Tabletop Roleplaying Game based on the Persona series by Atlus.   *Made by Francisco Matias* 💀

ver. ALPHA 0.0.16

Last Edit - 02/07/2019

CHANGELOG

[

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 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.

]

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) 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 in the 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. I 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=4rDVb8g8KWw

"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.fantasynamegenerators.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 hardests 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 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 Ambientation

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 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 on 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

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 an 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)

LEFER

I made this.

i don't have this in my portfolio but here it is anyway

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 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 Arcana and 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, equipments 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.

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: **Melee** (Physical), **Ranged** (Gun), **Fire**, **Ice**, **Electric**, **Wind**, **Psychic**, **Nuclear**, **Bless**, **Curse**, **Almighty**.

Personas tend to have 1 Main and one Weak type, which means that the persona has resistance to the main type chosen and can receive and level up their strongest abilities, but also means that they take double damage and get knocked down by sources of their weaknesses type . There is also the possibility of a Persona having only one more Main type, which will also result in another weak one. The final option is having a secondary type to your persona. If so, the persona does not get the extra weakness, but cannot inherit or get the strongest damage skills of that type by leveling up, also they do not gain the resistance to it. Stronger skills are the ones with the **Severe** or more descriptor for magic or **Heavy** or more for physical damage. If you are trying to get a skill that is not from any of your types when you level up, you can only get skills up to **Medium** descriptor. A persona cannot inherit skills that are not

their main type, note that buff skills or condition skills such as Tarukaja and Marin Karin are not included in any of the element types, which means that there is no restriction to their inheritance or getting them by leveling up other than the natural level up restrictions.

Here is a list of what element types are naturally weak to others:

- **Melee** and **Ranged** have no natural weaknesses nor strengths so, when picked as main, choose any other element type as weakness and any other one to gain resistance on. This only means that personas created by players cannot start the game with resistance to physical or ranged, but it can be acquired by other means later on.
- The **Almighty** type cannot be chosen as main type or weakness.

The following types are displayed in a sense that picking one as main will result in the other being their natural weakness:

- **Fire** - **Ice**
- **Electric** - **Wind**
- **Psychic** - **Nuclear**
- **Bless** - **Curse**

If a persona happens to have 2 main element types that are opposite to each other in this list above, 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 Wind as their weaknesses.

The skills are many and are based on the Persona's Type. The entire list can be found at the Persona Wikia http://megamitensei.wikia.com/wiki/List_of_Persona_5_Skills

As for regular Persona rules, an **initial persona** shouldn't have more than **2 skills at the beginning**. Please note that 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**

For Skill Chances:

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 have 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, those are less than 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. To think about progression, here is a list I made with suggestions on what level should "unlock" each skill power.

Melee and Ranged Skills:

LVL1 Light Damage to 1 opponent **> LVL10**Medium Damage to 1 opponent **> LVL15**Light Damage to all opponents x1-x3**> LVL20**Medium damage to All opponents**> LVL25**Heavy Damage to 1 opponent**> LVL30** Light damage to all opponents x4**>LVL45**Medium damage to All opponents x1-x2**>LVL50** Severe damage to 1 opponent**>LVL70** Colossal Damage to 1 opponent

Magical Skills:

LVL1 Light Damage to 1 opponent **> LVL10** Light damage to all opponent **> LVL20** Medium damage to 1 opponent**> LVL35** Medium damage to All opponents**> LVL45** Heavy Damage to 1 opponent **> LVL55** Heavy damage to All opponents**> LVL70** Severe damage to All Opponents.

Ailment/Support Skills:

LVL5 high odds 1 opponent > **LVL10** Buff or debuff for 1 target> **LVL35** Medium chance to All opponents**> LVL45** Buff or debuff for all enemies or allies**.**

Healing Skills:

LVL1 Slightly restore 1 Ally; cure from 1 ailment 1 ally**> LVL10** moderately restore 1 Ally**> LVL20** Slightly restore all Allies**> LVL30** Cure all allies from 1 ailment. Cure All

ailment from 1 ally**> LVL45** Revive 1 ally with half HP **> LVL50** Cure all ailments from All allies **> LVL 65** Revive 1 ally with all HP

Passive Skills:

LVL10 Brainwash/Forget/Fear/Despair/Rage/Confuse Boost **> LVL20** regenerate/Invigorate 1%/Freeze/Shock/Burn boost **> LVL40** increase healing skills by 50%; buff for 1 ally at the start of battle. **> LVL 60** Regenerate 3; Restore 8% after Battle; buff to all allies at the start of battle **> LVL 70** Invigorate 3; Strengthen attacks of elemental type by 50% **> LVL80** Revive with full HP.

Ok, but not getting too sidetracked, we still have to talk about playing as the "main character" or as a regular persona user. Well, to transform this into more of a regular RPG I suggest all players being regular persona users. This has its advantages and disadvantages. First we are talking about not being the jack-of-all-trades and not being able to use the "Lockdown" facility in the velvet room. However you do get to keep personas for the "gallows", "electric chair" and for the purpose of fusing them towards your ultimate persona. We are going to get into these procedures later on, but just warning about it.

Also, 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. E**very 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 (STR) is the Physical damage stat.

Magic (MAG) is the magical damage.

Endurance (END) is for damage mitigation.

Agility (AGI) which is for Turn order, accuracy and evasion.

Luck (LUK) for crit chance and ailment chance.

When gaining new levels, 3 points are added to your persona, but the points you get are random, simply roll 1d10 and every two numbers represent 1 STAT (1,2-STR; 3,4-MAG; 5,6-END; 7,8-AGI; 9,10-LUK), except for every 4 levels, when you can choose where to put them. In Persona Games, 5 to be more specific, you can preview the stat gain when using the gallows or fusing, but this won't be an option here, this is why I chose to give the players a little bit more control over the STATS they put the points and not leave it random as the digital game does. Keep in Mind

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

2.3.1 Being the Support

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

The support plays differently than the other players, but their progression is very similar. 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/Rise_Kujikawa

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 (STR) is the chance to detect weakness and flee the battle.

Magic (MAG) is the strength of MP buffs.

Endurance (END) is for HP buffs.

Agility (AGI) is for detecting treasures, maps, items and being stealth.

Luck (LUK) for the chance of buffs and debuffs.

Since the support persona does not engage in battle directly the progression is also different.

For every 17 points in END, you get 5%HP regen on your skills that do so.

For every 20 points in MAG you get 1% in MP regen on your skills that do so.

For every 10 points in STR you get +1 on chances to detect Weakness and Flee from enemies.

For every 20 points in LUK you get 5% more chance of ailments you apply.

For every 15 points in AGI you get +1 on rolls to reveal the map and find items every time you reach a new dungeon level; For every 10 points in AGI add 1 to stealth meter.

Differently from the regulars, the supports only get to have 4 skills. Those are related to how they want to help the party. They start with one skill and every 15 levels they get a new skill. The support persona start with the enemy analysis and the flee action and those don't count for skill slots. Searching on those pages for the support characters, players should have an idea of what skills they want their persona to have. Keep in mind that direct damage is not a thing and HP/MP regen should be higher level skills.

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. Note that some enemies in persona games cannot have their stats revealed, however in this game, your result is 10 or more, you can reveal the stats of those enemies, unless the GM has a specific reason not to do so.

To Flee you must do the same as detecting weakness, 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 maybe 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:

HP healing: These are similar to healing skills such as dia and Diarama. If picked Level 1 you can cast Dia. Every time you pick this skill it increases by another level: Dia>Media>Diarama>Mediarama>Diarahan>Mediarahan.

MP healing: Unlike HP, MP is a rarer resource, you can only get MP healing skills starting at level 20. Each time you get the skill it heals 3% mana.

Function enhancement: This type of skills add to your dice rolls, such as fleeing, enemy analysis, map revealing and even stealth meters. If you get this at level 1 you do

not gain any buffs but starting at level 20 gain +1, and every other level you gain a skill, you can chose to upgrade the on you got by 1 or receive a +1 on another.

Debuffs: These debuffs are the status ailments such as sukunda, tarunda, brainwash etc. Every Time you get one of these skills you can get a new ailment or upgrade one you already have.

Buffs: The buffs are similar to the debuffs, however they are used on your allies and use skills such as tarukaja, sukukaja.

Special: They are skills like marakarn, tetrakarn, enhance all-out-attack by 30%, the capacity to heal HP and MP at the same time, chance to apply Life Aid to the party at the end of each battle, analyse all enemies instead of one. Differently from other abilities, special ones are unique and do not change based on how many times you pick it, also they

You cannot have more than one 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, choosing another debuff or buff. With this the players won't be able to have 2 separated skills that do the same thing.

2.3.2 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!!**

(Careful this is a NSFW artist, don't go in their twitter if you don't wanna 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 the players to create more social links and basically sets a level in which they can upgrade.

The only mechanic thing that the Ultimate persona change is the 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.

2.4 Character creation

Creating your character in Persona is not very hard, the 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. (Here is a link that might be helpful https://www.tarot.com/tarot)

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 (note that gender and sexuality are not listed here. I chose so because

in this game, you can have whatever appearance and relations with whoever you see fit for your character, but don't deviate too much from their personality when playing):

- 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.

Finally, the HP and MP, which respectively represent the amount of injury or damage your character can take and the amount of magical 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. **MP** is the amount of **Magic Points** a character has and their skills uses some amount of MP, so if you have 0, the character cannot use skills that rely on this parameter..

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

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 you 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 been 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

Acquiring experience in persona comes through defeating enemies in battle. The experience gained from those enemies is used automatically to upgrade the level of your persona and your character. In the case that you are a normal persona user, the character level will be 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 of guillotine bonus.

Here comes another super complicated part in Persona, at least persona 5. "The numbers, what do they mean?". 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

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

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*x³+10]*(1-[1/x])							
LVL	EXP		LVL	EXP		LVL	EXP
1	-		34	55074		67	421378
2	21		35	60077		68	440529
3	47		36	65375		69	460251
4	99		37	70974		70	480553
5	185		38	76885		71	501443
6	312		39	83115		72	522930
7	490		40	89674		73	545022

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

*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: $((-0.019*BASELVL+3,7)*LVL^3+10)*(1-(1/LVL))$							
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	**37984**		56	**454667**		89	**1400379**
24	**42986**		57	**476157**		90	**1434601**
25	**48385**		58	**498171**		91	**1468976**
26	**54191**		59	**520705**		92	**1503487**
27	**60416**		60	**543754**		93	**1538113**

28	67070		61	567313		94	1572836
29	74162		62	591378		95	1607633
30	81703		63	615943		96	1642485
31	89700		64	641001		97	1677371
32	98162		65	666546		98	1712269
33	107098		66	692570		99	1747156

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**.

Whenever a character gains a level they increase their total Health Points and their Mana Points. there are some other equations to calculate that, buuut, here I'm just gonna straight say what I came up with. So each level you get:

HP = **2**+(**1d10/2 rounded up, min 1**)+(**1 for every 10END**)

MP = **1**+(**1d10/2 rounded up, min 1**)+(**1 for every 20MAG**)

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.

5.1 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 discovring 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.

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 and each travel to another part of the city will have a cost to adjust to the distance instead of having a time component. 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 time of day (for example, daytime, afternoon and 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 each day**.
- **The maximum amount of TPs needed** to go to a place inside the city is 3. For example, if you want to cross the city to go to a district at the opposite side, you only spend **3TP**s to go there. Even if you go to another city or place outside the city, you send 3TP unless otherwise noted.
- **Going home** from another 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, since you have to walk all the way.

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 in 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. This 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 soe 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 arcanas, 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

https://megamitensei.fandom.com/wiki/List_of_Persona_5_Items#Protagonist

In this game we are using the Persona 5 item list. There are no gender for clothes.

Regarding Weapons, I tried to analyse persona 3, 4 and 5 to better understand how they worked. So, the easier way was just get persona 5 list and go on with it. But I also think that there can be some variations to the weapons appearance, like scythes can enter the Axe category. To keep things simpler I really suggest adapting what the weapons already give. Maybe, after I finish all this I'll make a modular way to create weapons for the game, but not Right Now.

Remember that everyone starts with a weapon and it's pretty easy to see which ones are default in that list. Try to base the stats of the initial weapons on the main character, since different weapons are found in different times in the game, but they should be available at the beginning in this one.

6. 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.

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.

6.1 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.

6.2 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.

Characters move 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 that distance from each character. Ranged attacks have a normal reach of **24 squares**

(32m). Spells can only reach half the ranged attack distance **12 Squares (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 an enemy's square without letting him do a free attack on you.

To hit a melee or ranged attack, you must add to the weapon's accuracy the difference Between your agility and the enemy's agility. Remember that adding a negative number actually subtracts.

Hit Chance %= **[(ATKHIT or RGDHIT) + AGIP] - AGIE**

ATKHIT being your melee weapon hit chance and RGDHIT being your ranged weapon hit chance. AGIP being the agility of your persona and AGIE being the enemy's agility. If a character has a hit chance of 90% it means it has to roll more and 1 on a d10 do hit your enemy.

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 requesting a flee action.

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) Buuut, the equation for persona 4 damage is known. which is *5 * sqrt((STR or MAG) / END[enemy's endurance]) * ATK[weapon attack]) * MOD[persona level/enemy level] * HITS[number 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 calculate if you are a person. So I'm going to simplify this equation so it's easier to get damage going in a battle without many complications.

DMG= [{STR or MAG}+{ATK or RGD}]*LVLP* Skill Multiplier / 2*ENDE*LVLE

DMG= Your parameters / 2*Enemy's Parameters

In this case, the enemy's endurance (ENDE) is easy to keep track. The LVLP is your persona level and the LVLE the enemy's level. What I tried to make here was an easier way for the player to calculate the damage and the Game master to tell the final damage, since the first part of the equation represents only player/persona parameters and the second only enemy parameters. Remember that for non skill damage, just take out the STR or MAG component.

Unless otherwise noted, by a skill description for example, magic and spells have a 100% hit chance, but remember that they cost mana.

A support character can act the first round, but only act again every three rounds. They cannot use the same skill twice in a row, unless it is the flee action or the analyse

action, those do not count as the main action for that round. Supports can still move and perform non battle actions like hold items, block doors with their body, open chests, during non battle turns for example.

This basically means that in this game the support actually goes with the party and is able to get knocked out or die. To be KO and out of the dungeon your HP must reach 0 or less.

6.2.1 Weakness Exploit

Just like every persona has a weakness, most enemies do too and using an attack against an enemy's weakness will not only deal double damage, but it will knock them prone, receiving the **Downed** condition. This will also happen to you and there is more consequences than just damage. Being down on the ground will make you lose the opportunity to participate in an All-Out-Attack, leave you vulnerable to extra damage and will make the attacker have an extra main action. In your turn you get up as a free action.

Also if every enemy is down, the players can perform an All-Out-Attack. This special action won't happen to players, just to enemies.

6.2.2 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 Almighty damage to all foes at the same time. This damage is the sum of all the characters physical melee damage before dividing it by the enemies endurance and stuff.

This is an extra actions and do 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 all the enemies got downed or if everyone performed a critical strike then two special bonus happen.

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 4 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 even if the opponents aren't knocked down.

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. <u>Fool Arcana</u>** +1 Draw, all undrawn cards will be changed.
- **I. <u>Magician Arcana</u>** - Ranks up a skill of the currently-equipped Persona.
- **II. <u>Priestess Arcana</u>** - +1 Draw, Converts 1 undrawn card into random card.
- **III. <u>Empress Arcana</u>** - +1 Draw, removes 1 undrawn card from selection.
- **IV. <u>Emperor Arcana</u>** - Instantly levels up currently-equipped Persona.
- **V. <u>Hierophant Arcana</u>** - +1 Draw, Converts 1 undrawn card into a random Great Arcana card.
- **VI. <u>Lovers Arcana</u>** - +2 Draws, post-battle item drops will be lost.
- **VII. <u>Chariot Arcana</u>** - Increases Ag of currently-equipped Persona by 2.
- **VIII. <u>Justice Arcana</u>** - Increases St of currently-equipped Persona by2.
- **IX. <u>Hermit Arcana</u>** - Enemies within the current floor will not chase you. Effect will be nullified if player initiates a battle or leaves the current floor.
- **X. <u>Fortune Arcana</u>** - Increases Lu of currently-equipped Persona by 2.
- **XI. <u>Strength Arcana</u>** - Increases Ma of currently-equipped Persona by 2.
- **XII. <u>Hanged Man Arcana</u>** - Increases En of currently-equipped Persona by 2.
- **XIII. <u>Death Arcana</u>** - Instantly ends Shuffle Time.
- **XIV. <u>Temperance Arcana</u>** - Grants one Treasure Key.
- **XV. <u>Devil Arcana</u>** - +3 Draws, adds a -100% modifier to EXP after battle.
- **XVI. <u>Tower Arcana</u>** - +3 Draws, adds a -100% modifier to money gained after battle.
- **XVII. <u>Star Arcana</u>** - +1 Draw, 1 drawn card will be removed along with its effect.
- **XVIII. <u>Moon Arcana</u>** - +2 Draws, adds a -50% modifier to EXP after battle.
- **XIX. <u>Sun Arcana</u>** - +2 Draws, adds a -50% modifier to money gained after battle.
- **XX. <u>Judgement Arcana</u>** - Draw +4 Cards. No effect.
- **XXI. <u>World Arcana</u>** - No effect.

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

- **<u>Suit of Swords</u>** - Grants Skill Cards. The suit of Swords it 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 level/10, to a minimum of 1 rounded up. which means that if most players are level 20, when a suit of swords card appear they should be given a rank 2 card.

- **Suit of Cups** - Restores the Party's HP. 1% 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	
Physical Skills	
Ranks	**Skills**
1	N/A
2	Sonic Punch, Single Shot, Double Fangs,Poison Skewer, Hysterical Slap, Skull Cracker, Muzzle Shot, Arm Chopper
3	Assault Dive, Kill Rush, Swift Strike, Twin Shot, Gale Slash, Cell Breaker, Brain Shake, Rampage
4	Power Slash, Mind Slice, Crazy Chain,Seal Bomb, Cruel Attack
5	Fatal End, Mighty Swing, Black Spot, Heat Wave, Herculean Strike, Atom Smasher
6	Torrent Shot, Blade of Fury, Vicious Strike, Poison Arrow, Mustard Bomb, Navas Nebula, Aeon Rain
7	Gigantic Fist, Deathbound, Virus Wave, Arrow Rain, Tempest Slash
8	Vile Assault, Rainy Death, Blight, Myriad Arrows
9	Brave Blade, Agneyastra, Akasha Arts
10	Vorpal Blade, Primal Force, God's Hand
Magical Skills	
Ranks	**Skills**
1	Agi, Bufu, Zio, Garu
2	Maragi, Mabufu, Mazio, Magaru, Hama, Mudo, Foul Breath
3	Agilao, Bufula, Zionga, Garula, Mahama, Mamudo, Tentarafoo, Evil Smile, Valiant Dance, Poison Mist, Anima Freeze, Old One, Foolish Whisper
4	Megido, Life Drain, Spirit Drain, Stagnant Air
5	Maragion, Mabufula, Mazionga, Magarula
6	Agidyne, Bufudyne, Ziodyne, Garudyne, Hamaon, Mudoon, Ghastly Wail

Ranks	Skills
7	Maragidyne, Mabufudyne, Maziodyne, Magarudyne, Mahamaon, Mamudoon
8	Megidola
9	N/A
10	Megidolaon

Support Skills

Ranks	Skills
1	Dia, Patra, Mutudi, Tarunda, Sukunda, Rakunda, Tarukaja, Sukukaja
2	Re Patra, Posumundi, Nervundi, Rebellion, Traesto
3	Fire Break, Ice Break, Wind Break, Elec Break, Media, Recarm, Me Patra
4	Diarama, Dekunda, Dekaja, Marakukaja, Matarunda, Masukunda, Revolution, Green/Red/White/Blue Wall*
5	Amrita
6	Mediarama, Energy Shower
7	Samarecarm , Tetraja
8	Mind Charge, Power Charge, Tetra Break, Makara Break
9	Mediarahan, Tetrakarn, Makarakarn
10	Salvation

Passive Skills

Ranks	Skills
1	Sharp Student
2	Dodge Fire, Dodge Ice, Dodge Wind, Dodge Elec, Alertness
3	Dodge Physical, Fire Boost, Ice Boost, Wind Boost, Elec Boost, Counter, Regenerate 1, Invigorate 1, Growth 1, Apt Pupil
4	Evade Fire, Evade Ice, Evade Wind, Evade Elec, Null Poison, Null Dizzy, Speedy Recovery
5	Resist Fire, Resist Ice, Resist Wind, Resist Elec, Evade Physical, Counterstrike, Growth 2, Survive Light, Survive Dark
6	Resist Physical, Endure Light, Endure Dark, Cool Breeze, Divine Grace, High Counter, Hama Boost, Mudo Boost, Invigorate 2

7	Auto-Tarukaja, Auto-Rakukaja, Auto-Sukukaja, Fire Amp, Ice Amp, Wind Amp, Elec Amp, Ailment Boost, Firm Stance, Endure
8	Repel Light, Repel Dark, Enduring Soul, Angelic Grace, Invigorate 3, Regenerate 3, Growth 3
9	Spell Master, Arms Master, Auto-Mataru, Auto-Maraku, Auto-Masuku
10	Absorb Physical, Absorb Fire, Absorb Ice, Absorb Wind,Absorb Elec

The second possibility for this is the **Negotiation**. Like 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, you 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
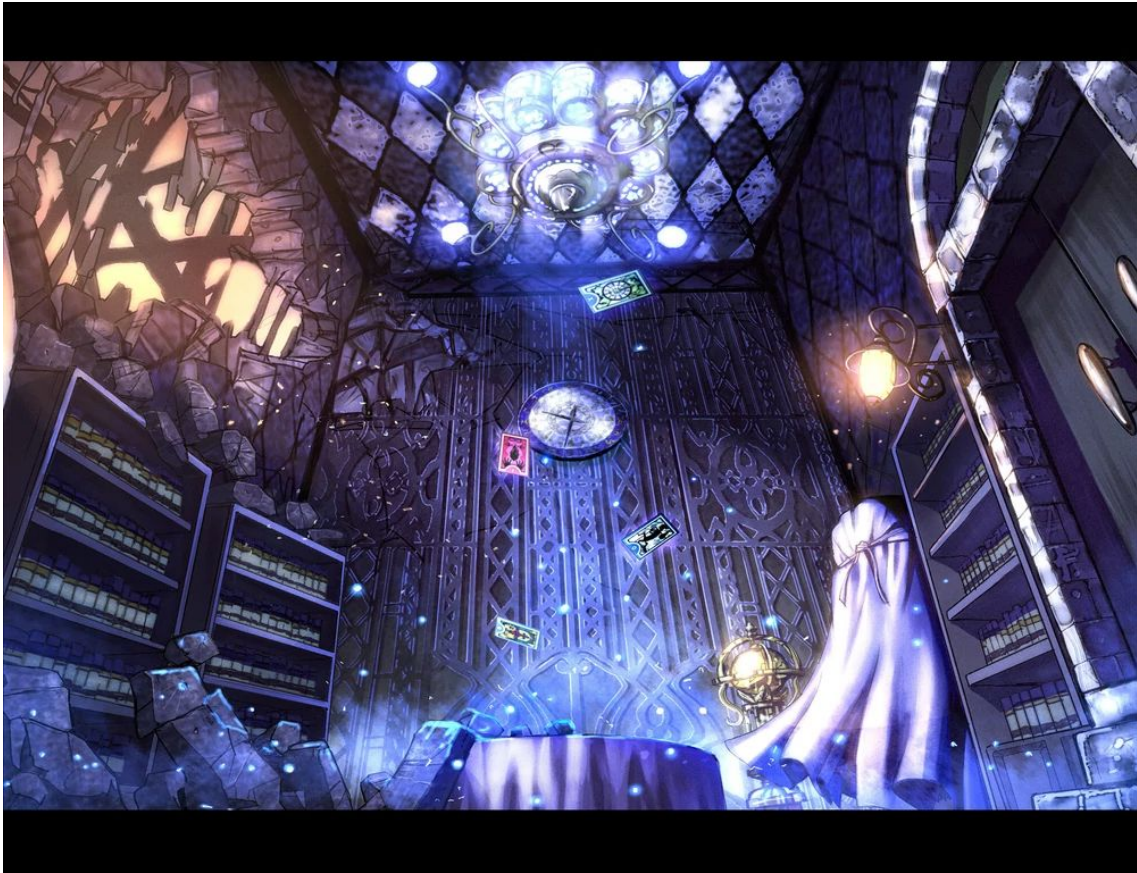
https://www.youtube.com/watch?v=EU5ierrGKww

"

- 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

8.1.1 Inheritance

https://aqiu384.github.io/megaten-fusion-tool/p5/personas
Another important aspect of fusing and strengthening is inheritance. Some personas just simply 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 GameFaqs of which skills can each type inherit.

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

Phys: Cannot inherit Fire, Ice, Elec, Wind, Psy, Nuke, Bless, or Curse skills

Fire: Cannot inherit Ice skills

Ice: Cannot inherit Fire skills

Elec: Cannot inherit Wind skills

Wind: Cannot inherit Elec skills

Psy: Cannot inherit Nuke skills

Nuke: Cannot inherit Psy skills

Bless: Cannot inherit Phys, Gun, Curse, or Ailment skills

Curse: Cannot inherit Phys, Gun, 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 you 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 (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:

EXP= **[(LVL*50) + (EXPgained/2)]* a * 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, 4 or 5=1.2, 6 or 7=1.3 and 8 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

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

The Electric Chair in Persona 5 is the process to sacrifice the personas 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 Nature.

8.4 Compendium

The Compendium is a list of the personas the characters have registered after obtaining them after fusing or having them in their list. To register a Persona the character in question has to be inside the Velvet Room and only 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%**

LVL	Money Needed		LVL	Money Needed		LVL	Money Needed
				Money Needed= **2000+(3n)^2**			
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. Enemies

There 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_4_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.

9.1 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 **+7HP/+5MP** 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	**124**		52	**767**		85	**1955**
20	**135**		53	**795**		86	**2000**
21	**147**		54	**824**		87	**2045**
22	**160**		55	**853**		88	**2090**
23	**173**		56	**882**		89	**2136**
24	**186**		57	**912**		90	**2183**
25	**200**		58	**943**		91	**2230**
26	**215**		59	**974**		92	**2277**
27	**230**		60	**1005**		93	**2325**
28	**245**		61	**1037**		94	**2374**

LVL	Money		LVL	Money		LVL	Money
29	261		62	1070		95	2423
30	278		63	1103		96	2472
31	295		64	1136		97	2522
32	312		65	1170		98	2573
33	330		66	1205		99	2624

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/LVL+LVL*22**							
LVL	**Money**		**LVL**	**Money**		**LVL**	**Money**
1	-		34	¥754		67	¥1,477
2	¥154		35	¥776		68	¥1,499
3	¥139		36	¥798		69	¥1,521
4	¥143		37	¥820		70	¥1,543
5	¥154		38	¥842		71	¥1,565
6	¥169		39	¥864		72	¥1,587
7	¥185		40	¥886		73	¥1,609
8	¥204		41	¥907		74	¥1,631
9	¥222		42	¥929		75	¥1,653
10	¥242		43	¥951		76	¥1,675
11	¥262		44	¥973		77	¥1,697
12	¥282		45	¥995		78	¥1,719
13	¥303		46	¥1,017		79	¥1,741
14	¥324		47	¥1,039		80	¥1,763
15	¥345		48	¥1,061		81	¥1,785
16	¥366		49	¥1,082		82	¥1,807
17	¥387		50	¥1,104		83	¥1,829
18	¥408		51	¥1,126		84	¥1,851
19	¥430		52	¥1,148		85	¥1,873

20	¥451		53	¥1,170		86	¥1,895
21	¥472		54	¥1,192		87	¥1,917
22	¥494		55	¥1,214		88	¥1,939
23	¥516		56	¥1,236		89	¥1,960
24	¥537		57	¥1,258		90	¥1,982
25	¥559		58	¥1,280		91	¥2,004
26	¥580		59	¥1,302		92	¥2,026
27	¥602		60	¥1,324		93	¥2,048
28	¥624		61	¥1,346		94	¥2,070
29	¥646		62	¥1,368		95	¥2,092
30	¥667		63	¥1,389		96	¥2,114
31	¥689		64	¥1,411		97	¥2,136
32	¥711		65	¥1,433		98	¥2,158
33	¥733		66	¥1,455		99	¥2,180