Persona 3

# Description

Play through Persona 3 in a whole new way.

# Rules

* Up to 4 players may be on the board
* At the beginning of the first turn characters may choose from the available base arcana’s, depending on the class they choose different personas will be available to them.
* The GM decides which player goes first by age or height.
* Once the Arcana have been selected the first character rolls and confronts some sort of roadblock. (This can be decided by the GM)
* **Roadblock include:** Heal spots, Enemy confrontation, Persona roll Space.
* Heal Spots: Completely heal your personas
* Enemy Confrontation: A battle with a shadow enemy
* Persona Roll space: Given the option between two unknown persona cards. One is blank while the other is not. The gm.’s hands represent the “cards” you choose either the left or right hand.
* It is the next players turn if the previous player has gotten through the roadblock
* **Enemies: Shadows and Other Player Characters**
* Shadows: Generic Enemy if defeated gives you the option to roll for a new persona
* OPC’s: If you defeat another player character you may choose to deduct just 1 hit point or strength point.

# Character Creation: Based upon the Arcana card system in the original Game.

Depending on the class you choose, different Personas are available to you with different special abilities.

Each Persona starts with a base stat of Hit Points: 0 and Strength: 0

Every time you acquire a new Persona you may choose to upgrade a stat based on what you roll.

Odd Numbers: Upgrade Strength

Even Numbers: Upgrade Hit points

1. [Fool Arcana](http://megamitensei.wikia.com/wiki/Fool_Arcana) – Able to call upon another player to take a hit for him once every battle.

Persona available:

1. Orpheus
2. Legion
3. Ose
4. Black Frost
5. Decarabia
6. Loki
7. Susano-o

I. [Magician Arcana](http://megamitensei.wikia.com/wiki/Magician_Arcana) – Lets you attack twice if the first attack missed

Nekomata

Jack Frost

Pyro Jack

Sati

Orobas

Rangda

Surt

II. [Priestess Arcana](http://megamitensei.wikia.com/wiki/Priestess_Arcana) – If a persona has been lost, they may roll to resurrect it. The die roll is determined by the GM.

Apsaras

Unicorn

Sarasvati

Ganga

Parvati

Kikuri-hime

Scathach

III. [Empress Arcana](http://megamitensei.wikia.com/wiki/Empress_Arcana) – May infatuate the enemy, causing it to not attack on occasion, this is decided again by a die roll chosen by the GM.

Leanan Sidhe

Laksmi

Hariti

Gabriel

Mother Harlot

Skadi

Alilat

IV. [Emperor Arcana](http://megamitensei.wikia.com/wiki/Emperor_Arcana) – Able to dodge an attack once per enemy encounter

Forneus

Oberon

Take-Mikazuchi

King Frost

Raja Naga

Kingu

Barong

Odin

V. [Hierophant Arcana](http://megamitensei.wikia.com/wiki/Hierophant_Arcana) – Able to heal persona to half health once every encounter.

Omoikane

Berith

Shiisaa

Hokuto Seikun

Flauros

Ananta

Daisoujou

Kohryu

# Confrontation System:

While maneuvering through the game board aka the (Tarturus) random encounters may occur, when an enemy confronts you a battle begins. A player starts with their initial persona and verbally shouts out commands such as “my persona dodges!” or “my persona attacks!” The game master then gives a roll option to the player to see if their command played out or not. If the player wins they are given an option at the end of the confrontation to roll for a new persona. The persona is random and may be determined by the Game Master as long as it is on the Players arcana list.

# Campaign

The goal of the game is to reach the final Building level and defeat the boss. To get to the final level you must navigate the game board and fight enemies and fellow players.

# Game Master Rules:

* Game Master Issues orders every time a player makes a command/move
* Game Master may not give away Personas
* Game Master is not allowed to heal players
* Game master can show mercy at the end of a battle and allow the player to roll for a new persona even if they lost
* **Ex.** Player issues an attack on opposing enemy.
* Game Master: In order for the attack to land you must roll a number through 1-3
* Player: Does not roll the correct number, and is forced to give up one persona.
* Game master: It seems the attack did not hit and it cost you the battle.