



ver. ALPHA 0.0.27

Last Edit - 21/11/2019

## CHANGELOG

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**26/11/2018** - Finished the first pass on the game's rules. Still waiting for some feedback on the rules and stuff, but finally finished putting the rules out.

**27/11/2018** - Solved the problem with the social link paradox where multiple characters could not start a social link if some other character already had levels on it.

**28/11/2018** - Improved Tables for Character Experience, Compendium Price and Enemy Experience. Changed the Title Fonts and Sizes.

**29/11/2018** - Added Table for money given by enemies when they are defeated. Explained about level difference experience and added chances for the names modifiers in skills. Normalized the Text Font. Created the Persona separate level upgrade table. Added gift session. Enhanced the Supplies session specifying the base items better. Fixed Tables for money needed for summon and experience given by enemies.

**20/02/2019** - Added the exhaustion mechanic and how it can be used and it affects the character's health.

**06/03/2019** - Finished transportation clause. How players use, how to get tired from it and general rules. Fixed Shuffle time mechanics to better fit a Tabletop reality.

**14/03/2019** - Fixed some text at the beginning through Supplies Section.

**14/04/2019** - Rewrote the introduction and set up chapters. Removed one of the town's images. Moved the Changelog to the top. Created the Github for issues and for the welcome paragraphs.

**28/04/2019** - Changed many things on how support personas work, progress and use their abilities. Now there are more examples to skills and the skill gain per level have been changed. Also their social link progression have changed, leaving the healing skills more up to the player.

**06/05/2019** - Added the Rolling dice section which explains how to hit and how to use the dice proposed for the game.

**21/05/2019** - enhanced the rolling dice section, reorganized the chapters and remade chapter 1, 2, 3 with clearer and more accurate information. Rewrote the main weapons clause to make it more flexible for players to use other weapons.

**20/06/2019** - Defined better what are the tired and sickened conditions. Removed dungeon crawling from the exhaustion clauses. Added the initial money to the Character creation session.

**26/06/2019** - Defined better how the weaknesses and strengths work when creating the persona. Separated the Map into districts. Created general characteristics for the districts. Specified more on the tired condition when going out at night.

**02/07/2019** - Enhanced day sections with activities that can be made there. Specified the exams and questions throughout the year.

**19/07/2019** - Added Major Arcana descriptions. Started to modify the skill cards to match the Persona 5 ones.

**10/08/2019** - Created a ranking system for all the skills in the game. Remade the obtainable skill cards through shuffle time.

**11/08/2019** - Created a Character and Persona Sheet.

**26/08/2019** - Created the Game Master chapter and the Creating Social Link section. Rearranged some other chapters sections as well.

**30/09/2019** - Adjusted the text in a few sections. Remade damage and created enemy damage section. Remade HP and MP progression and rewrote some of the strengths and weaknesses criterias.

**19/10/2019** - Rewrote how the Stats work and what they represent for each persona. Created more restrictions to Support Action during fights. Nerfed Hitchances for weapons to compensate for the agi bonus and to make the early game a bit more challenging. Updated how Support Works again, reworked their progression and skills they can get. Updated ranged skills and how being ranged as main type works. Restricted the requirements to use Shuffletime.

**25/10/2019** - Changed the ranks for ranged skills created. Added and changed skills in Ailment section to add elemental and aid skills that are also related to that type.

**28/10/2019** - Changed how damage works again, and added skill enhancements to support players. Changed Shuffletime to always happen when an all-out-attack is used by the players in a battle.

**21/11/2019** - Rewrote some parts for better understanding. Remade progression for support characters..

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# 1. Introduction

Welcome to this Persona-based Tabletop RPG where you're going to experience the video game series from Atlus as an analogic Alternative with still very similar mechanics.

The main objective when I started writing was to create a version of Persona, a video game series from the Shin Megami Tensei Franchise and it is still how I'm taking the development. I'm trying to make the rules of the game playable at a tabletop level. Throughout this rulebook you will find some links and external resources to places where I found information and created content, so people can understand how I came up with the rulings and features.

To play this game, I decided to make use of some dice and a few other necessary resources. When studying the rules I saw that many relied on percentage and on complex equations, so to try and simplify those calculations we are going to use a ten-sided die, here commonly referred to as **1d10** to make dice rolls and 2 types of rolls will be used. The first type being the social interaction rolls, where the player has to beat a set difficulty. The second one are percentage rolls, where the player rolls the dice twice and check if the numbers shown are inside a certain range depending on the action. If there are more than one dice instanced in a roll, the amount of dice will be shown as 2d10 for 2 ten sided die, 3d10 for 3 dice and so on. Also a calculator would be handy, since simplified equations are still equations, so keep in mind that math is going to be used at some point. Because of the nature of this game, a Tarot deck is also advised to be used, even if not physically. There are some more content to be used in

this game such as a character sheet, which is basically a document to register the players avatars and those will be displayed and available further on in a different chapter.

In this document I am going to try and layout the rules and parts of a story of my own as an example and simple set up for people trying to play this game after. As a reference im mainly using megami tensei wikia( [http://megamitensei.wikia.com/wiki/Category:Persona\\_5](http://megamitensei.wikia.com/wiki/Category:Persona_5) ) and ign ( <https://www.ign.com/wikis/persona-5> ) to pull out stats, skills, personas and other stuff like that. I'm trying to use parameters from Persona 5 as much as possible, but also implementing some stuff from 3 and 4, since the latest one has some obscure data. I like to use other references as well and if I manage to get the links or sources for those, I'll write it down as well.

## 1.1 Roles and Players

People who play this game are divided in 2 groups. The first one consists of those who are interpreting a single character, keeping track of their own progress and are the “main cast” of the story. This first group will still be referred here as **Players** as they are doing what is normally called playing the game itself.

The second group is a bit different, it is usually called something around **Game Master (GM)**, dungeon master or even narrator. The first is the name we will be referring here. They have the responsibility to narrate the course of actions and to mediate the rules during each session of play. Normally there is only 1 Game Master and they dictate what happens and what doesn't during the game.

Usually, there wouldn't be an exact limit to the number of people playing at an RPG table, but in Persona games there are usually 7 people in the main cast. So, roughly speaking, that is the maximum amount of players, but there is also a minimum amount of people necessary to play which is 1 GM and 2 players. I set like this because this role playing game game is supposed to be played with many people.

## 1.2 The Persona Series

We have been talking a lot about this Persona Series, but what is it Exactly? These games were made by a company called Atlus and were released for Playstation 1/2/4 and Playstation Vita as part of a bigger series called Shin Megami Tensei. The games show many elements of different mythologies and Persona in particular, mix those with the social archetypes defined by Carl Jung.

The Persona games themselves are a union between dating simulators and JRPGs. they use Tarot to implement the social archetypes and use the relations you make to upgrade your capacities to summon better monsters to fight. The games have tense themes with soft adult content, but the most part of the game is highschool life just like regular Shonen Anime.

The term Persona is defined by Jung as a personality you show to others as real, but is actually different from the one you consider to be your true. In the game series this is represented by an invocation of yourself as physical form (a Stand in JOJO terms) which has magical powers and is used generally to defeat the enemies called Shadows, which in this case are the amalgamate of the desires and personalities of other people who have gone rogue.

## 1.3 Story



Normally, Persona games start at the beginning of the school year. In this case, students normally start at the dormitory, since this doesn't really need to be a story about an outsider who comes to town, although it is widely used and will be used here as the example for the game. However, have the players start at whichever situation is convenient for their backstory. I recommend creating your own city and locations, so the players feel more immersed in this specific universe. Also keep in mind that in a tabletop RPG, people wander and walk in different ways than in a digital game, they can actually try to enter any building for example.

The story in Persona games is almost linear, which means you start at some point and go forward from there. However, I said "almost" because flashbacks exists or in case of persona 5, you technically recall moments of the past as gameplay and slowly build up to the present time (that ain't linear). As mentioned, it normally starts at the beginning of the School year, then **210 days** pass and then there is the conclusion. That specific number of days is a rough average of game time and school days, the important thing to keep in mind here is that there should be a set time for players to finish the story.

During these **210 days** all the main action occurs, some simple time skips may happen accordingly to the story, but none required by the players, unless it is unanimous. Even so, if a time skip is done during persona, either the game is basically finished or everything is in disaster. In the video games most time skips happen at the end of the year or at the beginning of the next year. It is important to keep note and to divide these days because the game really focus on acting in a Daily Basis, so losing or skipping a day can ruin your plans quite easily.

Use time wisely during these days, because **THEY WILL END**. Try to think about you actions and which person you will be spending your time with, build bonds because they will be relevant at the end. Game Masters are advised to create some bad endings if the players can't discover the mystery in time or do some catastrophic choices.

Speaking about that, the game normally revolves towards a great mystery or conflict, something the players have to unveil. In Persona 3, they are trying to understand why the school turns into Tartarus and what are the origins of the Dark Hour. In Persona 4 they try to understand what is the mystery behind the midnight channel and the mist on rainy days that is killing people. On Persona 5 they are simply vigilantes trying to make bad people pay and get inside a bigger scheme.



## 2. Setting Up

<https://www.youtube.com/watch?v=4rDVb8q8KWw>

"At the distance on the top of a building, a mysterious main-cast type character with a black coat and long waving white hair stands looking sadly at the city. The person stares while the river flows through and the sounds of cars echoes. A device similar to an Ipod stands beside the person playing After you've gone, Turner Layton's Version.

In the city of **Kimonobe** (<https://www.fantasynamgenerators.com/east-asian-town-names.php>) the school year has just started, kids are to head to school as they swarm into the city east once again. However, this year everything seems gloomier than usual, even gloomier than the rise of the nihilist thinking in the minds of the youngsters in this generation. That was because of the recent events, the strange deaths that have been happening around the city's center. People are being found between buildings, dead as if someone tried to fit them inside a box like a contortionist. A total of 3 people were found exactly like that in the past week. (Super simple persona 4-like beginning, it doesn't have to be complicated as long as the story gets interesting later).

People are talking about a serial killer, but the bodies are clean as if they had never been touched by a second person, no marks, no bruises, the bodies just appear dead in the alleys. The police is not talking about it yet, since the investigations have not concluded anything and an early judgment could wrongly startle the city. Videos on Youtube and Twitter are getting popular, some even say its fake and nothing comes from the authorities.

Meanwhile, Olivia Weisz is arriving into town after being at a Teenager Correction Center for 3 years. She is happy to be back, but fears what will people think about her after what happened in the past. 'How is Min doing?' she thinks as she gets off the bus early in the morning in front of the dorm just as school is about to start. "

By setting up the game the GM can create a mood for the players, at least at the beginning when the stuff isn't all about fighting. My example here tries to set this "detective mood", people dying mysteriously and cliché entering of a mysterious character who is probably related to some villain in the story. Now the players have something to look up to. Behind the scenes, the GM has to have planned what is the next part of the setting.

While in this phase, the GM should be thinking about the development of 3 main contents: **Social Links**, **Plot** and **School Questions and Challenges**.

The term Social Link in this game refer to each individual the players will have the possibility to form a deep bond with. This is one of the hardest parts to create before playing the game itself, since the Game Master has to predict and create different paths and storylines for those individuals. More about this will be explained at the Social Link Chapter.

To think about the Plot means that the Game Master will create a narrative, normally centered around social criticism like “how there is no real excuse to continuing to consume at places that hurt marginalized people and how society blinds itself to that” and not things like “tax is theft”. Also they have to create a series of dungeons, where the players will explore to learn about their fictional world and what is the main affliction or imminent doom that is coming to their world. It is during this phase where the Game Master should set the main theme so the players have something to base themselves when creating their own characters and to understand what mood the game is going to have.

School Questions and Challenges may look like an exaggeration on things to think about during the set up, however the first one is one of the main humorous ways to engage players and reward them in the process. There are usually 70 to 77 questions laid out throughout the 210 days, they are normally given while in school or work and reward the characters with social stat points. The challenges are the story points where the players will have to fight some boss or discover an important part of the story. Usually there are predictable timings for those challenges, for example in Persona 3, you know when the next big expedition will happen, the NPCs will tell you; In 4, the weather is the hint to where the next big thing is going to happen.



## 2.1 Map and Ambiantation



I made the city using the <https://watabou.itch.io/medieval-fantasy-city-generator> and Inkscape.

In this session we are going to discuss some important aspects of this game that are brought by the Persona series. The map in this game is a feature that serves the players in many ways, not only to make them understand the specific space they are into, in most cases the city their characters live in and its surroundings, but also to

display to them what that space has to offer and where. Here I'll show the map I created for the example campaign and what lies within it.

This map has 28 districts, which will be used later on so players can traverse through them and interact with many things inside each one.

**District 1, 16 and 27:**

Those districts consists in low density and highly valued housing areas. Basically where the richest people in town live. They are condominiums, small mansions and other buildings like that. An example could be that of a diplomat's house in a condo inside the 16th district.

**District 2, 8, 25 and 28:**

Those are the portuary districts. In this city they consists of a lot of the commerce made with the outside world. There is where the dock sites, containers and big warehouses are situated. Also some decks for particular boats and some fishing sites may be found.

**District 3, a specific part inside 13 and 14, and 24:**

Here is where the police Departments, fire stations and other police administration offices for public safety are. Some of them are inside other districts, like the one in district 14, which is the fire station and a Police station on district 13. It is made like this to portray the possibility to have some important locations that are not worthy of a district.

**District 4, 17, 20, 22 and 28 :**

Here you will find a higher density residential area, where more common folk live. It doesn't mean that you won't find some convenience stores and a few commercial buildings, but nothing too big. There is a Big church in district 20.

**District 5, 11, 14, 19 and 23 :**

Being pretty much the opposite from the previous district, these ones are a higher density commercial areas, not necessarily higher valued areas, but common commerce and stores. This doesn't mean that there can't be residences there, but they are mostly cheap apartments and low value housing.

**District 6:**

this is the School Dorm. Pretty simple, normally relevant to the players.

**District 7, 12 and 21:**

Those are the city Parks, green areas where people go to rest, take a stroll and practice some recreational activity. There is a Big Temple in district 21.

**District 10 and 13:**

Those are the highest valued commercial areas. There you will find some hotels, fancy restaurants, corporation buildings the city Square. In the southern part of the district there is the huge building complex which belongs to a single company.

**District 18:**

Here is the Prison complex. It is very relevant to this story so I had to create it. It stays a bit far from the city, but is very fortified.

Other important part of the ambientation is the existence of a calendar. It may seem silly at first glance, but keeping track of days, climate, when to meet the NPCs and future events is one big feature in Persona. In some games, like Persona 3, the phases of the moon are important, during Persona 4, the Weather is important. In all those games, knowing when the Social Link NPCs appear is also crucial for planning your day. (more about Social Links and what they are will be discussed in chapters ahead)

I recommend using <https://fantasy-calendar.com/> to create your own calendar, it is a free software and has many features, including a link to show a calendar without all the information so players and the GM can utilize similar things.

## 2.2 Awakening



<https://www.youtube.com/watch?v=m6SqC9-Ez3I>

As almost as all the rest of the settings, this part can be forsaken if the story demands it, but it is nice to be here as a guide to beginning one. So, the awakening part is where the main character, or characters, find out about their PERSONAS. This is kind of the starting breakpoint between fantasy and realness in the game. This is normally what gets things started and the characters realize they are not dealing with normal stuff anymore.

I'm am going to use a main character as the example for things, but feel free to have a group of characters as a main cast in the game, it's just that it is easier to set things up for demonstration.



*Impel down from one piece anime btw-*

"Olivia Weisz and her friends find themselves lost seeking that clue inside the Prison. It was indeed a strange place, 'why would they ask to sign a contract at the entrance?' they all wondered. The four kids wander through the distorted hallways as they cannot see what lies in the cells, 'are they people? Are they monsters? What's up with the masks?'. A trail of red blood contrasts from the greenish bricks as it leads the characters to a big open room with two people in its center.

<https://www.youtube.com/watch?v=iLK0wEsTeUI>

One of them is our well known black trench coat white hair person, who stands besides another one who was some kind of doctor using a lab coat shackled to a pillory. So, while holding a strange spiraling key, the black and white person pronounces:

- Oh, it is nice to see that more people are here to witness... Well, let's get going with his release. Watch, since you all will be next, after all if you are able to come here, you can be freed as well... Or at least have the potential.

The person then proceeds to what it seemed to be a trepanation process, inserting the spiraling key into the doctor's head. The kids try to prevent the person from finishing the procedure, because the doctor was now screaming in pain. As they run to the center of the room they see themselves blocked by a tall black figure. It was slim, had a white mask and in one pair of hands it held a globe while with the other two pairs it wore many syringes and saws. A wide black mantle impaired the kid's vision as they could only hear the doctor final screams.

Suddenly the cloaked figure disappeared and the teenagers saw the white-haired person walks away from the pillory. As they stepped away, prison bars closed the path between the kids and them. The person then said:

- Well, the potential was wasted, this person is not strong enough... Let's test something new and see if YOU can escape this prison.

As they said that, the body of the deceased doctor started to flicker and their limbs started to crook. A beam of light started coming out from its head, setting the beginning of a transformation. Now its body was black, the pillory had grown and it seemed distorted as if it could now be used as a weapon, the doctor had turned into a monster.

This big menace now starts to walk towards the main cast. This is the time! As the monster is going to strike everything seems to stop, the main character then hears a voice inside his head "Well well well, it seems this is an inescapable situation isn't it? Tsc tsc, if you hadn't signed that contract I wouldn't even be here trying to figure this out... But anyway, choose now!! Do you want to escape or do you want to remain in this prison?!!"

A and appears in the dark indicating a new chance, the beginning of everything.

- Take the contract...

Olivia, desperate and without an option, takes the hand as the strange second voice echoes through their head. When their hands touch, the white glove hand turns into a chained key and right after that:

- Use it! Set me free from this cage!! Let me roam this world free and let's escape from all the Prisons!!!

Suddenly a lock forms in the main character's right hand and they quickly use the key to unlock it.

- I am thou, thou art I... Thou who roams, shackled to fate. Thou who ist imprisoned but free. Bring forth the ultimate prisoner, caged beyond perception... **LÈFER!!!!**  
(the "man" in the iron mask)





*I made this.*

*i don't have this in my portfolio but here it is anyway*  
<https://www.artstation.com/goldengreed>

The monster is knocked back as the flourishing entrance of the great Prisoner makes present in the room.”

Ok, that is it. This is the awakening part, as many other persona games the awakening part is pretty cool and intense, it usually comes in a life and death situation and marks the “real” beginning of the game, basically. The awakening is a narrative part of the game, usually, since it marks the time when the character or characters “awake” their persona powers. This happens usually right before an introductory



battle, before we get to that we still have a lot of stuff to talk about. First is about **Arcana Selection**, then **Persona Creation**, **Weapon Selection**. We are going to detail more about the normal world after, when this battle finish and the characters get back to the normal world.

## 2.3 Character creation

Creating your character in Persona is not very hard, physical appearance is not so impacting to the game. However, you still have to choose your **Arcana** and create a personality around it. I suggest either choosing one based on a personality you created or randomly picking one so you create the character later. Those are simple methods of defining which arcanas will be playable characters and which won't. The Arcana Descriptions are displayed in a previous session called Arcana Representation.

When creating your character, take into account the rest of the party, try to add things to the main party, even if your character is “an assalariate adult who witnessed the kids when they were awakening and also got their own persona”. Try to bring a backstory relevant to the main theme of the game. As you may have noticed in my example, the main theme of this game is imprisonment and freedom, but try to adapt to yours.

To help a little bit more, here are some interesting parameters to construct your character:

- Describe your appearance. Here are some guidelines: Age, skin color, hair color, eye color, height, weight.
- Describe your style like clothes and accessories.
- General description of what they like and dislike.
- Personality
- Backstory

However this isn't the end of character creation, as I mentioned you have to choose your arcana and you also have to keep track of your SOCIAL STATS. Those are standard at the beginning of the game, so you basically begin with LVL 1 in **Knowledge, Guts, Proficiency, Kindness and Charm**. Further on in the game you will be able to upgrade these stats through daily activities. Also, you can choose 1 of those based on your character personality to have a +1 bonus when rolling for actions. I added this bonus due to also adding rolling for actions, since this is a way to quantify success in RPGs, diminishing some discussions about “can a character do that or not?”.

Social stats are used to make dice rolls in order to go through with interactions when spending time with Social Links and the bonus on one specific stat help each character to have an edge on whatever they are good doing innately.

Ok, now you have to choose a main **MELEE WEAPON** and **RANGED WEAPON**, everyone knows that characters have main weapons in Persona and those will define some things during the game, such as damage, hit type and style. Those weapons will be better described at the **Supplies** section. Having a main weapon does not mean you cannot use other types of weapons, it means that you have extra 5% accuracy and critical chance with those types of weapons. Also even if you don't buy them ingame, when you first conjure your Persona, the default weapons will be gifted to you.

Finally, the **HP** and **MP**, which respectively represent the amount of injury or damage your character can take and the amount of skills you can activate. **HP** or **Health Points** are the exact amount of health and stamina to stay awake, so if its value is zero or less a character is Knocked Out (**KO**), more about this will be discussed at the **Death** section. **SP** is the amount of **Spell Points** a character has and their skills uses some amount of SP, so if you have 0, the character cannot use skills that rely on this parameter..

Each character Starts the game with **42HP** and **26SP** and gain more as they progress in levels. Also everyone starts with **2000¥** independently of their background.

We still have to talk about playing as the “main character” type or as a regular persona user. Well, to transform this into more of a regular RPG I suggest all players being regular persona users. Being a Main character type means that you would be able to use more personas during a fight, not only your original one, also it means you would be able to use the “Lockdown” service at the Velvet Room. However, it also means the player would have to keep track of all the personas they have and their individual experiences and powers, this may seem reasonable at first, but having many persona sheets and the ability to be a Jack-of-All-Trades defeats the purpose of an RPG. Being a regular persona user keeps each player at the same power level by also keeping some of the most important game features such as the “Gallows”, “Electric Chair” and fusing personas towards your ultimate one. We are going to get into these procedures later on, but just warning about it.

## 2.4 Creating your Persona

One of the best parts about playing an RPG are the customization options. In this game it is no different, the players get to choose which arcana they represent in the game, their status, equipment and which social links they interact with. However, it is important to keep in mind that repeated arcanas are not part of the normal Persona games, each character represents a different type of story and personality, but if you want you can have repeated arcana representatives, these are just words on a digital paper. Also there is a difference between the main character type and the regular persona user type. The main character has the ability to summon different Personas and the regular persona user, just one. Regardless if you have the same powers as the

main character or of a regular persona user, **you have your own unique persona at the beginning.**

I recommend to create an Original Persona and not get one that already exists. Try to reference it around historic, mythologic or literature figures, don't base it on living people. Keep in mind the theme of the game, for example persona 5 was Rebellion and thievery. As examples I used The Man in the Iron Mask, a famous historical figure that has to do with this game's theme, Prison.

Every Persona fills a role in the party, those being very classic to the RPG logic. They refer more to combat functions, than to social, but remember, **your persona should reflect your character's personality.** Even if it's more related to battle, always prioritize the concept when creating and leveling up your persona.

Part of defining the role is to distribute points in your persona's Stats. **Every one of those stats starts with 1** in it and the player must choose another **5 points to distribute** during persona creation. **No stats can be more than 3 in Level 1**, so keep that in mind. The Stats are:

#### **Strength (ST)**

- Strength is used directly to improve the Damage of Physical Skills. Also, For every 10 points of ST, add 1d10 to physical skills damage.

#### **Magic (MA)**

- Magic is used directly to improve the Damage of Elemental Skills. It is also used to increase the amount of SP you gain each level. For every 25 points of MA, add 1 extra MP when leveling up. Also, For every 10 points of ST, add 1d10 to elemental skills damage.

#### **Endurance (EN)**

- Endurance is used directly to mitigate damage. It is also used to increase the amount of HP you gain each level. For every 15 points of EN, add 1 extra HP when leveling up.

#### **Agility (AG)**

- Agility is used directly to determine which character goes first in a fight. It is also used to determine the evasion number your opponents have to beat when rolling to try and hit you. Finally, for every 2 points in AG add 1% to the hit chance of your weapon.

#### **Luck (LU)**

- Luck is used to improve your chances to deal critical hit and to apply ailments to enemies. For every 5 points in LU increase your critical chance by 1%. The same goes for Ailment chances.

## 2.4.1 Arcana Representation

In this part some information about the tarot's Major Arcanas will be displayed to define, in this game, what they represent as journeys, problems and people. When reading the description to make your persona, the arcana you represent in the game or even when creating the social links, try to really correlate the description with the problematic in question. To create the following descriptions I used the book *The Pictorial Key to the Tarot* (I don't know if that is the exact book in english, since the book I used was called "O tarô Universal ed Waite", but I certainly tried to follow Rider&Waite definitions) and also the website <https://www.tarot.com/tarot/cards>, but mostly the book. Feel free to use other sources to define each major arcana as you please, but here are some guidelines about Major Arcanas:

### 0. The Fool

The fool represents a step into the unknown, normally the beginning of a new adventure. It also represents the search for self knowledge and plenitude. The Fool represents a new experience to be molded, expontaneous and innocent, it faces the challenges in different ways than the most experienced. It is normally portrayed in Persona as the Main Character, but in this game it is not required to have this arcana to play.

### 1. The Magician

The Magician is the creator, he can build things from zero, give form for what does not have one. However, they don't act alone, The Magician needs external forces to help them create. They conduct the flow of actions, they are a locus of power of some kind. It means the understanding of that power to create, the control of your own being and course. It talks more about a material kind of control, not over the mind, but the body and the tools it uses.

### 2. The High Priestess

This arcana represents the inner unlimited power of self. The understanding of your unconscientious capacity and it's control. The High Priestess is the journey to self understanding and control of your inner sense. She also represents the contact with this internal mind power and control.

### 3. The Empress

Unification of body and spirit, the Empress is the one who provides, she symbolizes the abundance of life, love and pleasure of senses. The empress creates life, and the world

around her is shaped in her liking, she not only lives in that world but she is it. The Empress is the mother who loves all unconditionally and wants to protect her creations. She can also represent the inactivity that is that world, since she can provide everything. She is a safe haven.

#### **4. The Emperor**

The emperor represents the power of mind put into the world, normally through a documented form like writing. The world of the emperor is one like the empress, however is not so beautiful or generous. Even so, it does not mean it doesn't give possibility for enlightenment. The emperor, much like a father figure, represents rules and love through imposing them. The teacher who is open to suggestions but will make sure the lessons are learnt. The Emperor is loved by those they protect and would not fear. The one who is in power must use it carefully and wisely. The emperor will make the tough decisions and even if most times uses logic will know when to use the heart to make them.

#### **5. The Hierophant**

This card represents tradition and beliefs, those being religious or not. The hierophant is the one who carries secret knowledge and could be easily represented by more than one person. In the case of the hierophant, people follow them because they belong to the same group and they are the defined leader. The Hierophant is responsible to pass the knowledge, "there is no I in TEAM". The Hierophant is responsible for keeping the traditions but will care to change when the time comes.

#### **6. The Lovers**

The Lovers represent the Union between two beings. It represents the multiple forms of love and how a relationship can be undone even if it had a good start or how uncorresponded love can end a person. The Lovers also represents the choice before taking action and to ponder consequences. It represents a sexual decision to a relationship and if not, it can mean a dilemma about a relationship.

#### **7. The Chariot**

This card is the intense power of mind to guide your feelings into action. You cannot move without your feelings and The Chariot means conquering those feelings for your own good deed. It means disciplining yourself to conquer. Conquer yourself, your inner demons before others. Conquering yourself is to conquer the world. Never give up and follow your objectives.

#### **8. The Strength**

Following the Chariot, the Strength means to be able to stay on top of those emotions you conquered, to have patience and resilience to be able to forgive. To be brave and

continue the journey. It shows the determination and conviction to surpass challenges with cunning and perseverance instead of just brute force. The Strength means to surpass self doubt and truly conquer your own world.

## **9. The Hermit**

The Hermit is a card that represents someone with great knowledge and experience, but instead of a teaching through words, the Hermit guides others by making them live those experiences. Knowledge is conquered and is done so by daily sacrifice. However the journey of the Hermit is lonely and they give up mundane items as well as practices. The Hermit traces a path which leaves most of your problems behind in order to focus on conquering one's Nature. The journey shows that the light won't come easy to you and when it does you will have enough knowledge to understand that it was already inside you waiting to come out.

## **10. The Wheel of Fortune**

Wheel of Fortune means change, sometimes suddenly. It represents the cycles of Luck and Destiny in the sense that it would be possible to foresee the outcome of something based on its origin so, by being aware of it you can change your luck. It really means a sure and quick change in life. How a person can react to this change depends on how they understand their own situation and prepare for the future. However even if your fate seems grim, there is always an opportunity to learn. If you are not prepared and don't know where to head to, then it really doesn't matter where you choose to go, since it will certainly lead you to an answer of some kind.

## **11. The Justice**

Justice talks about some "immutable" laws of the universe, the ones that will punish those who have done evil and to reward the good doers. It is said like this but it actually references to the phrase "you reap what you sow" also talking about the butterfly effect of an action that a person deemed unimportant that will actually make a difference in your life later. Justice teaches one of the most cruel and true lessons "you get what you deserve, not what you want". So basically justice is a card that teaches that your past will catch up to you. To represent justice, you must not be the blind justice that courtrooms represent, this justice represents equity and authority. Reasonable, impartial, devoid of compassion but not excessive in its judgement. However you must always look at yourself before judging others and the Justice is this.

## **12. The Hanged Man**

The card of the Paradox. The teachings of the hanged man are simple and effective but hard to accept, mostly when it comes to applying them to self. "Stop running and you might win the race". This is said in a sense that changing perspectives about the situation is easier said than done, but necessary nonetheless. Renounce something you

have to be able to achieve your true goal. The Hanged Man proposes a Trade Off and as long as you are ready to accept it it will always have an upside, even if it might seem you have lost something important.

### **13. Death**

Death represents transformation, but differently from the Hanged Man it is an inevitable one. You can try to fight it but this change will happen in your life. It teaches that a person is actually dying constantly, as new thoughts permeates their head, new habits, clothes. People change one way or another. To progress in life you must “die” in your old one. Conquer death with spiritual renewal. However death is cruel, if you do not let go of what is holding you back voluntarily, it will take it from you by force, it will make you change.

### **14. The Temperance**

Represents the search for harmony of desire and purity. To fight your inner demons in order to live with them in harmony. Do not give up darkness, keep it in balance with the light inside you and you will be stronger. It represents equilibrium, first within oneself and then with others. The presence of The Temperance usually means a road to health and balance.

### **15. The Devil**

The Devil represents a weakness inside. Every person has darkness in their heart and when they perform a bad action it is not an external force that makes them do it, it is the negative part of their personality taking form. Negating this darkness will make it easier for it to culminate inside you later. When you submit to your inner demons you become susceptible to others controlling your life. The Devil actually teaches you that you can free yourself from those restraints by your own will. To do so a person must understand that your inner demon is a shadow that naturally forms when there is light.

### **16. The Tower**

The Tower represents a rupture in the old ways to make way for new things. It talks about how holding on to this sense of security is actually dragging you down and leading you to your demise. It talks about the danger that is to “build” a tower on a weak or fake foundation and how it will fall, if not by itself by you. The experience of the Tower, while humiliating and completely obliterating, teaches that no one is invincible and it leaves a new and clean ground so a person can start again. After the fall they will have the knowledge to start again. The tower is said to be like a fusion of Death and Temperance and is a collapse in ego that will lead you to remake your journey, but now with an assured knowledge.

### **17. The Star**



The Star means hope, it is the light that guides the way. It is not the answer, but a brighter path to your answer. Have faith in yourself, this is the card for the power of emotions and true. The star has a very simple meaning, hope so you can continue, faith so you can win the most difficult of challenges.

## **18. The Moon**

The Moon the card about illusion, not knowing exactly what is real or not. Also it represents a darker journey, one without guidance. During this journey, one can only be guided by their own light and if you doubt or forget about it you will be lost forever. It represents the necessity to see things clear, try to visualize the consequences or maybe that things are that bad. Also it represents the trust one must have in the situation when things seem unclear. By trusting yourself and fighting your fears the way will present itself to you.

## **19. The Sun**

The Sun represents the confidence of someone who has been through their journey and is resting in order to face the beginning of another one. It is the surety of another day and the confidence in tomorrow. It represents coming out of the journey stronger and wiser, in control of what is around you. The Sun represents that because "even if there is rain, the sun is still there behind it". It is a herald to good endings, it shows the bad parts of our own hearts so you can take care of them. When presented to the power of the sun, you have to remember that this power is indeed yours and it will become a positive ending. The calm before the next cycle, the sun represents that reward.

## **20. The Judgment**

The Judgment represents restoration, not of the body itself or of your way of living but for your spirit. It is the reckoning for your mind, even if you do not pay outright in the material world, things will resolve within. It is time to find yourself. This resolve, however does not destroy anything you have built so far, it actually solidify your learnings and cleanses your spirit. This cleansing happens however, to prepare you to a new journey, this one however made at a higher level of being. This choice to change however, is different from the ones seem so far, it is possible to negate it, but with time you will realise you regret this decision. Your day of judgment will come and there will be a time to acknowledge your mistakes and collect your deemed rewards. Understand your mistakes from the past so you can clean yourself anew for a new journey.

## **21. The World**

The World represent this union at the end, your mind and your body are together and ready for what is to come. It is to be one with the world around materially and

spiritually. It is time to meet your maker, even if only spiritually and after that come back with surety of purpose and being sure you will meet them again. It is finally the end of the cycle and time to start it all over again.

## 2.4.2 Choosing Types

Normally personas have weaknesses and strengths, most of those are shown through elements and skills. There are many Types of personas and skills and I'll be using the Persona 5 to generate this.

The types are: **Physical (Melee or Ranged)**, **Elemental (Fire, Ice, Electric, Wind, Psychokinesis, Nuclear, Bless, Curse)**, **Almighty, Ailment and Aid**.

Personas have 1 Main, one Sub and one Weak type. The types represent the strength of your skills, your resistances and weaknesses. They can also have up to one more Main type, which will also result in another Weak Type, staying with 2 of each.

Next, are the descriptions of what each type means and what criteria they fit:

- The **Main** type is the one you have resistance to and can, by leveling up, take skills up to rank 10. They can be one of the Physical, Elemental, Ailment or Aid.
- The **Sub-type** represents a secondary strength, by choosing one you can get skills up to rank 5. The subtype doesn't grant any resistance nor weaknesses. They can be the same as the main type.
- The **Weak** type represent the one in which, if your character gets hit by, they will **fall down** and take bonus damage. They can be either a Physical or Elemental type.

When you choose Physical as a main or weak type, you must pick either Melee or Ranged. When you do, that is what really represents your type. The same goes for Elemental and Fire, Ice, Electric, Wind, Psychokinesis, Nuclear, Bless, Curse.

There are some exceptions to these rules. A Persona cannot have resistance to the Physical or Ailment types at the beginning of the game, they have to acquire those resistances with passive skills later on. Also, the Aid type does not grant resistance to anything. So, when picking any of those types as main, you must pick an elemental type to have resistance on.

When you choose an elemental type as your main, you automatically gain a Weak Type based on that choice. Here is a list that represents the opposing types, meaning that if one is chosen the other one is automatically the weakness:

- **Fire - Ice**

- **Electric - Wind**
- **Psychokinesis - Nuclear**
- **Bless - Curse**

If a persona happens to have 2 main element types that are opposite to each other, the player is not obligated to choose another 2 elements that are also opposite to each other, for example, if a persona has Fire and Ice as mains, they can have Bless and Ranged as their weaknesses.

## 2.4.1 Having Ranged as Main Type

Being Ranged is not exactly a type that exists in Persona, but some characters in the game do have a preference for skills with this type. In this game, however, I chose to do so in order to limit the players capacity to use one single skill called One-Shot Kill and to introduce the bonuses from the Tower arcana in Persona 5 as skills for the type.

I have modified the bonuses from those arcana bonuses from Persona 5 to fit as skills as well as many of the old gun skills from previous Shin Megami Tensei games. They compose this new type and are displayed in an external PDF along with the other skills.

## 2.4.3 Skills

Personas have skills, abilities they use in battle to defeat their enemies. A Persona can hold up to 8 skills at a time and they begin with **2 at level 1**.

To choose skills, a player must know in which rank category they are. All characters start the game at Rank 1 and every 8 levels they reach another rank until level 72, when the 10th and final rank is achieved.

If you are trying to get a skill that belongs to your main type, you can go as high as a rank 10 skill, however if that skill is part of your subtype you can go as high as rank 5. If that skill is neither of the above you can only choose up to rank 1. You cannot get skills from your weak type by leveling up.

Skills have some hierarchy and the beginner skills will normally have the light damage descriptor. These descriptors mean multipliers to the damage and the overall damage the skill has.

Miniscule **x0.5**

Light **x1.0**

Medium **x1.5**

Heavy **x2**

Severe **x2.5**

Colossal **x3**

This means that a skill with the colossal multiplier will deal 3 times the magic or physical damage. Also, some skills have percentile chances attached to them:

Very low: **10%**

Low **20%**

Medium **50%**

High **70%**

The players don't have to plan ahead for skills as they gain them when leveling up. In this game the players may choose skills for their personas to have, remembering that **you start with 2 skills and can only hold 8 at max**. This doesn't mean that the persona won't gain more than 8 skills, it means that they can get replaced if the 8 slots are full. **Every five levels, until level 80 your persona should gain another skill**. It means that your persona will get around 18 total skills to play with, which are less than what a side character in Persona 5 would get, but since the players can choose the skills, this should balance a bit. Note that once replaced, a skill can only be obtained again through skill cards or inheritance.

All the skills in this game can be checked at the Skill Ranks Table, available externally to this rulebook.

## 2.5 Being the Support

There is another function to a persona user. Technically, there isn't when talking about ingame story but in the game mechanics there is the Support, which is a special role to play in the game only attributed to the regular persona users.

The role of the support is to stand by in most fights and only act during specific turns to analyse, buff, debuff and perform other kinds of aid to the party. It is a vital function and it this RPG is performed by a player rather than the game master. Just like other players, a support should create their progression.

Please take note on existing support characters in persona games, such as Futaba, Rise and Fuuka, more on the first two, since they have more quantifiable progressions.

[https://megamitensei.fandom.com/wiki/Futaba\\_Sakura](https://megamitensei.fandom.com/wiki/Futaba_Sakura)

[https://megamitensei.fandom.com/wiki/Rise\\_Kujikawa](https://megamitensei.fandom.com/wiki/Rise_Kujikawa)

[https://megamitensei.fandom.com/wiki/Fuuka\\_Yamagishi](https://megamitensei.fandom.com/wiki/Fuuka_Yamagishi)

Remember that only the supports can analyse the enemies and create escape routes from battles for the party. Normally skills that regen HP and later on MP are nice, also skills that reveal treasures and maps.

In Persona 5, the support persona does have stats, but are not used in battle.

<https://megamitensei.fandom.com/wiki/Necronomicon>

In this game, however, I decided to give more functions to leveling up the persona of supports, so those players can customize their experience better.

**Strength (ST)** Increases the effectiveness of your buffs and debuffs

**Magic (MA)** increases the amount of SP healing.

**Endurance (EN)** increases the amount of HP healing.

**Agility (AG)** is the test rolls, such detecting weakness, map reveal and fleeing.

**Luck (LU)** for the chance of debuffs.

The progression is also different to match the new status meanings:

For every 20 points in ST you get +1 turn of effect on your Buffs and Debuffs.

For every 15 points in MA you get +1MP healing on your skills that do so.

For every 10 points in EN, you get +5HP healing on your skills that do so.

For every 20 points in AG you get +1 on test rolls.

For every 5 points in LU you get 1% more chance of ailments and support skills to be applied.

Differently from the regulars, the supports don't choose main types, but still have to pick resistances and weaknesses as if they were regular persona users. Following that, they only get to hold up to 5 skills. Those are related to how they want to help the party. Support Personas start with one skill and every 4 levels they get a new skill. All Persona's of this type also start with the Enemy Analysis and the Flee action and those don't count for skill slots.

To roll for enemy analysis, use 1d10. After rolling the dice add the bonus from **STR** and if the result is higher than 7 you reveal all the stats of one target enemy and all of the same name as it. Note that some enemies in persona games cannot have their stats revealed, however in this game, your result is 10 or more, classifying your roll as a critical success, your GM should give you a hint about something.

To Flee you must do the same as enemy analysis, however if you succeed you get the chance to run from the entire battle and not just one enemy. There are some fights, normally boss fights that the GM can prohibit you from fleeing. Also, there may be some enemies that raise the fleeing rate or impede you from fleeing as well.

The skills for a support vary a lot depending on what is the player objective in the game. They may want to enhance many different aspects of play and next I'll be talking about how those normally appear and what they do:

**Enemy Analysis:** A support player Starts with this skill and can choose it again when they get to pick new ones. When a player does so, they get a +1 bonus to the enemy analysis test result. When you pick this skill, you can also choose to not get the bonus, but have the capacity to analyse all enemies instead.

**Flee:** A support player Starts with this skill, if they choose to pick it up again when choosing new skills, they are always successful on the test as long as the battle permits fleeing.

**Stealth:** A support player Starts with this skill and every time they pick it up, they add +1 to the party's Stealth Meter.

**Map Reveal:** A support player can pick this skill as early as level 1. When they do, they gain the ability to make dice roll to reveal the map and the enemy positioning. If you pick this skill again, you can either be able to reveal hidden rooms or get +1 to the test result.

**HP healing:** You can only get HP healing skills starting at level 12. The first time you pick this skill, it heals an ally for 10HP at the end of a fight. Everytime you do it afterwards, it heals for 20HP more. When you pick this skill after level 32, you can choose to not increase the healing amount but make it affect all of your allies instead.

**SP healing:** You can only get SP healing skills starting at level 40. Each time you get the skill, it heals 2SP of one target at the end of a fight. When you pick this skill When you pick this skill after level 56, you can choose to not increase the healing amount but make it affect all of your allies instead.

**Debuffs:** These debuffs are the Aid and Ailment skills that target your opponents, such as Tarunda, Dazzler, etc. Basically skills that negatively affect your enemies. Each time you pick a debuff skill, pick one that matches your Rank. Your debuffs last for one round by default.

**Bufs:** The buffs the Aid skills that not heal and are used on your allies such as tarukaja and sukukaja. Each time you pick a buff skill, pick one that matches your Rank. Your buffs last for one round by default.

When in battle, supports can only use the same type of skill once every 3 rounds, which means that if they use a buff, they can sequence it with a debuff, but not with a buff again.

You cannot have the same skill assigned to more than one slot, which means you can't repeat skills, if you pick the same it will be upgraded or chosen in another mode for example. With this the players won't be able to have 2 separated skills that do the same thing.

## 2.6 Ultimate Persona

- I am thou and thou art I... Thou who has escaped DEATH once! Thou who shall escape her many times more. Bear Witness as thou art the uncaged, the unbound, the unshackled!!...
- **HOUDINI!!**





<https://twitter.com/dogkr112/status/656843520477532161>

(Careful this is a NSFW artist, don't go in their twitter if you don't want to see their art)

Achieving the ultimate form of your persona is one of the most gratifying steps in the game. It means new abilities and the Unique Skill, also it gives you a new ultra stylish, in most cases, look to your persona. To do this however, there are a few steps.

First you must be **level 10 in your own Arcana**, then you must make a **pentagram fusion with your persona and four other ones that became unlocked after leveling certain Social Links to 10**. The difficult part, aside from having money and probably having to acquire the personas, is to know which are these 4 other social links.

These links are selected in secret by the GM at the start of the game and are only revealed when the player reaches level 10 on their own arcana. This incentivises players to create more social links and basically sets a level in which they can upgrade.

Ultimate personas are gifted with the capacity to acquire Almighty Skills and get a Unique Skill. This is an **extra acquired skill** that still counts as your skill cap of 8, that should be unique to the game and be strictly based on the Persona's concept, it really has to make sense with it and to the character's story.

Finally, make the ultimate persona be the representation of the final resolve for your character. It should represent, not only the resolution to your arcana, but to the game's theme.

### 3. Rolling Dice

As mentioned, this game uses dice to determine the outcome of many situations. Those are mostly combat and some times during social interactions. Different situations may require different rolls for them, some won't even need you to roll for them to be resolved.

The Social Stats are used as parameters to allow players to surpass their challenges and to customize their abilities. The GM should prompt a roll when a character capacity in that social stat is being challenged, but only so much. If the person is already too good for that action just let the players take the lead. There shouldn't be too many rolls in an interaction, probably one or two should resolve it.

To check if a **Social Roll** was successful, first **roll 1d10**, then add your social stat level for that roll (charm, kindness, proficiency, guts, knowledge) then add your

character bonus, then add any other bonuses you might have to that roll. Then, if the **result is 7 or more you succeed**. Independently of your bonuses, if the dice value is 1, you automatically fail, but if the only way you fail a check is if 1 is the result, you don't really have to make the check, you should just succeed. By doing this the early game should be somehow hard to manage interactions, but the late game should be fairly easy to have your way and I believe that is how persona games normally are.

There are some **Percentage Rolls** as well, that trigger chances of weapons, hit chance, armor skills and other abilities you may have. When rolling for chances in general you must use **2d10**, one to determine the tenths and another one to determine the units. For example, if the roll has 23% chance to hit, first roll 1d10 and check the result to see if it is a 2 or less. If it is a 1 or a 0, you hit automatically, if more than 2 you miss automatically, however if the result is 2, roll again for the unit value, if 3 or less you are successful, otherwise you miss the roll. Either that or roll the two dice at the same time and see if the result is 23 or less, keep track, however, of which die is the tenths and which one represents the units.

There is a special type of chance in this game called critical chance. It represents a percentage range in which if the roll is successful it deals bonus damage. Normally, rolls have a 5% chance to deal critical damage, which means that if you hit and the result is between 1-5 then the damage is critical and deals 1.5x more to the target. Opposite to this chance there is the Critical Failing chance which ranges from 95-100 when rolling the dice. If a player rolls a critical failure, they get knocked down in battle as if hit by a critical attack or weakness. This chance can be overcome by having a high hit chance on your actions, for example, if a character has a 98% chance to hit an attack or skill, the critical failure range is now 99-100.

Even if a character has more than 100% chance to hit something, if the result is 0 and 0 (which represents a result of a 100) on a dice roll, a critical failure occurs.

Abilities and other items may have their own chance of inflicting abnormal statuses like burn or brainwash or they may add to the characters rolls. Normally if it shows +[insert percentage here]% it adds to all the chance rolls the character has on that specific clause.

## 4. Leveling Up

There are a total of 98 levels in this game and a character starts at level 1 and can go up to level 99. Whenever a character gains a level, first, they increase their total Health Points and Mana Points, then, the player rolls for their persona's Status upgrade.

Here is the progression for the Health and Mana:

HP = **1+(1d10/2 rounded up, min 1)+(1 for every 15END)**

MP = 1d10/2 (rounded up, min 1)+(1 for every 25MAG)

**About the status upgrade, when a persona levels up, the player distributes 3 points to their stats**, but the points are random, so simply roll 1d10 and every two numbers represent 1 STAT (1,2-ST; 3,4-MA; 5,6-EN; 7,8-AG; 9,10-LU), except for every 4 levels, when you can choose where to put them. This follows the “LVL\*3+7” rule In Persona 5, but still gives a little bit of control like when using the gallows or fusing, since it won’t be an option here.

Keep in mind throughout the game though, that the maximum value to a STAT is 99, even after adding items bonuses for example.

To go up a level, a character needs to acquire experience by defeating enemies in battle. The experience gained from those enemies is measured in Experience Points (XP) and is used automatically to upgrade the level of your active persona and your character. In the case that you are a normal persona user, the character level will be the same as your persona level, but if the player is the main character type, then they are separate levels. The character level limits the level of personas you can fuse, but does not limit the level of personas you can occasionally have, such as through arcana bonus after fusing and the guillotine bonus.

Now, a bit more about the the XP, comes another super complicated part in Persona, at least persona 5. Again, for a computer to calculate the exp in the game it’s easy, but for a person it is like, super boring. However I had help from an amazing friend to send me a list of exps. Here is the formula he got from this place <https://github.com/zarroboogs/p5ct#experience>

$$E(x) = \lfloor C \times x^3 + 10 \rfloor * (1 - \left\lfloor \frac{1}{x} \right\rfloor)$$

This is the List for CHARACTER LEVEL, I know it is an Extensive list, but hey at least it is all laid out here for consultation. This list represent the minimum experience to be at that level, so this means that this is a cumulative list, so just keep track of your total experience and check at which level you are at. Later on I’ll display the singular Persona leveling up, you know, for those who wanna be the main character.

Character EXP Needed= [C*x <sup>3</sup> +10]*(1-[1/x])							
LVL	EXP		LVL	EXP		LVL	EXP
1	-		34	55074		67	421378
2	21		35	60077		68	440529

3	<b>47</b>		36	<b>65375</b>		69	<b>460251</b>
4	<b>99</b>		37	<b>70974</b>		70	<b>480553</b>
5	<b>185</b>		38	<b>76885</b>		71	<b>501443</b>
6	<b>312</b>		39	<b>83115</b>		72	<b>522930</b>
7	<b>490</b>		40	<b>89674</b>		73	<b>545022</b>
8	<b>727</b>		41	<b>96568</b>		74	<b>567728</b>
9	<b>1031</b>		42	<b>103807</b>		75	<b>591056</b>
10	<b>1411</b>		43	<b>111399</b>		76	<b>615015</b>
11	<b>1874</b>		44	<b>119352</b>		77	<b>639612</b>
12	<b>2430</b>		45	<b>127676</b>		78	<b>664857</b>
13	<b>3087</b>		46	<b>136377</b>		79	<b>690757</b>
14	<b>3854</b>		47	<b>145466</b>		80	<b>717322</b>
15	<b>4738</b>		48	<b>154949</b>		81	<b>744558</b>
16	<b>5748</b>		49	<b>164836</b>		82	<b>772476</b>
17	<b>6893</b>		50	<b>175135</b>		83	<b>801083</b>
18	<b>8180</b>		51	<b>185854</b>		84	<b>830388</b>
19	<b>9619</b>		52	<b>197001</b>		85	<b>860399</b>
20	<b>11218</b>		53	<b>208586</b>		86	<b>891134</b>
21	<b>12984</b>		54	<b>220617</b>		87	<b>922572</b>
22	<b>14927</b>		55	<b>233101</b>		88	<b>954752</b>
23	<b>17055</b>		56	<b>246048</b>		89	<b>987671</b>
24	<b>19377</b>		57	<b>259465</b>		90	<b>1021339</b>
25	<b>21900</b>		58	<b>273361</b>		91	<b>1055762</b>
26	<b>24633</b>		59	<b>287745</b>		92	<b>1090951</b>
27	<b>27585</b>		60	<b>302626</b>		93	<b>1126914</b>
28	<b>30764</b>		61	<b>318010</b>		94	<b>1163658</b>
29	<b>34178</b>		62	<b>333907</b>		95	<b>1201192</b>
30	<b>37837</b>		63	<b>350325</b>		96	<b>1239525</b>
31	<b>41747</b>		64	<b>367273</b>		97	<b>1278664</b>
32	<b>45917</b>		65	<b>384759</b>		98	<b>1318619</b>
33	<b>50357</b>		66	<b>402791</b>		99	<b>1359398</b>

\*this table here is only for separated persona and character level. Since the normal way of leveling in persona 5 would be: each persona has a leveling up experience based on its base level, I decided to change it for a fixed amount based on the general level instead. I made this choice because it would be too complicated in a tabletop game to have each persona have different upgrade experience based on the minimum level they have when they appear in the game.

Persona Exp Needed: $((-0.019 \cdot \text{BASELVL} + 3,7) \cdot \text{LVL}^3 + 10) \cdot (1 - (1/\text{LVL}))$							
LVL	EXP		LVL	EXP		LVL	EXP
1	0		34	116514		67	719067
2	20		35	126417		68	746028
3	72		36	136815		69	773444
4	181		37	147714		70	801307
5	369		38	159118		71	829607
6	654		39	171034		72	858335
7	1057		40	183466		73	887480
8	1598		41	196418		74	917032
9	2296		42	209894		75	946979
10	3168		43	223898		76	977309
11	4233		44	238432		77	1008011
12	5509		45	253499		78	1039072
13	7012		46	269102		79	1070479
14	8759		47	285240		80	1102218
15	10767		48	301917		81	1134276
16	13050		49	319132		82	1166637
17	15625		50	336885		83	1199288
18	18505		51	355176		84	1232213
19	21706		52	374005		85	1265396
20	25242		53	393371		86	1298821
21	29124		54	413271		87	1332472
22	33368		55	433704		88	1366330

23	<b>37984</b>		56	<b>454667</b>		89	<b>1400379</b>
24	<b>42986</b>		57	<b>476157</b>		90	<b>1434601</b>
25	<b>48385</b>		58	<b>498171</b>		91	<b>1468976</b>
26	<b>54191</b>		59	<b>520705</b>		92	<b>1503487</b>
27	<b>60416</b>		60	<b>543754</b>		93	<b>1538113</b>
28	<b>67070</b>		61	<b>567313</b>		94	<b>1572836</b>
29	<b>74162</b>		62	<b>591378</b>		95	<b>1607633</b>
30	<b>81703</b>		63	<b>615943</b>		96	<b>1642485</b>
31	<b>89700</b>		64	<b>641001</b>		97	<b>1677371</b>
32	<b>98162</b>		65	<b>666546</b>		98	<b>1712269</b>
33	<b>107098</b>		66	<b>692570</b>		99	<b>1747156</b>

Don't forget that CHARACTER Experience may vary depending on the difference between each character's level and the enemy's. If The character is **lower in levels** than their enemies, they will gain **20% more** experience, and if they are **higher leveled** they will receive **30% less**.

## 4.1 Social Stat Upgrade

As mentioned before, the players can upgrade their social stats. To do this, they need to spend their **afternoon** or **night time**. Engaging in those activities don't upgrade them straight forward though. Every time you engage in an activity you can gain from 1 to 3 points. Still, there is a progression in levels when it comes to upgrading: LVL2 **5P**, LVL3 **15P**, LVL4 **25P**, LVL5 **35P**.

There are many activities that can raise your stats, such as fishing, working part-time, reading books and practicing for the objective to raise your stats, but keep in mind that they are most likely to be available during the afternoon or night. In this game as it was mentioned you can earn from 1 to 3 social points and those depend on Stat Rolls during these activities. The Game Master should reward the points depending on how the interaction as a whole was normally asking if everyone was entertained by it.

The Game Master is also incentivised to give extra points during other activities to bolster the players, give them as rewards for nice things. Remember that players can read books, water plants, go to night jobs and many other activities that can give

more than one type of bonus. I suggest making a list of places and activities for the players, but let them discover what gives them what.

## 5. Slice of Life

“

- Something must be affecting people, they are not just dying randomly in cube shapes. That key person has to be killing them!! We have to find out more about them!!

Everyone nods and agree that they should start looking for things after school. Which was a good time for a bunch of high school students to stroll around the city.

- Wait, we still have to talk to that other guy, the one with the suit. I mean, he said he would help us...

The kids remember the adult who appeared to help them while they were trying to escape the prison after having to fight against the monster. The guy looked spooked but fought the monsters as well.

Now it was time to search the city, know more about it's entrails and try to find an answer to all of this. The game is on! ”

This session is probably going to be one of the longest to construct, since it demands a lot from the Game Master. The slice of life part consists of handling basically all the daily activities, such as upgrading your social stats, buying items for your characters, going to school/work and the most important of them leveling up your **Social Links** which will be discussed later in this section.

The day is normally divided into periods to give the characters chances to do different things. In this game, time will be divided in **Morning, School/Work Time, Lunch Time, Day Time, Afternoon, Night Time, Late Night.**

**Morning:** Will be the time when some announcements are made. Maybe some character calls you to hangout, receive mail etc. it kinda depends, but the players should not be able to do many actions during this time.

If a character has slept early and is not with the tire condition, they can use the morning period to study as if in the Night Time or read a book.

**School/Work Time:** This will be a time where you get to answer questions to gain more Knowledge. Beware of exams thought. When working, the exams should probably be the character taking a challenging action in his job. Occasionally, there should be some events that can raise other stats. In general there should be between 10-15 questions during a month and at every month's end, a test. Try to make those questions knda simple and fun to answer.



**Lunch Time:** Same as Morning and Late night. It happens during School/Work Time and few interactions can be made here, maybe you want to go to some friends classroom to eat or hang out alone at some place, but nothing that raises stats or completes social links levels though.

**Daytime:** Will occur normally in holidays and on weekends. It is basically the same as the afternoon. If you, by some reason, skip work or school you will be able to act during day time.

**Afternoon:** This is the main time in the game, where the characters get to buy supplies, go try to upgrade their stats, spend time with their social links or go to a dungeon. Doing the last three will cause the period to pass and go to the next period right after the interaction is concluded.

**Night Time:** This is very similar to the daytime, but you won't be able to go to dungeons if you have in the previous period.

Note that some Social Links may only be available during night time. Night time may be available normally after afternoon later during the game.

Night time can be used normally to study at home, but only gain +1 on that specific stat. Characters are not usually allowed to go out at night, at least at the beginning of the game, but if they still do so by sneaking out or maybe just not going home after school/work, they will arrive at Late Night and wake up the other day with the Tired Condition, if they are already tired, they receive the Sickened condition.

**Late Night:** This is another announcement time. Normally to say that you are tired or worse and to say some gloomy things about the story. It's basically like morning.

Additionally, if you were studying at night, you can choose to press on to the late night studies and gain a +2 on top of that +1 from night, however, instead of resting the character gains +3 exhaustion.

## 5.2 Transportation

Well, when you play persona games it is noticeable that the main character uses transport a lot on a day-to-day basis at no cost or at no time frame. However RPGs tend to be a little more realistic in this sense. In this game there won't be literal time tables to determine where you can go with each transport, but there are some parameters to follow. Every character has an amount of transport they can use during the day. This means that Transport here is a mix of time and money that can be spent each day when traversing through the city and its surroundings.

Every character has **5** transportation points (**TP**) per period of time (for example, 5 at daytime, 5 in the afternoon and the same for the night) and they represent the amount of movement and time to go from one place to another each day. Here are the rules for general transportation and movement throughout the city:

- You can move inside the district you are freely.
- To **move to an adjacent district** normally costs **1TP**. However you can choose to do it at **no cost**. This choice can be made at any time you would move to an adjacent district, but **only once per period of time**.
- **The maximum amount of TPs needed** to go to some place is 3. For example, if you want to cross the city to go to a district at the opposite side, you only spend **3TPs** to go there. Even if you go to another city or place outside the city, you send 3TP unless otherwise noted.
- **Going home** from any other district costs **1TP**.
- **You get to go home for free if you have no TPs**, however you arrive late at home and wake up with the Tired Condition. Keep in mind that you can use your free adjacent transportation to not receive this debuff.

## 5.3 Social Links

Normally represented by an exclamation on a character's head, social links are one of the best parts of Persona games. This Dating Simulator part permits the player to experience many storylines and to develop feelings for their waifus and husbandos. Theoretically, Social Links are the people with which each player develop a bond, a relationship, sometimes romantic, sometimes not and they represent a problem related to a Major Arcana in the Tarot deck, this is interesting since each character's arcana can say a little bit about the challenge the players will be facing.

In this game you choose your sexuality and can maintain many romantic relationships. (It is NOT recommended to maintain pedophilic romantic relationships, but again these are just words on digital paper and there are people who really want to cross that line and hey in persona 5 you can date adults even though you are a highschooler soo ˘(ツ)˘)

Like Persona 3, maintaining relationships is not that easy. You must talk with people regularly, at least once every three months or their arcana becomes broken and inverted, unless you have reached level 10. To maintain a relationship, basically, the only thing you have to do is hangout with them, spend your day with that person so they don't feel left out.

As mentioned you can have some types of relationships, basically, be friends with someone or have a romance. Being friends won't bring many consequences to the game, but multiple romances can raise it's difficulty. First of all, why have multiple romances? Because you can. Second is that you may have many waifus and husbandos. To maintain multiple romances you have to go out with each person at least once every week, or they start suspecting you are cheating on them causing the link to be broken. The difficulty of this is that depending on the NPC it can be very hard to keep an open relationship or even to have then like you romantically.

Every social link has 10 levels and every level gets the characters closer to truly understanding each other and their needs. the difficulty to upgrade those levels should increase with each one. Those interactions are strictly role played and the word of the Game Master should be final. Try to convince the GM and have an roleplayed interaction with them. Remember that social stats should matter in some sort of way.

There are no explicit actions to take, no options on your screen. Try to respond based on your personality and that should be sufficient for interacting with the NPCs.

Leveling up a social Link should give rewards or buffs related to the arcana they were interacting. These buffs can be for buying or unlocking items, battle combos or even being able to go out at night after going to a dungeon. These bonus should be previously created by the Game Master and affect each player individually even if the bonuses are the same for each player each level.

To gain a Level you must achieve a total of 10 Social points and in a social interaction the player will have 3 to 4 chances to achieve points. Each answer may give you 0 to 3 points, 0 meaning your answer was waay off the persons liking and 3 meaning you got the answer spot on or even surprised the other one in a good way. Maybe you managed to make the person realise something life changing or you got to their heart romantically speaking. Those points are not shown graphically like their digital games counterpart but the GM should give hints about the players success.

To unlock romantic options you must reach level 7 with a Social Link and at level 10 you must choose between staying friends or officialising the romance with the person.

Finally you need to understand how multiple "main" characters can interact with the same social Link. At first I didn't think much about it until I realised that if someone only started a SL after another player had already reached some levels on it, there would be a paradox in normal gameplay, since the social link would already be advanced ingame but the other player would not have influenced that link. So, after thinking about some options for a bit I decided to make the Game Master's life more difficult by having them create more complex storylines.

To do this a Game Master have to consider the number of people in the party. Since this game is supposed to be played with 5 people I'll be using that as a reference. Then, you have to realize that the number of social links available is 17, if you make

some of them mandatory to appear in the story, for example, make them only level up accordingly to the progression of the story, then there should be around 14 at least.

Instead of making the GM create 5 different NPCs for each character I decided to make it a little bit easier by having each Social Link be fragmented in 5 Parts. These parts are semi simultaneous, which means each character will face a different part of the bigger problem the NPC presents. This will make it so each character can create a bond with each SL but only solve the problem if all of them finish that SL. This does not mean that a player should not get a special reward reaching level 10 and besides from that there should be a clue for finishing the SL and the NPC should feel a better even if its a little.

I described the interaction as Semi Simultaneous because the players can work on it all at the same time, however, I highly suggest the GM to make some kind of order to the progression, for example, if player 1 starts the SL they will follow route X depending on how they do things, so what I'm trying to say is that the possibilities get closed as the players start their SL. This should make the first level of each SL be some kind of path choosing to what problem they will be facing.

If many players go to develop the social link in the same day, this should be a longer interaction with the NPC and it should probably make it easier to deal with the challenge. Players should obviously be able to talk about their interactions with the same NPC so they can try to solve the problem together.

This opens up some difficulty creating a Social Link, but still does not cover how to handle Romance. To do this the GM will also have to create a more complete personality to each NPC so they know what would the character be prone to like or not maybe there is not a way to even romance that NPC, this has to be decided by the GM when they are setting up the game.

## 5.3.1 Playable Characters

Since the players also play an arcana, they should also have at least some kind of progression in their social links. However, differently than normal arcana, they players have fixed progression and basically, shared one. The players progress together as they interact together and unveil the mysteries of the game. It is possible to get an edge on leveling up your own social link. To do that you must excel in your other social links or actively work towards resolving the complex of your backstory, but generally the players should evolve together to keep this part of player progression simpler. Note that relations with NPCs is totally individual.

The player Progression is:

**LVL 2 Baton Pass** - If you down an opponent and you have another ally with baton pass, you can have an extra attack.

**LVL3 Follow up** - If someone fails to down an opponent, you have a 50% chance of being able to attack the same enemy.

**LVL 5 Ailment Recovery** - 40% chance of recovering an ally from a normal ailment that they have, right before your turn.

**LVL 7 Endure Death** - 30% to survive a fatal attack.

**LVL 9 Protect from Death** - You can choose to take damage instead of another party member if that damage is fatal.

**LVL 10 Ultimate Persona** - Unlocks the possibility to make the Ultimate Version of your persona and reveals its Social Links.

Again, playing the support is different when it comes to social link progression:

**LVL 2 Baton Pass** - 30% chance to give tarukaja to an ally whenever they receive a baton pass.

**LVL 3 Ailment Recovery** - 20% to recover an ally from an ailment right before your turn.

**LVL 7 Protect from Death** - 20% chance to prevent one ally from dying each round.

**LVL 10 Ultimate Persona** - Unlocks the possibility to make the Ultimate Version of your persona and reveals its Social Links.

## 5.3.2 Broken Links

Breaking a link is pretty bad, it basically means that someone who trusted in you does not anymore. It means someone found about you cheating or something like that. But it does not mean that all hope is lost, you can still remake a bond with someone, but achieving that is hard and probably won't lead to a romantic relationship at the end.

To remake a bond, you have to attend a special event for that person, where you not only have to solve some of the persons problems but also have to gain their trust back. It is possible to regain their trust in a way to get your romance back. This event is similar to hanging out but harder to finish in a good state. Sometimes you have to make multiple encounters to resolve the broken bond. It really depends on your actions during the game, your roleplay and the GM.

## 5.3.3 Gifts

Gifts are Miscellaneous material items you can give to your social links in order to gain extra points during an interaction. Unlike normal Persona games there won't be a dialogue box cluing it would be a nice time to give the person a gift so each player should decide the best time to give a gift to their SL.

However there are consequences to giving gifts, in this game a gift can be beneficial, which is most of the time, but it can delay your progress as well. Each Social Link has likes and dislikes, giving them something they consider as a thing they like will boost your interaction by 2 points, but giving them something they dislike will decrease the points by 2, to a minimum of zero, not being able to lose levels. If you give them something they are indifferent to, you will neither lose nor gain points.

The nature of the gift is not that defined as in a Persona game and depends almost entirely on the Social Links themselves, since each person would like to receive different things. For one person it could be a specific pen, for another it could be a free pass to a show or even the head of their enemies, it really depends.

To have an idea of prices and nature of regular default gifts that are portrayed in Persona 5, we will get into the next session.

## 5.4 Supplies

In this game I created lists of items translating the ones in Persona 3/4/5 to fit here.

Regarding Weapons, I tried to analyse persona 3, 4 and 5 to better understand how they worked. There can be some variations to the weapons appearance, like scythes can enter the Axe category so, when choosing a weapon, try to think about an existing category first, then try to create a reasonable skin for it. check the external tables titled as Buyable to check out which are the default Weapons and Armors Maybe, after I finish all this I'll make a modular way to create weapons for the game, but not Right Now.

Regarding armor, there is a difference in how Persona 3,4 and 5 approaches it. Since I couldn't find the formula on how the armor and the evasion really affect hit chance and damage reduction, I decided to create another parameter, still based on the original numbers, but easy to understand. To understand how to use armor, first check the defense number, then when counting for damage reduction, use the highest value between defense or Constitution. Evasion is similar, when the GM goes to check if the enemy hits, they ask which is higher between the Persona's Agility and the Armor's evasion.

# 6 Combat

The combat in this game is different than normal persona games. In here the players experience a battle similar to more normal RPGs instead of a turn based stand still battle. If you have played D&D or Pathfinder, this should be a similar concept for squares and movement. Characters can move once every of their turns and use one main action, which can be, using items, attacking, defending, using a skill or requesting to flee.

A character can only move once each round and besides that, perform 1 main action, that being attacking, using a skill, an item, defending or trying an action that would require a Social Stat roll, such as lockpicking a door, moving a heavy object, try to convince an enemy not to kill you.

During combat, consider the Characters to be moving in a square grid, being able to move in diagonal tiles. **Each tile represents 1,5m in real life** and every melee attack normally only reaches up to one tile from the character. Ranged attacks have a normal reach of **24 tiles (32m)**. Spells can only reach half the ranged attack distance **12 tiles (16m)**. I decided on those parameters, but they won't be that limiting in battle, since things are more close ranged in Persona games. However they open more possibilities for different kinds of battles.

Each character can move up to **6 squares (9m)** per turn. Each diagonal square count as 2 and you cannot go through a space that an enemy occupies without letting them try to hit a free attack on you.

To hit a melee or ranged attack, you must use your weapon for parameters:

Hit Chance % = **Weapon's Hit chance (ranged or melee) + AGIP - AGIE**

ATKHIT being your melee weapon hit chance and RGDHIT being your ranged weapon hit chance. AGIP being the agility bonus of your Persona and AGIE being the enemy's evasion. If a character has a hit chance of 90% it means they have to roll less than that number in a roll of a 1d100 to hit their attack.

Unless otherwise noted, by a skill description for example, skills have a 100% hit chance, but remember that they cost MP.

The damage calculation for skills in persona 5 is not well known, at least I couldn't find it on the internet. (21.10.2018) Buut, the equation for persona 4 damage is known, which is " $5 * \sqrt{(STR \text{ or } MAG) / END[enemy's \text{ endurance}]} * ATK[weapon \text{ attack}] * MOD[persona \text{ level}/enemy \text{ level}] * HITS[number \text{ of hits the skill have}] * RNG[between 0.95 and 1.15]$ "

This is very easy for the computer to calculate, but it is very boring to do so if you are a person. So I'm going to simplify this equation so it's easier to get damage going into a battle without many complications.

First, Let's separate the damage in two parts, the player and the enemy's. To deal damage, the player must use their **persona's attack**, which is the sum of their Strength, weapon attack, their level and a **roll of a 1d100 die**. After the roll, add it to the attack value and then multiply the result by the Skill multiplier if any. Finally subtract the result from the enemy's defense.

**Basic Attack DMG= (MLE or RGD) + 1d10 p/2 Ranks - EDEF**

**Physical DMG= ([2d10 + 1d10 per ST bonus] + ST + [MLE or RGD] + LVLP)\* Skill Multiplier - EDEF**

**Elemental DMG= ([2d10 + 1d10 per MA bonus] + MA + MLE + LVLP)\* Skill Multiplier - EDEF**

**Basically -> DMG= Your parameters - Enemy's Parameters**

In this case, the enemy's defense (EDEF) is easy to keep track, since it is written in their sheet. The LVLP is your persona level, ST it's Strength value, MA the magic value, MLE for the melee weapon attack and RGD for the ranged one.

When talking about Support Characters in battle, some things are different. They can only perform the same action once every three rounds, for example, during their first turn they can attack, on the second one uses the analysis and on the third use one of their abilities. But, they still need to take into account their Agility value to know when they can position themselves in turn order. Supports can perform melee or ranged strikes, but since they can't pick skills that deal damage, that is as far as they go when it comes to lethality.

This basically means that in this game the support actually goes with the party and is able to get knocked out or die.

## 6.1 Weakness Exploit

Just like every persona has a weakness, most enemies do too and using an attack of that weakness type will, not only deal 50% more damage, but knock them prone, receiving the **Downed** condition.

When an enemy is down, they can't perform actions out of their turn and if the player manages to down all enemies, an All-Out-Attack option becomes available.

When a Character is down on the ground, they lose the opportunity to participate in an All-Out-Attack, can't move freely and have to spend their turn to get up.



Whenever an enemy or character performs an action that knocks someone down, they can use another main action. If that results in targeting a downed opponent, the extra action does not generate more actions.

## 6.2 All-Out-Attack

An All-Out-Attack is a special action that happens when all the enemies are knocked down due to critical damage or weakness damage. In this extra action, all the players deal damage to all foes at the same time. This damage is the sum of all the characters physical melee damage before subtracting the enemy's defense. This damage is dealt to all enemies at the same time and each enemy's damage reduction is calculated separately.

This is an extra action and does not take any main actions, this can be performed by any character at any of their own turns, but only once each turn and this will end the character's turn.

## 6.3 Post Battle

After each combat some things may happen. Maybe you have fled it and do not get any rewards, maybe you died and do not get any exp or rewards. Maybe the normal thing happened and your party won the battle, in this case there are some things that may occur. Normally the enemies give experience, money and sometimes, items. But, if the team performed an All-Out-Attack during a battle, a bonus happens.

The so called Shuffle Time, gives bonus to the rewards given at the end of each battle. In this game I'll be using the Persona 4 shuffle mechanic since it incorporates all the cards from the tarot deck. The GM draws 5 cards from the deck and the party chooses 1 of those cards to get a bonus out of. Cards picked may give the chance to pick other cards on the table and if all cards are picked, shuffle time will happen again after the next battle even if the requirements were not met.

There is a difference from the bonuses from Persona 4. In this game the cards have a clear amount already previewed to the players:

- **0. Fool Arcana** Pick 1 more card, all unpicked cards will be redrawn.
- **I. Magician Arcana** - Ranks up a skill of the currently-equipped Persona.
- **II. Priestess Arcana** - Pick 1 more card, Converts 1 unpicked card into random card.
- **III. Empress Arcana** - Pick 1 more card, removes 1 unpicked card from selection.
- **IV. Emperor Arcana** - Instantly levels up currently active Persona.
- **V. Hierophant Arcana** - Pick 1 more card, Converts 1 unpicked card into a random Great Arcana card.

- **VI. Lovers Arcana** - Pick 2 more cards, post-battle item drops will be lost.
- **VII. Chariot Arcana** - Increases Ag of currently-equipped Persona by 2.
- **VIII. Justice Arcana** - Increases St of currently-equipped Persona by 2.
- **IX. Hermit Arcana** - Enemies within the current floor will not chase you. Effect will be nullified if player initiates a battle or leaves the current floor.
- **X. Fortune Arcana** - Increases Lu of currently-equipped Persona by 2.
- **XI. Strength Arcana** - Increases Ma of currently-equipped Persona by 2.
- **XII. Hanged Man Arcana** - Increases En of currently-equipped Persona by 2.
- **XIII. Death Arcana** - Instantly ends Shuffle Time.
- **XIV. Temperance Arcana** - Grants one Treasure Key.
- **XV. Devil Arcana** - Pick 3 more cards, adds a -100% modifier to EXP after battle.
- **XVI. Tower Arcana** - Pick 3 more cards, adds a -100% modifier to money gained after battle.
- **XVII. Star Arcana** - Pick 1 more card, 1 picked card will be removed along with its effect.
- **XVIII. Moon Arcana** - Pick 2 more cards, adds a -50% modifier to EXP after battle.
- **XIX. Sun Arcana** - Pick 2 more cards, adds a -50% modifier to money gained after battle.
- **XX. Judgement Arcana** - Pick 4 more cards.
- **XXI. World Arcana** - No effect.

The Suits cards are different from the other in the sense that they give a more generalized bonus than the great arcana. The minor arcana are ranked from 1 to 10 and each of their ranks grant a gradual bonus.

- **Suit of Swords** - Grants Skill Cards. The suit of Swords is the only one different, since you cannot give a rank 10 Skill at the beginning of the game to any character. Instead treat all cards of this suit as a fixed rank. This rank should be the average player rank, to a minimum of 1 rounded up.
- **Suit of Cups** - Restores the Party's HP. 2% each rank
- **Suit of Coins (Pentacles)** - Grants extra money. 10% each rank. Effect will compound with Sun Arcana and/or Tower Arcana.
- **Suit of Wands** - Increases EXP obtained. 5% each rank. Effect will compound with Moon Arcana and/or Devil Arcana.

### Skill Cards

Ranks	Skills
<b>1</b>	total: 23 Lounge, Cleave, Agi, Bufu, Zio, Garu, Eiha, Kouha, Psi, Frei, Dia, Tarunda, Sukunda, Rakunda,

	Tarukaja, Sukukaja, Dekunda, Fear Boost, Forget Boost, Brainwash Boost, Confuse Boost, Apt Pupil.
<b>2</b>	total: 20 Double Fangs, Hysterical Slap, Maragi, Mabufu, Mazio, Magaru, Hama, Mudo, Mapsi, Mafrei, Foul Breath, Wage War, Nocturnal Flash, Patra, Counter, Burn Boost, Shock Boost, Freeze Boost, Boost, Adverse Resolve.
<b>3</b>	total: 38 Assault Dive, Brain Shake, Terror Claw, Sledgehammer, Rampage, Agilao, Bufula, Zionga, Garula, Mahama, Mamudo, Eiga, Kouga, Freila, Psio, Evil Smile, Pulinpa, Tentarafoo, Marin Karin, Evil Touch, Ominous Words, Dormina, Fire Break, Ice Break, Wind Break, Elec Break, Nuke Break, Psy Break, Dodge Physical, Fire Boost, Ice Boost, Wind Boost, Elec Boost, Psy Boost, Nuke Boost, Curse Boost, Bless Boost, Sharp Student.
<b>4</b>	Total: 23 Vajra Blast, Memory Blow, Megido, Life Drain, Spirit Drain, Stagnant Air, Taunt, Abysmal Surge, Makajamaon, Diarama, Marakukaja, Matarunda, Elec Wall, Fire Wall, Ice Wall, Wind Wall, Psy Wall, Nuke Wall, Counterstrike, Fast Heal, Divine Grace, Endure.
<b>5</b>	total: 13 Negative Pile, Rising Slash, Snap, Maragion, Mabufula, Mazinga, Magarula, Mafreila, Mapsio, Maeiga, Makouga, Mediarama, Masukukaja.
<b>6</b>	total: 16 Flash Bomb, Oni Kagura, Agidyne, Bufudyne, Ziodyne, Garudyne, Hamaon, Mudoon, Freydine, Psyodyne, Kougaon, Eigaon, Ghastly Wail, Mediarama, Ailment Boost, Rage Boost.
<b>7</b>	total: 14 Miracle Punch, Megaton Raid, Maragidyne, Mabufudyne, Maziodyne, Magarudyne, Mahamaon, Mamudoon, Makougaon, Maeigaon, Mafreidyne, Mapsiodyne, High Counter, Survival Trick.
<b>8</b>	total: 4 Miracle Punch, Megaton Raid, Megidola, Tetra Break.
<b>9</b>	total: 2

	Bloodbath, Sword Dance.
<b>10</b>	total: 2
	Brain Buster, Megidolaon.

The second possibility for this is the **Negotiation**. Similar to Persona 2 and 5 the negotiation part will give you the possibility to acquire a new persona, money and items. These negotiations are special interactions made with the enemies, instead of an All Out attack. In this interaction you must convince the enemy to give you either their allegiance, money or items and if you fail, the battle continues. To convince them, you don't use stat rolls, instead you must understand the nature of each spirit and act accordingly to convince them to join you or give you items and money. The GM should not tell the players what is the enemy's personality, but should make it clear through role playing. Shadows that are not personas, cannot join your team.

Personality	Like	Dislike
Upbeat	Funny	Serious, Vague
Timid	Kind	Vague, Funny
Irritable	Serious	Vague, Kind
Gloomy	Vague	Serious, Funny

## 7. Exhaustion

This mechanic was created as *Fatigue* in persona 3 to keep players from endlessly exploring dungeons and for some other minor interactions. In this game it will serve a similar purpose, but with changes.

Exhaustion happens when you get downed or knocked out, when you stay up late, arrive home late, after some story missions, whenever you climb to a new level in a dungeon. Each player has an **Exhaustion Gauge** that goes from **0 to 12** and those actions fill up exhaustion in a different way:

### Downed:

- If you have been downed one or more times during a fight, gain **1 Exhaustion** at the end of it.

### Knocked out:

- If you have been KO one or more times during a fight, gain **4 Exhaustion**. This will also make you unable to continue to dungeon crawl unless someone else uses a revive item or skill. Receiving fatal damage and by consequence being KO won't kill you definitely, but if all players get knocked out, there is no way to continue the game.

#### **Stay up Late/ Arrive home late:**

- When one of them happen, not only you won't get normal sleep, not being able to rest from exhaustion, but you also gain **2 exhaustion**.

#### **Story Missions:**

- Completing the story missions give **3 Exhaustion** by default.

When you have **0** on you gauge you are considered to be in Good condition, when you reach **6** in your are **Tired** and when it's **10** you are **Sickened**.

While Tired, the character has 30% less accuracy, takes 2 turns to get up from the knocked down condition, takes 10% more damage from all sources and the difficulty for social rolls rises up to 9.

While Sickened the character also has more difficulty to act on top of the tired condition: they cannot take actions other than sleeping during night time, have all their persona stats reduced by their LVL/3 and the difficulty for social rolls is now 10.

It is possible to receive the tired or the Sickened condition automatically from certain actions, such as arriving late at night when you can't go out at that time or spending all your TPs. Sometimes these conditions can be acquired through some interaction between the players and the GM, when the later decides it is pertinent for someone to receive it. If the player is not tired when gaining such condition, count it as if going to 6 exhaustion directly and independent of what level of it they had before. Similar goes for sickened, the character goes to 10 exhaustion regardless if they were tired or normal before.

If a character would receive the sickened conditional automatically and they were already sickened, they gain +1 exhaustion instead.

To recover from exhaustion you must rest, preferably earlier than normal, which means during the afternoon. Every time you **sleep you recover 4 exhaustion** and when you **sleep early (during the afternoon) you recover 8 exhaustion**. Remember that choosing to sleep will make the whole day pass.

## **7.1 Death**

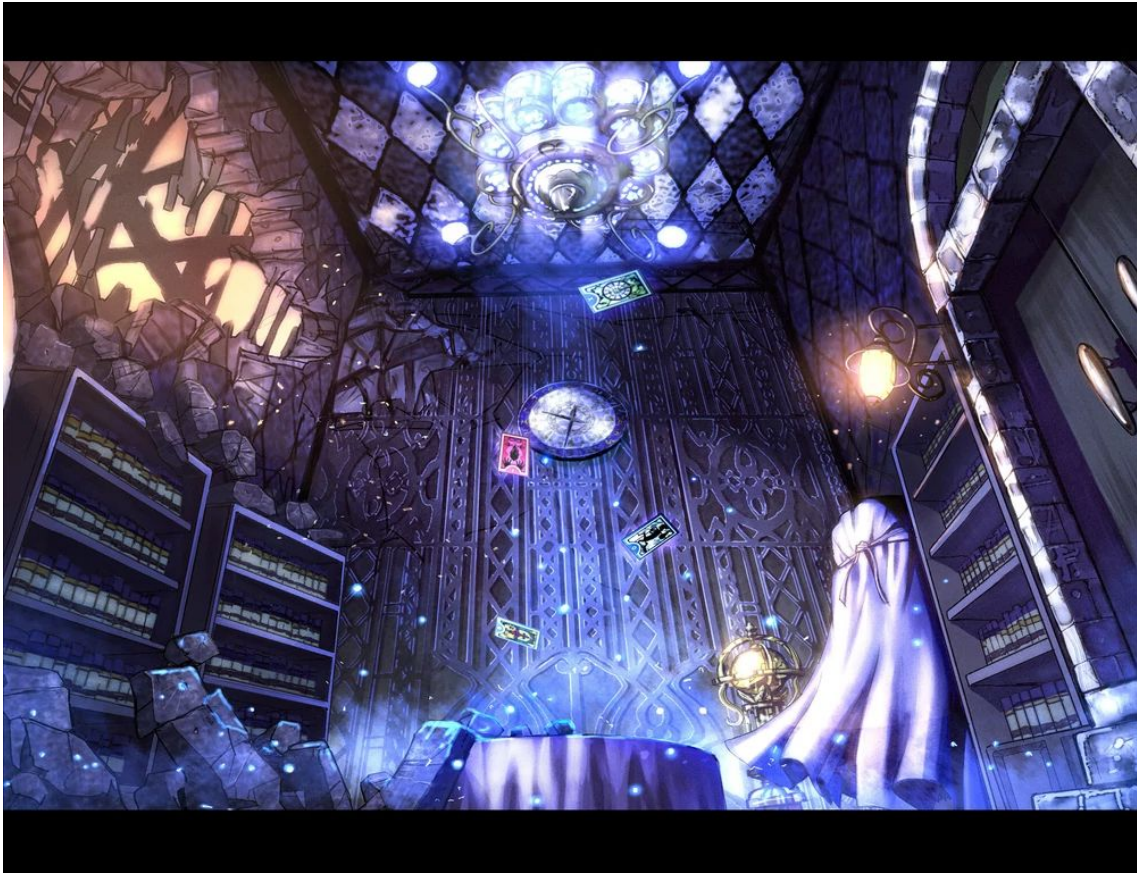
Actually dying in this game is not so easy, even if you fall in battle due to a fatal attack, your character only gets knocked out (KO). To actually die, your body must endure a very severe exhaustion. **If your gauge goes over 12**, which is the maximum exhaustion a person's body can endure, **you go directly to the hospital and has to stay there for 2 days in game time**. When you get out of the hospital you have 0 exhaustion and can continue to play as normal. You only die if you go to the hospital for this reason more than twice in a month or 4 or more times in a span of 3 months. Dying makes your character not be playable further on and believe me, this will disrupt the game a lot, since people won't be able to progress on your Social Link. Items that revive other characters, in this game, only function to bring back characters that are KO. This means that pushing your luck out of combat, during day-to-day activities in excess can actually kill you.

## 7.1.1 Going back to the Game

Feel free to make another character after the one you used died. However it has to have the same Arcana as before and still follow the game theme. It is not advised to outright create the same character again, but i guess i cannot control that myself. Anyway, there should be consequences to a new/returning character: First, there should be a narrative construction to introduce the new character. Second, they will have to spend at least two encounters with each of their Social Links, excluding the main party, to get back on track and get to know them again. If you have a returning character, which is a copy of your first one, they better have a pretty good reason to come back from the dead, so make sure you wanna return your character when they die because y'all gonna have to come up with some "I actually didn't die" or something.

## 8.Velvet Room

<https://www.youtube.com/watch?v=EU5ierrGKww>



*I have no idea who made this, i got it from  
[http://personaseriesfanfic.wikia.com/wiki/Velvet\\_Room?file=325280.jpg](http://personaseriesfanfic.wikia.com/wiki/Velvet_Room?file=325280.jpg)*

*but there is no credit for the artist D:*

“

- Hello, my name is Igor, I’m delighted to make your acquaintance. These are Minos, Aiacos and Rhadamanthys, they are residents here, like myself.
- Pleased to meet you

Three men followed Igor at the same time. They wore uniforms and were around the table, one was sitting on the table, another sat on a fancy armchair and the last one was standing right behind the long nosed man. They all looked fabulous, like K-pop boy band members. Igor then proceeded to talk:

- This place exists between dream and reality, mind and matter...
- It is a room that only those bound by a “contract” can enter...
- This place is the materialization of your psyche and for it to be a courtroom is very intriguing...
- Indeed you are bound to be judged in the near future and that fate will be calamitous... Well... Let’s see what we have in your defense...

”

Using the Velvet room is yet another feature of this game. Since every player is considered some kind of Main Character, everyone can use it. Remember the lore importance of the Velvet Room. At some point at the very beginning of the game, the

characters have to sign the contract, even if it is in their backstory.

This place, mechanically speaking is where you can store personas you get, fuse them and upgrade yours.

## 8.1 Fusion

Fusing 2 or more personas will result in a new one, you have to have both the previous ones in your personal list before fusing. Every character can hold 10 personas in their list. This previous link is a nice way to preview the persona fusion and differently from the normal game, you can try and see the result beforehand.

Also differently from normal persona games, the skills they inherit is chosen randomly each day or each session of play. Personas can only inherit skills from their parents and only certain skills, please check the following links for more understanding of how to check on inheritance.

[https://chinhodado.github.io/persona5\\_calculator/index.html#/list](https://chinhodado.github.io/persona5_calculator/index.html#/list)

Another important aspect of Fusing and Strengthening is inheritance. Some personas cannot receive skills normally because of their type. In this link you can check which type is each persona. Also I pulled this list from GameFaq's of which skills can each type inherit.

<https://aqiu384.github.io/megaten-fusion-tool/p5/personas>

<https://gamefaqs.gamespot.com/boards/835628-persona-5/75476187>

**Melee and Ranged:** Cannot inherit Fire, Ice, Elec, Wind, Psy, Nuke, Bless, or Curse skills

**Fire:** Cannot inherit Ice skills

**Ice:** Cannot inherit Fire skills

**Electricity:** Cannot inherit Wind skills

**Wind:** Cannot inherit Elec skills

**Psychokinesis:** Cannot inherit Nuke skills

**Nuclear:** Cannot inherit Psy skills

**Bless:** Cannot inherit Melee, Ranged, Curse, or Ailment skills

**Curse:** Cannot inherit Melee, Ranged, Bless, or Recovery skills

**Ailment:** Cannot inherit Bless or Recovery skills

**Recovery:** Cannot inherit Phys, Gun, or Curse skills



**Almighty:** Can inherit any skill

## 8.2 Strengthen

Strengthening a persona, known as “The Gallows” in Persona 5, is a Velvet Room mechanic which involves the sacrifice of one of the personas in your list or in the compendium list. This process will then empower another persona you have in your list or as main. Up to this date 23/11/2018, I couldn’t find the exact formula on how the experience works when using the personas, but I found some of the parameters people say that influences the process:

- Level of the persona used as sacrifice
- Arcana of the sacrificed persona
- EXP that the sacrificed persona gained while active or in your list. (in this case, probably not going to be used)
- Social Link level of the persona being strengthened

Some of the stuff people said online was, again, some inconsistencies with these parameters, but for the sake of making things easier since I do not possess the right info.

To determine the exp you get from sacrificing a persona follow this equation:

$$\text{EXP} = [(\text{LVL} * 50) + (\text{EXPgained} / 2)] * a * \text{SL}$$

Where “a” is a modifier based on the arcana, 1.5 if the arcana is the same and 0.7 if not. “SL” is another modifier based on social link: up to 3=1.0, up to 5=1.2, up to 7=1.3 up to 10=1.5

Here you can find a list of all personas base exp so you can calculate the difference:

[https://github.com/zarroboogs/p5ct/blob/master/data/prs\\_persona.tsv](https://github.com/zarroboogs/p5ct/blob/master/data/prs_persona.tsv)

## 8.3 Itemization

<https://www.pandafy.com/question/skill-card-list-for-persona-5/>

<https://samurai-gamers.com/persona-5/item-skill-conversion-electric-chair/>

[https://megamitensei.fandom.com/wiki/Shuffle\\_Time](https://megamitensei.fandom.com/wiki/Shuffle_Time)

The Electric Chair, in Persona 5, is the process to sacrifice a Persona in your list in order to create weapons or Skill Cards. These cards can be given to personas so they acquire the skill itself. This is a similar concept to TM and HM in Pokémon and has been implemented in personas games like Persona 5.

To acquire a skill card players can go through 2 processes. The first one is negotiation with enemies and the second one is using the Velvet Room. Each Player can only use this second method once everyday. The link at the beginning is the list of skill cards and items that are possible to obtain via Itemization.

Additionally, to create an item or card you need also to have blanks, which are generic weapons and cards that can be filled with the Persona's power. Differently than Persona 5, I'll be defining some names here so it's easier and more intuitive to recognize the base items:

- Blank Weapon/armor/accessory/gun
- Blank Card

These prefixes should be enough to understand which is a normal weapon and which is not. Skill cards should be the only way to get the skills that are OFF of your persona's Elements. Also, the skill cards obtained by this process may not be the same ones players can get through Shuffle Time or Negotiation.

## 8.4 Compendium

The Compendium is a list of the personas the characters have registered after obtaining them and then going to the velvet room to save their information. To register a Persona the character in question has to be inside the Velvet Room and has to tell the GM that they want to add the persona in question to the compendium. The registered personas retain all the skills and stats, alongside with their level. All the players share the same compendium in this case and they have to keep in mind that there is only one entry for each persona.

The personas in the compendium can be summoned to the character list and this process will not affect the compendium in any way. To summon a persona from the compendium the character has to spend gold accordingly to the persona's level.

Completing the compendium also gives the characters discounts on persona's prices:

25% completion: **15%**

50% completion: **25%**

75% completion: **35%**

100% completion: **50%**

$$\text{Money Needed} = 2000 + (3n)^2$$

LVL	Money Needed		LVL	Money Needed		LVL	Money Needed
1	¥2,009		34	¥12,404		67	¥42,401
2	¥2,036		35	¥13,025		68	¥43,616
3	¥2,081		36	¥13,664		69	¥44,849
4	¥2,144		37	¥14,321		70	¥46,100
5	¥2,225		38	¥14,996		71	¥47,369
6	¥2,324		39	¥15,689		72	¥48,656
7	¥2,441		40	¥16,400		73	¥49,961
8	¥2,576		41	¥17,129		74	¥51,284
9	¥2,729		42	¥17,876		75	¥52,625
10	¥2,900		43	¥18,641		76	¥53,984
11	¥3,089		44	¥19,424		77	¥55,361
12	¥3,296		45	¥20,225		78	¥56,756
13	¥3,521		46	¥21,044		79	¥58,169
14	¥3,764		47	¥21,881		80	¥59,600
15	¥4,025		48	¥22,736		81	¥61,049
16	¥4,304		49	¥23,609		82	¥62,516
17	¥4,601		50	¥24,500		83	¥64,001
18	¥4,916		51	¥25,409		84	¥65,504
19	¥5,249		52	¥26,336		85	¥67,025
20	¥5,600		53	¥27,281		86	¥68,564
21	¥5,969		54	¥28,244		87	¥70,121
22	¥6,356		55	¥29,225		88	¥71,696
23	¥6,761		56	¥30,224		89	¥73,289
24	¥7,184		57	¥31,241		90	¥74,900
25	¥7,625		58	¥32,276		91	¥76,529
26	¥8,084		59	¥33,329		92	¥78,176
27	¥8,561		60	¥34,400		93	¥79,841

28	¥9,056		61	¥35,489		94	¥81,524
29	¥9,569		62	¥36,596		95	¥83,225
30	¥10,100		63	¥37,721		96	¥84,944
31	¥10,649		64	¥38,864		97	¥86,681
32	¥11,216		65	¥40,025		98	¥88,436
33	¥11,801		66	¥41,204		99	¥90,209

## 9. Game Master Section

In this chapter of the book some more technical parts are going to be discussed. The sections will be more focused on how the GM should act or of their functions when it comes to the gameplay. It is advised that the players check out this chapter anyway so they can understand more about the game, but it is obligatory to read if you are the GM.

### 9.1 Tests and Exams

During School Time, there should be space for questions and Exams which can easily be translated to working at some place too. These are common in the game and will give experience to progress your social stats and provide fun discovering about some random topics. There are usually **77 question during a school year** and about **1 exam every 3 months or so**. Answering questions can raise your social stats by +2 depending on what the GM thinks the question should give when they create them.

An exam consists of 10 questions that are related to those made during the past trimestre. Usually, they are based on the answers of those previous questions, for example:

**During a class:**

question: When was that X happened?

anaswer: it was during Y.

**During an Exam:**

question: Y was a period marked by several things, but one was very important, which was it?

answer: X thing happened during Y period.

Those are simple templates for how questions are normally tackled during these exam periods, they normally appear like that in the games, but the objective on doing this part here at the Tabletop version is to make those questions fun and unexpected.

## 9.2 Creating Social Links

One of the most important parts of this game is the possibility to create bonds with other people, here portrayed as Non Playable Characters. Doing so is an extensive task to the GM, one however that must be done in order for the game to actually take place.

In this section I'll write some parameters I find to be useful when creating the NPCs, explaining each topic and why are they useful when creating Social Links. This process is not yet completed, it is still the most extensive part of setting up a game and most complicated as a whole.

**ARCANA:** The SL arcana should be taken into consideration at all times when creating an interactable NPC. To help out with this check the Arcana Representation Section on the Setting Up Chapter to create a better line of thought when deciding things about these characters.

**Name/Age/Gender/Height/Weight/Physical Description:** These are suggestions on describing the character to the players, also to keep in mind how they look and identify themselves with.

**Likes/Dislikes:** A start to building the character's personality, it is useful to understand which gifts or topics they might be interested in.

**Personality:** How they normally act and feel. Should be used as a baseline for interactions and should also be related to their arcana representation. This kind of description should try to cover as much as possible so it gets easier in the long run to stick with the characters core.

**Relationship:** People tend to establish fraternal, sexual and romantic relationships with others. This part however is supposed to be more about the romantic and sexual relationships, since there is indeed a Dating Simulator part to this game. Do not feel

like all the SL need to be “datable” by all playable characters or that they should want to date anyone at all.

**Story:** Here the backstory of the SL should be written, talk about what led them to where they are now, difficulties in life, good things that happened and mention what has been affecting their existence right now.

**Great Affliction:** This is a very important part of the Social Link description. Here it must be described what is or what are the biggest problems in that person’s life. Those difficulties must be closely related to the ARCANA and should be taken into account when making most other parts of the SL creation. This is what the players should be looking to solve, again, that big problem waiting for someone to help them resolve.

**Path.** However, as mentioned before, in the Social Link section, there has to be a way for players to interact and solve that great affliction in different ways. So, to deal with the quantity of players and the multifaceted Great Affliction there are Paths. Basically storylines for players to follow when dealing with the Great Affliction. Here should be described which part of the problem is going to be engaged by the players, how many players are required to start and keep the path.

**District:** Also it is important to keep track of, as a GM, when and where the Social Links are each day. Maybe even create some minor places where they dwell or pass time on.

**Rewards:** When a player levels up a social link they may get some bonuses. Normally they are social status points, but one of the nicest things about Social links leveling is that as levels goes up, rewards get more interesting. For example, rewards should enhance or modify some of the games mechanics to make it easier to players, such as being able to go out at night every day, increasing their transport points, getting easier to negotiate with enemies, etc. Here is where the GM can get really creative to customize the players experience. Just don’t break the game too much or there won’t be a point in playing.

**LVL1 - LVL10:** There is no need to reward every single level, but keep it constant and give players real upgrades so they can feel like they are getting stronger. Don’t forget that the biggest upgrade should be at level 10 necessarily.

## 9.3 Dungeons

The dungeon crawling aspect of Persona is the second most important one, since it is here where you find bosses, grind and eventually progress in the story. In Persona 3 the dungeon was called Tartarus, in 4 and 5 they were called Palaces. The nature of the dungeon and what it represents should be strictly related to your game, you

experience. However there are some parameters that should be followed so a Game Master can create a dungeon.

Making dungeons is complicated and for RPGs is even more, but Persona games also bring some pattern to its dungeon building. Normally each floor of the dungeon is a simple labyrinth with few rooms that leads to a clue about the story. The puzzles should be related to this clue and the dungeon level itself. **Remember that puzzles are fun to solve and have a right answer, could be one or more.**

Normally there is an average of 10-15 floors each castle, 1 boss and like 3 puzzles. If there are less than 10 floors try to make a bit more complex puzzles so they can spend more time. I suggest that the Game Master creates the castles and or dungeons beforehand and modify them as the game progresses.

<http://www.discoveryeducation.com/free-puzzlemaker/>

<https://donjon.bin.sh/d20/dungeon/index.cgi>

[https://www.youtube.com/watch?v=zsJC6fa\\_YBg](https://www.youtube.com/watch?v=zsJC6fa_YBg)

[https://www.ted.com/talks/scott\\_kim\\_takes\\_apart\\_the\\_art\\_of\\_puzzles/transcript#t-690676](https://www.ted.com/talks/scott_kim_takes_apart_the_art_of_puzzles/transcript#t-690676)

One of the major things about the dungeons is that, in Persona 5 more specifically, there are **puzzles** to solve, which makes it way more interesting than just climbing ladders and fighting enemies. combats, however consists in 3 parts, the first is determining the nature of the encounter, the second is the battle itself and the third is its resolution.

## 9.4 Encounters

Determining the nature of an encounter is basically to define who has the advantage at the start of the battle, in other words it is the Ambush action. Normally, in a digital game of Persona you would just wait for the Shadow to turn around and then hit them with whatever weapon you have in hand, hoping they don't turn around and hit you first.

To successfully ambush and opponent the party must, in this game, be stealthy and have information about the enemy's location. To do that the support player determines the Stealth level of the party by taking the average agility of the party and adding their Stealth bonus. Finally the GM will compare it to the average agility of the mob and if the party's is bigger you get to ambush, if equal, no one gets the ambush and if smaller, the party will get attacked first.

The GM should give clues if the enemy is aware of the party's presence or not, so the players don't just attack random things that will ambush them.

## 9.5 Enemies

There are a few types of enemies in this Persona RPG. Like Persona 5 most of the enemies are the actual Personas but also there is an option for adding or only using normal Shadows.

[https://megamitensei.fandom.com/wiki/List\\_of\\_Persona\\_3\\_Shadows](https://megamitensei.fandom.com/wiki/List_of_Persona_3_Shadows)

[https://megamitensei.fandom.com/wiki/List\\_of\\_Persona\\_4\\_Shadows](https://megamitensei.fandom.com/wiki/List_of_Persona_4_Shadows)

[https://megamitensei.fandom.com/wiki/List\\_of\\_Persona\\_5\\_Shadows](https://megamitensei.fandom.com/wiki/List_of_Persona_5_Shadows)

The biggest difference between 3/4 and 5 is that the normal enemies in Persona 5 can be turned into Personas themselves. This can coexist with the other types of enemies, but remember that the old ones won't be turning into Personas.

## 9.6 Combat as a Game Master

Playing as the enemies is different than playing as the players since they do not carry weapons.

Like the Players, the enemies have their own Attack, Magical Attack and Defense Values:

**ATK =  $2 \times (ST + LVL)$**

**MATK =  $2 \times (MA + LVL)$**

**DEF =  $3 \times (EN + LVL)$**

Hitting and attacking for enemies is very similar to the players:

Enemy Hit chance:  $100 + AG - AGP$

Enemy Physical Damage:  $ATK \times [\text{Skill multiplier}] - PDEF$

Enemy Elemental Damage:  $MATK \times [\text{Skill multiplier}] - PDEF$

In this case, PDEF is the Player's Persona's defense (EN+LVL); ATK and MATK are the enemy's Attack and Magical Attack.

## 9.7 Creating Enemies



To create enemies is a very similar to creating a persona, choose an arcana, choose a type, generate the stats and choose skills. It is a simpler way, but there are some changes when creating an enemy such as, distribute the stats yourself so the enemies are more customized and choose the skills, don't forget inheritance rules and the maximum stats for each level please.

To determine HP and SP is the same for the Characters, you can also consider a fixed amount of **+5HP/+3MP** per level.

The Experience, however, is more complicated. I made this, try to round up numbers, so the enemies don't give fractionated experience. This equation here will result in lesser XP overwall, but it is kinda close to the xp gained when I was analysing the enemies.

EXP given= $LVL * (LVL/4 + 1,75)$							
LVL	EXP Given		LVL	EXP Given		LVL	EXP Given
1	2		34	349		67	1240
2	5		35	368		68	1275
3	8		36	387		69	1311
4	11		37	407		70	1348
5	15		38	428		71	1385
6	20		39	449		72	1422
7	25		40	470		73	1460
8	30		41	492		74	1499
9	36		42	515		75	1538
10	43		43	538		76	1577
11	50		44	561		77	1617
12	57		45	585		78	1658
13	65		46	610		79	1699
14	74		47	635		80	1740
15	83		48	660		81	1782
16	92		49	686		82	1825
17	102		50	713		83	1868
18	113		51	740		84	1911

19	<b>124</b>		52	<b>767</b>		85	<b>1955</b>
20	<b>135</b>		53	<b>795</b>		86	<b>2000</b>
21	<b>147</b>		54	<b>824</b>		87	<b>2045</b>
22	<b>160</b>		55	<b>853</b>		88	<b>2090</b>
23	<b>173</b>		56	<b>882</b>		89	<b>2136</b>
24	<b>186</b>		57	<b>912</b>		90	<b>2183</b>
25	<b>200</b>		58	<b>943</b>		91	<b>2230</b>
26	<b>215</b>		59	<b>974</b>		92	<b>2277</b>
27	<b>230</b>		60	<b>1005</b>		93	<b>2325</b>
28	<b>245</b>		61	<b>1037</b>		94	<b>2374</b>
29	<b>261</b>		62	<b>1070</b>		95	<b>2423</b>
30	<b>278</b>		63	<b>1103</b>		96	<b>2472</b>
31	<b>295</b>		64	<b>1136</b>		97	<b>2522</b>
32	<b>312</b>		65	<b>1170</b>		98	<b>2573</b>
33	<b>330</b>		66	<b>1205</b>		99	<b>2624</b>

Money is more volatile than experience in Persona 5, some enemies from lower levels, not counting minibosses can give way more money to the players. But for the sake of consistency when creating an enemy shadow you could try to follow this chart. I am aware of the Lower Levels inconsistency, but it definitely shouldn't be of impact to the game.

Money Given: $220/\text{LVL} + \text{LVL} * 22$							
<b>LVL</b>	<b>Money</b>		<b>LVL</b>	<b>Money</b>		<b>LVL</b>	<b>Money</b>
1	-		34	<b>¥754</b>		67	<b>¥1,477</b>
2	<b>¥124</b>		35	<b>¥776</b>		68	<b>¥1,499</b>
3	<b>¥139</b>		36	<b>¥798</b>		69	<b>¥1,521</b>
4	<b>¥143</b>		37	<b>¥820</b>		70	<b>¥1,543</b>
5	<b>¥154</b>		38	<b>¥842</b>		71	<b>¥1,565</b>
6	<b>¥169</b>		39	<b>¥864</b>		72	<b>¥1,587</b>
7	<b>¥185</b>		40	<b>¥886</b>		73	<b>¥1,609</b>
8	<b>¥204</b>		41	<b>¥907</b>		74	<b>¥1,631</b>
9	<b>¥222</b>		42	<b>¥929</b>		75	<b>¥1,653</b>

10	<b>¥242</b>		43	<b>¥951</b>		76	<b>¥1,675</b>
11	<b>¥262</b>		44	<b>¥973</b>		77	<b>¥1,697</b>
12	<b>¥282</b>		45	<b>¥995</b>		78	<b>¥1,719</b>
13	<b>¥303</b>		46	<b>¥1,017</b>		79	<b>¥1,741</b>
14	<b>¥324</b>		47	<b>¥1,039</b>		80	<b>¥1,763</b>
15	<b>¥345</b>		48	<b>¥1,061</b>		81	<b>¥1,785</b>
16	<b>¥366</b>		49	<b>¥1,082</b>		82	<b>¥1,807</b>
17	<b>¥387</b>		50	<b>¥1,104</b>		83	<b>¥1,829</b>
18	<b>¥408</b>		51	<b>¥1,126</b>		84	<b>¥1,851</b>
19	<b>¥430</b>		52	<b>¥1,148</b>		85	<b>¥1,873</b>
20	<b>¥451</b>		53	<b>¥1,170</b>		86	<b>¥1,895</b>
21	<b>¥472</b>		54	<b>¥1,192</b>		87	<b>¥1,917</b>
22	<b>¥494</b>		55	<b>¥1,214</b>		88	<b>¥1,939</b>
23	<b>¥516</b>		56	<b>¥1,236</b>		89	<b>¥1,960</b>
24	<b>¥537</b>		57	<b>¥1,258</b>		90	<b>¥1,982</b>
25	<b>¥559</b>		58	<b>¥1,280</b>		91	<b>¥2,004</b>
26	<b>¥580</b>		59	<b>¥1,302</b>		92	<b>¥2,026</b>
27	<b>¥602</b>		60	<b>¥1,324</b>		93	<b>¥2,048</b>
28	<b>¥624</b>		61	<b>¥1,346</b>		94	<b>¥2,070</b>
29	<b>¥646</b>		62	<b>¥1,368</b>		95	<b>¥2,092</b>
30	<b>¥667</b>		63	<b>¥1,389</b>		96	<b>¥2,114</b>
31	<b>¥689</b>		64	<b>¥1,411</b>		97	<b>¥2,136</b>
32	<b>¥711</b>		65	<b>¥1,433</b>		98	<b>¥2,158</b>
33	<b>¥733</b>		66	<b>¥1,455</b>		99	<b>¥2,180</b>