jump.

Velvet Wardrobe (-100 CP, Free for The One who Rules over Power): It's hard to be an attendant of the Velvet Room if you can't dress the part. This velvet wardrobe will now contain a copy of every outfit and armor you have, now pallet swapped to be velvet with highlights of gold. They will be perfect replicas of the original, with all of its powers and abilities, and the wardrobe itself will be invincible.

Deck of the Arcana (-200 CP, Discount for The One who Rules over Power): A full deck of the Arcana. This includes the Major and Minor Arcana. If used for any purpose of divining or the like, their results will be perfectly accurate. Well, as long as you don't act to change the result. Comes in a velvet blue box, just like the cards.

My Velvet Room (-400 CP, Discount for The One who Rules over Power): Your very own Velvet Room. A place between mind and matter, dreams and reality. You can open a door to it at any point, and you can change its appearance at will. If you choose to help someone, everything that happens there with them will get into "everything happens for a reason" territory. It's possible for anyone to enter, and it's theoretically possible for people to invade it, but those will mostly be by random chance and freak accidents. Oh! It also comes free with the Velvet Room theme, which you can toggle on and off at will. Well, have fun~!

Companions

You can't do everything alone, especially in a world like this one. Therefore, here's a way to get some friends. You don't want to be an antisocial loner in a Persona game, right? Here, take 100 CP for Companions only. Now you don't have an excuse to not have friends.

Friend (-100 CP): There are times when people want the company of another. Well, now you won't need to feel that way for long, because you've got yourself a friend. They get 600 CP to spend, but they do have to pay for their origin. They cannot take companions.

Canon Character (-100 CP): There are many people in this world. Perhaps you made a friend, or you just want to take them with you, it doesn't matter. With this, you can take one person with you, as long as they consent to coming.

Special Other (-200 CP): There are people in the world who are special, more so than many other special people. This is one of them. You can import or create one companion. They get 2000 CP to spend, and get two Origins for free. However, they cannot take companions. This can only be taken once, so treasure them.

All My Friends (-200 CP, Requires Social Links, Requires The Power of Bonds): Well, it seems the power of your bonds is quite strong. Any people who have a rank 10 social link with you at the end of this jump will now become a part of a single companion slot, if you choose to bring them along. Of all of those that apply, you can pick and choose who to bring. They can all be imported as a single companion, and they all receive their own version of every perk and drawback that the slot currently has.

The Wild Deck (-400 CP, Discount for The Fool): This. . . is strange. How did this happen again? Oh yeah, I did it. You can now import up to eight companions into The Fool origin for free. Furthermore, they can only take The Fool origin. Aside from that they have 600 CP to spend. They cannot take companions. As a fair warning, the plot will likely go strangely from here on in. There are now a bunch of Wild Cards after all.

Jumper Investigation Team (-400 CP, Discount for The Arcana): Quite the group of friends you've got here. You can now import up to eight companions into The Arcana origin for free. Furthermore, they can only take The Arcana origin. Aside from that they have 600 CP to spend. They cannot take companions. You can assume that the entire town knows that you are all close friends, so no one will think anything about you guys hanging out or your general interactions with each other, no matter how strange those may be.

Odd Squad (-400 CP, Discount for The Aeon): Out of nowhere, it's a whole bunch of mysteries in this small little town of Inaba. Things are definitely getting mysterious around here. You can now import up to eight companions into The Aeon origin for free. Furthermore, they can only take The Aeon origin. Aside from that they have 600 CP to spend. They cannot take companions.

Think Tank (-400 CP, Discount for The Advisor): I. . . don't know who needs this much advice, but Ok. If you really want to, go ahead. You can now import up to eight companions into The Advisor origin for free. Furthermore, they can only take The Advisor origin. Aside from that they have 600 CP to spend. They cannot take companions.

Shadow Syndicate (-400 CP, Discount for The Inverse): I feel sorry for whoever your going to fight. Really, this is probably overkill. It's basically your own miniboss squad. You can now import up to eight companions into The Inverse origin for free. Furthermore, they can only take The Inverse origin. Aside from that they have 600 CP to spend. They cannot take companions.

The Velvet Crew (-400 CP, Discount for The One who Rules over Power): I suppose you want to run your own Velvet Room then? Well, you could probably run three with all these people. You can now import up to eight companions into The One who Rules over Power origin for free. Furthermore, they can only take The One who Rules over Power origin. Aside from that they have 600 CP to spend. They cannot take companions. The plot will likely go strangely from here on in, so don't say I didn't warn you. At the very least, please don't smother your guest.

Drawbacks

If you still want to get more power past what you have been given, you can take Drawbacks in order to get more CP. However, you may take a max of 2000 CP. Do note that some Drawbacks may contradict with other Drawbacks or Origins. If you come across this, just keep in mind that you will need to suffer all Drawbacks to their full effect, so they all must be possible to take to their full effect.

- For example, The Inverse cannot take Worldly Lockdown and Mandatory Education at the same time, because there are (currently) no schools in the Cognitive World for it to attend, and they can't go to the normal world to take classes there.

Nine More Years! (+0 CP): You want to be here for longer huh? Ok then, you'll get the full 10 year treatment of a normal Jump. However, be warned that this means that (If not butterflyed away) the events of Persona 4 Arena, Persona 4 Arena Ultimax, Persona 4 Dancing All Night, and Persona 5 (along with whatever spin offs come from that) will be happening, and you may be affected by them or even participate. However, if you want the time, it's all yours.

Operation Q (+0 CP): Well, this is. . . Interesting. There seems to be something going on here that I wasn't aware of. Chronos, the God of Time and Death, has created his own realm. This is because he abandoned his duties years ago after meeting a young girl named Niko. Taking this will mean living through the events of Persona Q, where the Inaba Investigation Team of Persona 4, and SEES of Persona 3 are summoned to that world from their own times. Your goal there is to unseal his memories that he himself sealed, and have his two parts reunite. Or you could go off the rails of you don't like that ending. If you want, I won't stop them when they try to take you away to this alternate world, but it's up to you. Nothing bad will happen if you don't do it. If you do take it, you might have some unique experiences. However, if you take this, you will forget everything you experienced there until after this jump, but it's not like anyone else will remember anyways.

Talk of the Town (+100 CP): Everything you do gets around. Be it from rumors, gossip, or media attention, every action you take around other people will be known to every resident of Inaba within the week.

Poor Cook (+100 CP): You're a pretty bad cook. While not on the level of Mystery Food X or burning water, your dishes will always turn out bad. Be it just tasting off to being somewhat burnt, it will be impossible to have any dish turn out right, and you'll just be a bad cook regardless.

- **Mystery Chef X** (+300 CP, Must Take Poor Cook) Well, you're certainly quite the chef, in the worst way possible. Disasters on the level of Mystery Food X is

actually an above average dish for you, and your worst dishes could be considered a biohazard. I hope you didn't plan on cooking during your time here, for everyone's sake.

Part Time Job (+200 CP): You've got work to do Jumper. Yes, you now have a mandatory part time job. This job needs to be legal, and you must dedicate a minimum of 12 hours to it a week. You get paid though, so that's a plus.

Mandatory Education (+200 CP): It's Time for school Jumper. You now need to attend some sort of (non self taught) education for at least 50% of your days here. School, College, Private Tutoring, Apprenticeship, it doesn't matter. However, if you aren't attending formal classes, you do actually need to be learning something new.

- **Morooka's Shit List** (+100 CP, Must Take Mandatory Education): Well, it seems that you've pissed off at least one of your instructors. They won't act out or anything, but if they have a convenient chance to complicate your life, they'll readily take it. If you find yourself no longer being taught by them, you will simply find another person for this to effect.

I should get to Bed (+200 CP): Get some sleep Jumper. You can no longer stay up past 30 minutes past midnight, and you must get at least 6 hours of sleep a day. Furthermore, you will be forced to go to bed within the hour of returning from the Cognitive World, if you ever visit it.

Victim of Circumstance (+200 CP): It seems that the world just doesn't like you Jumper. Things will simply happen that will make life worse for you and affect those around you. No-one will ever die or be permanently affected from this, and you can get reprieves that can last for weeks, but you will have to rest knowing that more bad things will eventually happen.

Depression (+200 CP): What happened to you Jumper? Well, whatever it is, you've become depressed. It's not horrible, and you're nowhere near suicidal, but it is certainly a constant part of your life. This can be worked past over time, but you will have to do so without the assistance of perks or other supernatural methods.

Midnight Chanel Target (+200 CP): It seems that someone is popular. You appeared on TV, and people have thought about you enough for you to appear on the Midnight Channel. This will happen before the kidnapping case is over, and you will be a target for the kidnapper, although you don't need to actually get kidnapped. Naturally, you need to be in the Human World for some time to take this.

- **Kidnappee** (+400 CP, Must Take Midnight Channel Target): Scratch that last part. You're going to end up getting thrown in a TV. You are most likely going to end up facing you shadow as well. Depending on the timing, you may have to deal with berserk shadows as well, which will be very bad.

- **Cognitive Lockdown** (+600 CP, Must Take Kidnappee): Well, I hope you like it in whatever part of the Cognitive World you ended up in, because you're going to be there for a while. Two months in fact. You're basically guaranteed to have to deal with berserk shadows, and you'll have to deal with the issue of food as well, so good luck with that.

Forgot the Plot (+200 CP): Oh, I'm sorry, did you actually want to remember what was going on here? To bad, because now you've forgotten every detail about everything in this world. You'll still be able to figure it out on your own, but you get no meta knowledge about this world.

- **Amnesia** (+400 CP, Must Take Forgot The Plot): Huh, who are you again? You forgot everything, including all of the information and memories you would have gained from your origin(s). You will start with absolutely no idea of who you are in any way, including the details of your origin(s).

Two a Day (+400 CP): In traditional Persona fashion, you can only do so much in a day. Now, that restriction is quite a bit more real. Now, you can only do two distinct things in a day. Routine things like going to school or attending a full time job, don't count for this, and small things like watering a plant or commuting don't either. However, stuff like studying or hanging out with a friend definitely applies for this.

Rainy, Rainy Days (+400 CP): Well, it seems that it's raining far more than usual, although it somehow doesn't affect the environment. Now, there will be a several day period of nothing but rain and then a day or two of fog after that at least once a month. Other than that, the amount of rain that would have fallen now doubles. Do note that this value ignores the several day periods of rain that this drawback makes. For The Inverse, this will make it foggy more often, so be aware of all of the violent Shadows that may end your life. For The One who Rules over Power, this will make the outside of the Velvet Room always in a giant thunderstorm which will never stop.

Resident of Inaba (+400 CP): You like Inaba, right? Well, I hope you do, because you can't leave Inaba. You are now bound to the Inaba region, and cannot leave it for any period of time or way. However, you may still enter the TV World, as it is Inaba's Cognitive World, and the Velvet Room, as it doesn't have a physical location at this point in time.

Plot Bound (+400 CP): Are you aware of the rails in this world? Things are now going to happen as they originally did in Golden, and nothing you will do can change that. This will stop once the Investigation Team would decide whether or not to throw Namatame into the TV. However, until that happens, every death, kidnapping, and event will go on unhindered by any of your actions, and you cannot mitigate them in the slightest. However, this wears off at the point where the Investigation Team may have thrown Namatame into the TV, and your actions to this point may have influenced that decision. Lastly, this won't stop you from getting yourself killed, so be careful.

Lost in the Crowd (+400 CP): In a small town like this, everyone knows each other very well. However, people do get influenced by others, and the connects between people can cause them to lose themselves in the opinions of others and a group. For you, this is far worse than usual. You will easily follow trends and popular beliefs, and will have a hard time forming your own opinions. Mass Hysteria will hit you far harder than usual, and you will having a hard time breaking away from the opinions of others to make your own stance on topics.

Dark Side (+400 CP): Everyone has a part of themselves that they don't like, that they hate, reject, and repress. However. . . yours is far greater than normal. Your negative emotions and flaws are exaggerated and greater than usual, and your Shadow (If you have one) is much greater and harder to accept than usual. Along with this extra strong Shadow, you're probably not going to be a very likable person, so good luck with that.

Secret Secret (+600 CP): Can you keep a secret Jumper? Well, I hope you can, because you no longer have a choice. Now, you can't tell anyone anything that isn't stuff that they already know, or are your own opinions. This applies to anything and everything, so don't expect to tell others the facts of the setting or help people in class anytime soon. Your lips are sealed.

No Friends (+600 CP): Wow, you're quite the loner aren't you. You don't have any friends, and you're not going to get any either. You can't take companions or form social links as well. You won't even have casual acquaintances. I hope you don't take isolation that bad, because you're going to need to deal with a lot of it. Really though, you're taking an isolation drawback in a Persona Jump? I wonder about you sometimes, I really do.

Worldly Lockdown (+600 CP): I hope you like where you ended up, because you're going to be stuck there for the duration of the Jump. More specifically, this is meant in the dimensional sense. If you start in the Human World, you cannot go to the Velvet Room or the Cognitive World. Starting in the Velvet World means that you can't go to the Human or Cognitive World. The Cognitive World works the same. An exception is made for Midnight Chanel Target Drawback and its Drawback Tree, but only for that one time when you are thrown into the TV.

Shadow Magnet (+600 CP): Shadows are on you at all times. They always seem to know where you are, will attack relentlessly, and will attack you even in areas you would consider safe. If, by choice or by restriction, you never actually go to the Cognitive World for a decent period of time, Dark Hour like events will happen (only in the city you're in) during random parts of the day. You won't be able to stop or avoid these, and Shadows will swarm you when it happens. Be prepared for a lot of fighting, Jumper.

Unaccepting (+600 CP): During this Jump, you will be unable to accept yourself in any way. You will be unable to accept any flaws you have or mistake you make as your own fault, and you will most likely make a lot of enemies like this. Self Improvement isn't in your dictionary, so forget about actually improving your moral character with any sort of self awareness, and you're never going to learn from your mistakes, because you'll never be able to admit that you made

them. To make things even worse, you will be unable to use or forge a Persona, as it is literally impossible for you to accept your Shadow. Have fun, and don't get yourself killed, ok Jumper? Bye~

Roll of the Villain (+800 CP): At one point, you're going to need to play the role of the Villain. You're going to end up losing as well. You don't have to stay a Villain, but you need to do something that will draw the attention of the "Heroes". This event can be as short as a single night, like Labrys or Sho, or as long as a year, like Adachi. It's really up to you, but it will happen at some point. If you don't do it within the halfway mark of your time here, circumstance will make it happen regardless of your actions or desire.

Enemy of the Shadow Operatives (+800 CP): Well, you seem to have made some powerful enemies. The Shadow Operatives are now after you. They know everything you are capable of, as well as your equipment and strategies, and are willing to use every method at their disposal to make your life harder in every way. They are also aware of your plans and have been working for at least one year before the Jump started to counter them and everything you can do. They've likely restarted the production of ASSWs and artificial Persona users, as well as mass recruiting people with the potential to awaken a Persona using an Evoker nationally at a minimum. This isn't just physical counters either, so don't expect the world to be the same as it was. They have likely made drastic changes by this point with full governmental approval and as many resources as they could get. They consider you a greater threat than Nyx, so don't expect any hesitation on how far they will go or what they will do. Prepare yourself Jumper, you've got a fight on your hands.

- You do get a 1 Week grace period before they find/notice you, but this only lasts as long as you don't take any actions against them or stand out. After this period of time, they *will* find you immediately.
- This will apply to any companions you take as well, so they automatically count as having taken this drawback and get the CP as well.

All In Your Mind (+800 CP, Must start in the Human World to take this): Jumpchain, Jump-chan, all of your adventures. . . where they all just a dream? They seem to be, because you've got nothing in the Human World. You may as well be in a Gauntlet for all of the stuff you get to keep, and you can't even access all of the stuff you bought here in this Jump. By the way, "stuff" includes perks, items, companions, and access to your Cosmic Warehouse. However, there is an exception to this. If you are in the Cognitive World or the Velvet Room, all of these restrictions will go away. However, these are the only conditions where you will get your stuff back.

- Note: For anything that isn't a perk, it will either be automatically sent to your warehouse, or left where it is in the Cognitive World or Velvet Room. Which of the two that occurs is up to your digression.
- As a special exception, the Social Links Perk is not affected by this.

Ending

It seems that your journey has come to an end. Did you enjoy your time here? Did you learn something? Did it change you in some way? If not, would you still say that taking this road was worthwhile? I hope you do, because the road has already been traveled and you can't take those steps back. Now, three paths lay before you, and you need to choose which one you will walk down.

Go Home: Heading home are you? Very well, there is no shame in that. For one reason or another, you wish to go back to the life you came from, and this will take you there. Have a good life Jumper.

Stay Here: This world entranced you then? Perhaps it was the people you met, or the experiences you had. Regardless, you will be staying here from now on. Enjoy your life in this world Jumper.

Move On: You choose the path that moves forward then? Very well, let's move on then. There are so many new experiences and wonders in store for you, so let's go!

Notes

Clarifying Golden Days

Ok, so I was apparently having a little too much fun while writing this perk and made it a little confusing. So, to be a bit more direct, this perk makes the world lighter and softer, first and foremost. There will also be more "slice of life" events, you will generally have more downtime between events, and issues will have less of an affect on day to day life. This also makes this world Persona 4 Golden instead of just Persona 4, so be aware of that. I thought that last part would be obvious from the name, but I'll say it say it plainly here just in case.

Origin Combinations

For examples of origin combinations, here is a list of a few examples.

- Yu would be a normal The Fool.
- Yosuke would be a normal The Arcana.
- Teddie would first be a The Inverse and The Advisor mix. However, once he gets his persona, he becomes a The Inverse and The Arcana mix.
- Adachi is a The Inverse and The Fool mix. Despite this, he never learns how to use his abilities as The Fool, so he is basically a The Inverse and The Arcana mix. However, he and Teddie have their powers and forms interacting in very different ways.
- Rise would be a The Arcana and The Advisor mix.
- Margaret would be a normal The One who Rules over Power.
- Marie would be an The Aeon and The One who Rules over Power Mix.
- Labrys is a The Arcana and The Aeon mix.
- "The Answer" Aigis is an example of an The Fool, The Arcana, and The Aeon mix.
- Pharos/Ryoji is an example of a The Aeon and The Inverse mix.

Different Examples of Origin Interaction.

This section contains examples of the interactions between different origins. Therefore, even when I say that the person chose to have them interact this way, those were all simply the way it turned out.

- Teddie chose to have his positive Arcana be the basis for both his Shadow Form and his Persona. He also chose to make it do that his Shadow Form was basically a costume for his Human form.
- Adachi used his Inverse Arcana for his persona, which caused it to appear as it does.
- If you take The Arcana with The Fool, your starting persona will be based on your arcana rather than the Fool arcana.

Explaining In all Forms.

So, I am aware that this can be confusing. In order to help explain this, I will be creating examples. So, we have Jumper G. He spent 500 CP on In all Forms, so his percentage is at 55%. He also has two fire abilities that allow him to shoot a torrent of flames out of his hands. One can be used anywhere, and the other can only be used within a specially prepared ritual circle. Now, the one that can only be used in the circle can be used anywhere at 55% of its normal power. However, let's look at some situations where you may think that this could work for the first one as well.

- I'm in a storm and it's making my fire weaker; No, this doesn't activate it. You can still use the ability, but it's just less effective than usual.
- There is a spell that makes fire spells half as powerful; No, this doesn't activate it. You can still use the ability, but it's just less effective than usual.
- My fire isn't effective on the enemy at all. It doesn't phase them; No, this doesn't activate it. That's a problem with the enemy, not your ability to use the spell.
- There is an Anti-Fire ward, so I can't cast my spell; This activates it. The same would go for an Anti-Magic field as well.
- Magic can only be used through [x] system, but that isn't what I use; Yes, this activated it. This will allow you to use your spell despite the restriction of the setting.
- I'm in a giant storm, so my fire keeps getting put out as soon as I make it; No, this doesn't activate it. You can still cast the spell, after all.
- There is a giant storm outside. The "water mana" or whatever is stopping me from casting; Yes, this activates it. This is a condition where you can't activate your ability after all.
- I'm in a giant storm. The "water mana" or whatever is stopping me from casting *and* my fire keeps getting put out as soon as I make it; Yes and No. It will bypass the "water mana", but the rain will still put the fire out. You can use your ability, but it's being countered immediately.