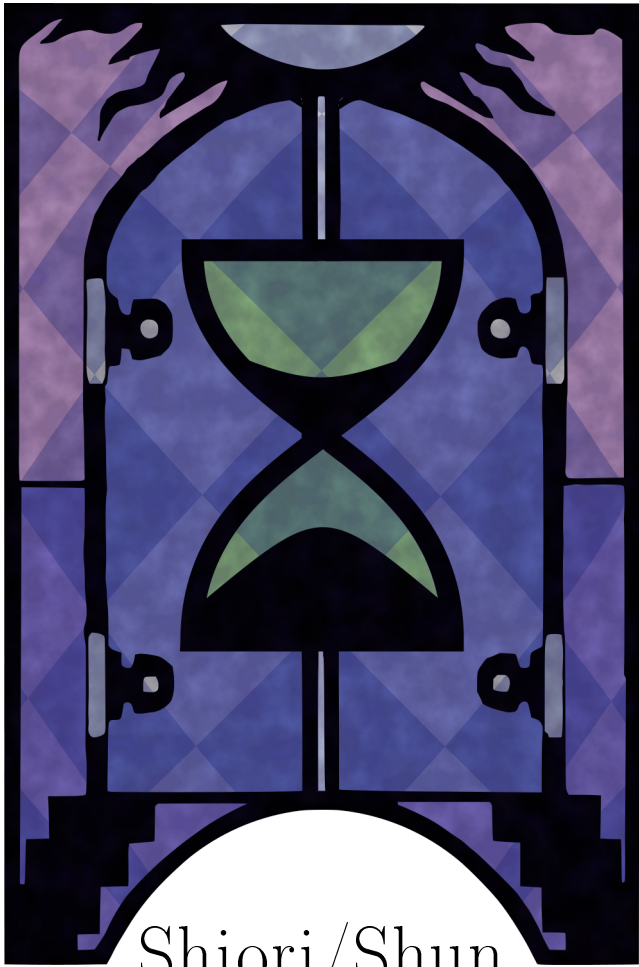


Persona: Too Late



Shiori/Shun

Persona: Too Late Rules

Combat

Combat is based on cards. Each character has a hand of cards that represent abilities or items they have. Each card can be used once per event.

Item cards may be traded freely; other cards cannot. You can get new cards in various ways, such as successfully revisiting past events.

Combat proceeds in turns, starting with the PCs. On your turn, play one card to attack with and pick who you're attacking. (Cards by default have a single target, but some cards may attack more than one character.) Each defender must discard a card or cards with a total strength that meets or exceeds the attacker's card's strength. If they cannot, they're taken out; when everyone on a side is taken out, that side loses the combat.

You can pass instead of attacking if you really want to.

Each character has a Weakness to a particular element. Attacks of that element have double strength against them.

PCs can have their turns go in whatever order they want. If you can't agree who's going next, play Rock Paper Scissors.

Some cards have strength*; these can't be used to attack or block, and instead have a special effect when played.

There will be a table with decks on it for cards you gain during game. Each character has an Experience deck: take the top card when you gain an Experience. There's also a Darkness deck and a deck for each opponent you can face. Don't look at or reorder decks.

Feel free to discuss the cards you have and their strengths and effects.

Social Links

You may also have a Social Link with another character. If you have a Social Link with someone, you can sacrifice yourself to block an attack aimed at them. This takes you out. You can do this even if you couldn't block the attack normally.

During game, if you feel like you're connecting to another character, and they agree, the two of you may form a social link. Social links are always mutual. Each character can only form one social link this way during game.

Other social links may be restored via revisiting events.

If you make an attack in combat against someone you have a social link with, that breaks the link (for both of you).

Contingency Boxes

Each player has a stat card to track your stats and other information about your character. Your stat card also has three "contingency boxes" that have a condition like "if you win a fight". If you meet the condition in game, when it's convenient remove the sticker and read what's underneath. This may just be descriptive text describing a memory, thoughts, or feelings, or it may have some other effect on your character.

Your character is vaguely aware that their contingency box conditions could represent something significant for them, so feel free to pursue (or avoid) the conditions in game.

Stats

Characters have 3 stats: Empathy, Courage, and Knowledge, which each have a numerical level. Everyone starts with one stat at 2 and two at 1. These stats are useful when visiting the past.

Empathy helps you understand other people and be an effective mediator.

Courage helps you act effectively in the face of danger.

Knowledge helps you figure things out and formulate plans.

Challenges when traveling through time often require certain stat values to pass. You can voluntarily fail a challenge even if you could pass it by not using your full stat value; it's not necessarily obvious to others that such a failure was intentional.

Visiting the Past

Next to the Doorway, there is a calendar of events over the past month, one event per day. You can choose to revisit these events. Each event can only be revisited once. Multiple non-overlapping groups can use the Doorway at the same time.

When you finish an event, you'll put sticker dots on it showing what effect you had. Possible dot colors include:

- Blue** Decreased panic.
- Purple** Increased panic.
- Red** Saved multiple innocent lives.
- Pink** Saved a particular individual.
- Yellow** Decreased Shadow activity.
- Black** Increased Shadow activity.
- Green** ???
- Lime** ???

There are also signs in gamespace that an event may instruct you to reveal, representing changes to your environment in the present based on changes to the past.

Each character starts game with 3 Chances, in the form of glass tokens. These are tradable physical items. For a group to revisit an event, all members must agree what you're revisiting, and someone must spend a Chance.

Events are not independent; the past can affect the future. Some events may refer to the dots before the event; that is to say, on an event chronologically earlier in the calendar. Thus, what you do in one event can affect later events.

There are three types of events you can revisit: Disasters, Arguments, and Battles.

Disasters

The chaos of the Dark Hour spread to the normal world in the past month. While the Shadows have stayed hidden until recently, disasters rooted in the Shadows have become commonplace, hurting and killing your oblivious classmates and professors, causing great disruption and national panic.

Revisiting a Disaster requires two people. There will be two role cards for the event, each with different requirements.

If the total stats of the two of you meet the calendar requirements, each choose a role card and read. When ready, roleplay the scenario together. Each of you will have a choice or challenge during the scene; choose simultaneously and remove the corresponding sticker when that happens. You may trade role cards before choosing. (Challenges may have requirements different from the initial requirements.) The result boxes will tell you what dots to add or any other effects.

If you added a dot that wasn't black or purple, you each get an Experience card and a point of Knowledge.

Arguments

You all aren't as close as you used to be. There've been a lot of arguments over the past month that have driven you apart from one another. The trust you had? It's mostly gone. Some of it, probably, for good reasons.

Revisiting an Argument requires the two people who argued to open the Doorway and one other person to go back and intervene. The arguers, playing their past selves, roleplay the conflict described. Each arguer takes the corresponding role card, reminding them of the choice they couldn't agree on and how they felt about it. The intervener then joins in, attempting to resolve the argument in a way that both arguers are happy with. To succeed, the arguers must both agree on which option to choose. The intervener's result box will tell you what dots to add or other effects.

On agreement, the arguers get a Social Link with each other and a point of Empathy, and the intervener gets an Experience card. If no agreement is reached, the arguers each get a Darkness card.

Battles

Each of you has a Shadow, some dark parallel that appeared at some point over the last month to wreak havoc. While perhaps once you would've fought these shadows, you were too divided. Can you do better now?

The Doorway can only fit three people, so at most three people can go back to battle a Shadow. You also need the person whose Shadow you seek to fight to open the Doorway.

That person plays the part of their Shadow, using the deck for their shadow

from the table, **plus a bonus Darkness card for every black dot before this event in excess of the number of yellow** dots before this event. When playing your Shadow, play to win: do your best to make strong, effective attacks and to avoid defending wastefully.

If the party defeats the Shadow, add a yellow dot, and party members that weren't taken out each get one Experience card and gain one Courage. Otherwise, the Shadow strengthens its connection to the corresponding character: add a black dot and that character gets two Darkness cards. (The Doorway pulls the party back to the present before the Shadow can finish them off.)

Each Shadow will have one or more Item cards that the party can claim if they defeat it. If the party cannot agree on who gets each item, they must fight it out with their remaining combat cards.

What Happens Next

After this stolen time is up, you seven will have one last chance to face Death. This time, there'll be no second chances.

When the hourglass runs out, the wards of this haven will shatter and you'll all be swept into the boss fight against Death. This works like a Shadow battle, except all seven of you participate.

Shiori/Shun

You're supposed to be the chosen ones. Or you were, anyways.

It's hard to remember what it was like back then. Before this all happened. At the start of the semester. In Psych 101. Kirijo Memorial University's pretty small, so you knew the others by name. You'd been friends with Rin/Reizō since the start of term. The rest were just classmates.

You were never the best student, and were having enough trouble passing Physics. Psych 101 was supposed to be a breeze, so you took it hoping to coast.

Then you had this weird dream. You were in this strange room lit with eerie green light, and the others were there, too. Rin/Reizō. Yumi/Yōji. Chiyo/Daichi. Kazue/Kazuki. Masako/Masahiro. Ayumi/Akito. Behind a desk sat a strange man, wearing an iridescent blue mask. Philemon, he called himself. He told you that a great darkness was rising up in your town, and that only those with great inner strength could stop it. If you promised to accept the consequences of your actions, he would grant you the power you would need. Not realizing this was any more than a dream, you of course agreed. You each signed the parchment he passed you with a quill pen. As the room faded, Philemon called out one last thing. "Your connections to others will be your strength."

The next day, as you raced to class, your "dream" stuck with you. It was so crazy! You couldn't wait to tell Rin/Reizō about it. Except then it turned out that she/he had had a dream just like it. It soon became clear that all seven of you had had the exact same dream. Chiyo/Daichi thought it was the coolest thing ever. But then Yumi/Yōji started to freak out. And none of you knew what to really make of it.

You soon found, however, that there was some mystical hidden 13th hour at the stroke of midnight. You'd get pulled into a parallel shadow version of the campus, where strange, violent Shadows roamed the streets and hallways. You were all pretty much terrified at that point. But you found that each of you had a Persona, some sort of mythical companion or mask that gave you supernatural

powers that let you fight the Shadows. Your Persona is Persephone, who gives you control of the element Earth. You don't really think of Persephone as a separate entity, though. She's just another part of yourself.

As for Philemon? Maybe he gave you the Personae. Maybe they were in you all along. Regardless, you never saw him again.

The Shadows, on the other hand, were constant. At first you just fought them to protect yourselves. But then you started to enjoy it. Here, you were in control. Sure, it hurt when you got bit or scratched or blasted by acid. But the pain just added to the thrill. And in the morning, you were fine. Well, mostly.

You wondered what your adventures in the Dark Hour meant for the real world. At first they just seemed like shared dreams, aside from the scratches and scars. But when powerful Shadows started resembling your classmates, you started noticing things too uncanny to be coincidences. You beat up Erika's Shadow, and she aced the math test. You ran from Takeshi's Shadow and its piercing ice, and he vanished for weeks without telling anyone. Looking back, that's when things started to fall apart.

Kazue/Kazuki had been sort of the unofficial leader up until that point. When everyone was treating this like a game, that had been fine. But now that you all saw that what you did in the Dark Hour mattered back in the "real world"... that broke down. Towards the end of November, Masako/Masahiro told Kazue/Kazuki that this unconsidered Shadow-bashing needed to stop. She/He didn't take it well. And then everyone started talking at once. There was lots of yelling, lots of name calling.

Eventually, it fell out that:

- Kazue/Kazuki and you thought that you needed to take out Shadows more now than ever.
- Masako/Masahiro and Rin/Reizō wanted to study the Shadows and the Dark Hour before trying to solve more problems with violence. If what you were doing was messing with people's heads, you couldn't just galavant around doing whatever you felt like.
- Yumi/Yōji and Chiyo/Daichi wanted to find or build some sort of fortress.

The Shadows seemed to be getting stronger and more plentiful, and they weren't eager to test what happens if you die in the Dark Hour.

- Ayumi/Akito, for her/his part, just seemed terrified and wasn't saying much of anything at all.

So you wished each other well, with varying levels of sarcasm. And split up. You might still run into each other during the day, but no more cohesive group bullshit at night. And that's when things really started going to hell.

At first it felt like old times, you and Kazue/Kazuki fighting Shadows, kicking butt, taking names. Persephone's glory coursed through you, and you felt invincible. Unfortunately, the Shadows felt otherwise. They were stronger than ever, and with just the two of you fighting you no longer had strength in numbers. You had to run more and more. You were exhausted in the morning, staggered about like a zombie all day, then chugged some caffeine to fight again when the Dark Hour hit.

You were used to Shadows that looked like your classmates by now. You weren't prepared for Rin/Reizō's Shadow, though. Kazue/Kazuki was uncertain about fighting it: what if that hurt your friend? You said it didn't matter; you needed to stop the Shadows somehow, and any true friend would be fighting with you. It was a moot point, regardless: you two were no match for it.

And then, a few days later, deep in the steam tunnels, you found your Shadow. And then you really didn't know what to do. You told Kazue/Kazuki to run, and she/he did, but not without mocking you for it afterwards. After that, you focused mostly on the smaller Shadows. That went better, but Kazue/Kazuki would always needle you about whether you were actually doing any good, or whether you just liked feeling strong.

It wasn't that, though. You were building your strength for bigger threats; no sense getting yourselves killed. The problem was that the Shadows seemed to be getting stronger as time went on, too. You had an idea; you'd noticed that items you found in the Dark Hour seemed to be useful for fighting Shadows, but the ones you found weren't that strong and broke easily. What if you could build better weapons? You talked to an art major you knew in the daytime world,

Nami; she was into blacksmithing and such. You gave her some designs and symbols Persephone seemed to think would help, tried to explain what was going on, and asked for help. She said she'd see what she could do. But when cell phones stopped working, you lost contact with her, and you never found her. They probably died in a building collapse or something. So much for that idea.

Meanwhile, you were still fighting the weaker shadows with Kazue/Kazuki. A few days ago, things came to a head. Kazue/Kazuki said that this was all pointless: why bother blindly bashing shadows when it had no apparent effect on the growing flood? It was time to try figuring out the leaders, guerrilla tactics, *anything* different. You told Kazue/Kazuki that if she/he didn't like your style, nothing was forcing her/him to stay. She/He said she/he'd do much better alone than following an idiot like you. And so, you split.

Things haven't gone any better alone. You and Persephone are strong enough and move fast enough to escape when necessary, but the flood of Shadows is just growing and growing, and alone you're definitely not doing any good. With just Earth at your disposal, you can't take advantage of many of the Shadows' weaknesses, either. That had always been a big part of your strategy, before: figuring out elemental weaknesses based on the attacks they used or patterns you saw, and exploiting them. Avoiding your weakness, Ice, and helping the others avoid theirs. Alone, there's no strategy left.

And back in the normal world, people were getting hurt, even dying, because of the Shadows. Because of your inadequacy. Because you've burned your bridges. Because you weren't good enough to save them.

And then, one night, you were just standing on a roof, looking at the hordes of Shadows below, knowing it was hopeless. Then, with a loud crash, a rift opened like a jagged crack in the sky, eldritch green light streaming through. Out stepped a Shadow like you'd never seen: stories tall, spiked and twisted, with a dark mask. As he surveyed the campus around him, dark fog streamed out of the rift after him, covering everything in darkness.

And then, out of the blackness, you saw a figure. She was a bit human-shaped, a bit shadowy, a bit indistinct. Her face was hidden behind a white mask like a

ghost. And she reached her hand out to you.

“It’s too late for you.” Her voice sounded familiar, but you couldn’t place it. “But I can give you a second chance. A chance to fix things. If you work together, you can change the course this world’s stuck on. But I fear some of you have been lost to darkness. And I can only hold Death back so long.”

Uncertain, desperate, you took her hand. And then you were in a dim room, with an hourglass counting down and a beckoning translucent doorway. And the others.

She told you this Doorway can let you revisit the past, let you fix what went wrong. She’s linked it to events you can visit safely, without fear of paradox. But outside you can see endless hordes of Shadows, with a Shadow taller than the bell tower looming above them. Death. You may have been granted respite, but he’s coming. She says her wards will keep him out until the hourglass runs out, but after that you’re on your own, with whatever you’ve managed to regain.

But together again, maybe you can turn this tide. Work together. Win fights that matter. Show them that your strength is good for something. It has to be.

Goals

- Go back and save the innocent lives that never should’ve been lost in the first place.
- Build your strength and help the others build theirs.
- Work together with the rest of the team to defeat Death.

Contacts

- **Kazue/Kazuki:** Nice and tough, always ready to fight. A real jerk sometimes, though.
- **Masako/Masahiro:** A bit of a robot. Often has good advice, though.
- **Rin/Reizō:** Everyone’s favorite superhero, Sarcasm Girl/Boy. She/He means well, though, just wants to look tough.
- **Yumi/Yōji:** Always friendly and chipper; a big part of keeping the group together. Until it fell apart.
- **Chiyo/Daichi:** Strange little quiet kid. You bet she/he’ve got some tough

junk in her/his past. She/He's cool underneath.

- **Ayumi/Akito:** Even quieter than Chiyo/Daichi. You've tried to push her/him a bit, but it didn't seem to help.

Character Info

- **Persona:** Persephone
- **Element:** Earth
- **Weakness:** Ice
- **Courage:** 2
- **Empathy:** 1
- **Knowledge:** 1

Items and Abilities

- Magnara (combat card)
- Earth's Blessing (combat card)
- Magna (combat card)
- Singed Notebook (in-game document)