

That idiot's always charging into battle without a second thought. That's not going to keep working forever.

You find some drunk fratboys making plans. They've got what looks like Molotov cocktails.

Talk them out of it
(requires Empathy 2)

You manage to distract and confuse them until the crowds have died down. Add a blue dot.

Block the door
(requires Courage 2)

Your Persona fails to manifest, and you can't hold them alone. Take a Darkness card.

Give up

Your half-hearted attempt riles up the fratboys. Add a purple dot.

How's taking a step back and letting Shadows overrun the school going to do any good? You've seen the positive effects of beating people's Shadows before. If Masako/Masahiro comes up with a better plan, great, but until then, someone needs to beat the Shadows back. If she/he had any sense, she/he'd be helping you weed out shadows while conducting her/his "investigation".

Everyone's excited about the big game, but normally at Kirijo the worst that happens is too much drinking. No one would guess later there'll be torched cars and smashed windows.

Go to the campus police

The police response is unexpectedly violent. Add a purple dot.

Mobilize students
(requires Empathy 2)

You gather a group of calmer students to diffuse tensions. Add a blue dot.

If Shiori/Shun agrees to be more careful and observe before attacking

Shiori/Shun gets +1 Knowledge. Add a lime dot.

If Masako/Masahiro agrees to help keep Shadows down while investigating

Add a yellow dot.

If no agreement is reached

Add a black dot.

Who does Ayumi/Akito think she/he is, building some fortress while Shadows run rampant? Doesn't she/he remember what effects Shadows can have on the daytime world if left unchecked? Sitting uselessly safe won't accomplish anything. You need to build your power, and the best way to do that is fight Shadows.

Find Instigators

Disaster:

Sports riots

Requires: total Empathy 2

December 2nd

Masako/Masahiro

Argument:

Masako/Masahiro wants Shiori/Shun to be careful in Shadow fights

December 1st

Go for Help

Disaster:

Sports riots

Requires: total Empathy 2

December 2nd

Shiori/Shun

Argument:

Masako/Masahiro wants Shiori/Shun to be careful in Shadow fights

December 1st

Kazue/Kazuki

Argument:

Kazue/Kazuki wants Ayumi/Akito to come fight Shadows

December 3rd

Intervener

Argument:

Masako/Masahiro wants Shiori/Shun to be careful in Shadow fights

December 1st

These Shadows are just getting stronger and stronger; if you keep fighting them without thought to your own safety you're just going to get killed. Kazue/Kazuki should help you establish a home base, then take the fight to them knowing she/he has a add to retreat to if things go south.

You need to work together. You understand that Shiori/Shun wants to keep fighting the Shadows, but if she/he keeps going at it without regard to her/his safety, she/he's just going to get her/himself killed. With a safe place to retreat to, she/he could fight the Shadows much more effectively.

If Ayumi/Akito agrees to come fight Shadows now

Ayumi/Akito gets an Experience. Add a lime dot.

If Kazue/Kazuki agrees to help with the fortress now

Having a home base makes her/him lose fewer fights. Add a yellow dot.

If no agreement is reached

Add a black dot.

If the Shadows' goal was to kill you seven, specifically, then maybe a fortress would make sense. But they don't care about you. They're going to keep hurting innocents unless you stop them. You need to take the fight to them, thin out their numbers, and build your strength. You don't have time to waste playing castle.

Rin/Reizō's Shadow

Weakness: Metal

If Shiori/Shun agrees to help with the fortress now

Having a home base makes her/him lose fewer fights. Add a yellow dot.

If Yumi/Yōji agrees to come fight Shadows now

Yumi/Yōji gets an Experience. Add a lime dot.

If no agreement is reached

Add a black dot.

Yumi/Yōji

Argument:

Yumi/Yōji wants Shiori/Shun to help with a home base

December 5th

Ayumi/Akito

Argument:

Kazue/Kazuki wants Ayumi/Akito to come fight Shadows

December 3rd

Shiori/Shun

Argument:

Yumi/Yōji wants Shiori/Shun to help with a home base

December 5th

Intervener

Argument:

Kazue/Kazuki wants Ayumi/Akito to come fight Shadows

December 3rd

Intervener

Argument:

Yumi/Yōji wants Shiori/Shun to help with a home base

December 5th

Rin/Reizō

Battle:

Rin/Reizō's Shadow

December 4th

Forge documents requiring quarantine (requires Courage 2 and Empathy 2)

Add a red dot. With Knowledge 2+, it happens fast enough to avoid most notice; add a blue dot.

Report a bioweapon

Add a purple dot. With Empathy 2+, you convince the right people; add a red dot.

Kill initial victims yourself (requires Courage 4)

Add a green dot and a red dot. Gain two Darkness cards.

What do you know about statistics, about science? You mean, science is great as far as it goes, but it's not like you're going to discover some magical theorem that tells you the secret weakness of the Shadows. At best you're just going to discover a formula for how long it'll take before you get completely overrun. Rather than waste effort trying to predict the end as precisely as possible, why not do something constructive and work to keep yourselves safe? That makes far more sense than asking a classics major to do stats, or risking your life to gather useless data. If Masako/Masahiro had any sense, she/he'd put off her/his research for now and help you augment your defenses first.

Part of what made the disease so devastating was its unconventional nature, resisting standard treatments and normal means of sterilization.

Infuse sterilization equipment with energy (requires a Fire or Blast element attack)

Unless your partner added a green dot, add a red dot.

Engineer a Shadow-targeted antiviral (requires Knowledge 4)

Unless your partner added a green dot, add a red dot.

Consult with med students

You try to explain what might be different about the disease, but they're skeptical and you don't get anywhere.

If Chiyo/Daichi agrees to help gather data

Working together, they figure out how to use some traps to split Shadow clusters. Add a blue dot.

If Masako/Masahiro agrees to help improve the fortress

They end up using down time to exchange notes and teach each other. They both get +1 Knowledge.

If no agreement is reached

Add a purple dot.

A safe place is all well and good, but if you want to accomplish something you need to understand what's going on. You and Rin/Reizō make a good team, but to get this all figured out you could really use some help gathering data and spotting patterns. Both you and Chiyo/Daichi are trying to be careful; surely she/he can see that knowledge is your best weapon?

Shiori/Shun's Shadow

Weakness: Ice

Chiyo/Daichi

Argument:

Masako/Masahiro wants Chiyo/Daichi to help with data gathering and analysis

December 7th

Attempt to keep contained

Disaster:

Fatal disease outbreak

Requires: total Knowledge 3

December 6th

Intervener

Argument:

Masako/Masahiro wants Chiyo/Daichi to help with data gathering and analysis

December 7th

Look for treatment

Disaster:

Fatal disease outbreak

Requires: total Knowledge 3

December 6th

Shiori/Shun

Battle:

Shiori/Shun's Shadow

December 8th

Masako/Masahiro

Argument:

Masako/Masahiro wants Chiyo/Daichi to help with data gathering and analysis

December 7th

What does Chiyo/Daichi think the point was of building this fortress? The point is to keep people safe from Shadows. There could be others out there, hurt and alone, who need your help. And now that you have a safe place to retreat to, you're in a much better position to scout the Dark Hour safely.

The electrical malfunction effect seemed to get gradually stronger over time. Maybe by studying it now, when its weak enough not to fry the equipment, you'll be able to do something to counteract the effect.

Convince physics lab to help
(requires Empathy 2)

You manage to build a field disruptor. If your partner found the ritual location, add a blue dot. If not, it shorts out; add a purple dot.

Perform experiments yourself
(requires Knowledge 3 or an Ice attack)

You cobble together some equipment to measure the EMP field. Gain an Experience and open the previous option.

Talk to grad students

They're no help, and you just end up contributing to rumors. Add a purple dot.

What does Yumi/Yōji think the point was of building this fortress? To stay safe! The Shadows seem to have been getting stronger and stronger, and you can't assume that you'll always be able to get away if things go south. What if you get surrounded, and can't run? You could die! You're fine telling your former friends about the fortress during the day, if they want to come, but you've seen no evidence that there's anyone else in the Dark Hour. Going out to look is just a foolhardy risk. You should stay here and experiment with how to best improve your defenses; they way things are going you'll need everything you can figure out.

It was theorized by some that there was some device causing EMP-type effects, but nothing was ever found, at least in the original timeline. Is it just a side-effect of the Dark Hour leaking, or is there more to it than that?

Ask around about suspicious activity

You don't get anywhere, and seem to just be contributing to the rumors and speculation. Add a purple dot.

Measure interference to find effect center
(requires Knowledge 2)

You find in a courtyard the remains of a ritual and three sets of footprints. Disrupting the symbols doesn't seem to have any obvious effect.

Break into security office
(requires Courage 2)

You can use the levels of static on various camera feeds to track down the effect center. Open the previous option.

If Chiyo/Daichi agrees to come look for others

Chiyo/Daichi gets +1 Courage, and both get one Experience.

If Yumi/Yōji agrees to stay with Chiyo/Daichi in the fortress

Add a yellow dot and Yumi/Yōji gets +1 Knowledge and a Darkness card.

If no agreement is reached

Add a black dot.

Ayumi/Akito's a total wimp. She/He goes on about how terrifying everything is. Well, look, the rest of you are in the same situation, and even if you disagree you're all trying to do anything about it. She/He's just sitting here, being useless, cowering. You've seen her/him fight, she/he can hold her/his own. She/He just needs to get over her/his fear and start fighting back.

Study effect

Disaster:

Electronics mysteriously stop working

Requires: total Knowledge 3

December 10th

Yumi/Yōji

Argument:

Yumi/Yōji wants Chiyo/Daichi to come look for others in the Dark Hour

December 9th

Look for the cause

Disaster:

Electronics mysteriously stop working

Requires: total Knowledge 3

December 10th

Chiyo/Daichi

Argument:

Yumi/Yōji wants Chiyo/Daichi to come look for others in the Dark Hour

December 9th

Rin/Reizō

Argument:

Rin/Reizō mocks Ayumi/Akito about running scared

December 11th

Intervener

Argument:

Yumi/Yōji wants Chiyo/Daichi to come look for others in the Dark Hour

December 9th

Doesn't Rin/Reizō have any sense of empathy? Not everyone's like her/him, laughing in the face of danger, barely caring when a Shadow nearly rips her/his arm off. The Shadows, the disasters, this whole Dark Hour would terrify any sane person. It doesn't make you a coward to be scared of something that could kill you, that has killed innocent people. Rin/Reizō might be braver than you, but nothing you've seen gives any indication that her/his foolhardiness is going to save the day. Sure there's something romantic about the noble doomed hero, but you'd rather be the survivor. And if she/he can't respect your justified fear, she/he's an even bigger jerk than you thought.

You've figured out how to create traps for Shadows, infusing mechanisms you construct with Persona energy. But it's a complicated process, and you could really use some extra assistance. You're sure Masako/Masahiro would be a big help, with everything she/he's learned about Shadows.

If Rin/Reizō apologizes and admits that there's reason to be scared

Rin/Reizō gets +1 Empathy. Add a lime dot. If there's a lime dot on the 3rd, the two start working together and both get an Experience.

If Ayumi/Akito admits that she/he's a coward and asks for help

Ayumi/Akito gets a Darkness card.

If no agreement is reached

Add a purple dot.

Creating automated traps and effective barriers is impressive, you admit, but creating passive defenses against whatever Shadows happen by isn't going to help stop what's bleeding over into the real world. If you had Yumi/Yōji's help, maybe you could target at least some of the smaller Shadow clusters and weaken the bleedover effect.

Kazue/Kazuki's Shadow

Weakness: Earth

If Masako/Masahiro agrees to help build barricades

Her/His notes prove useful. Add a yellow dot. If there's a yellow dot on the 1st, Masako/Masahiro gets an Experience.

If Yumi/Yōji agrees to help attack Shadow clusters

Yumi/Yōji gets an Experience. If there's a lime dot on the 5th, her/his assistance is quite effective; add a blue dot.

If no agreement is reached

Add a black dot.

Yumi/Yōji

Argument:

Yumi/Yōji wants Masako/Masahiro to help build anti-Shadow barricades

December 13th

Ayumi/Akito

Argument:

Rin/Reizō mocks Ayumi/Akito about running scared

December 11th

Masako/Masahiro

Argument:

Yumi/Yōji wants Masako/Masahiro to help build anti-Shadow barricades

December 13th

Intervener

Argument:

Rin/Reizō mocks Ayumi/Akito about running scared

December 11th

Intervener

Argument:

Yumi/Yōji wants Masako/Masahiro to help build anti-Shadow barricades

December 13th

Kazue/Kazuki

Battle:

Kazue/Kazuki's Shadow

December 12th

You remember it was some unknown designer drug. That's why it was so hard to treat and provoked such strange reactions.

Go to the Med Center

Your warning gets the EMTs there before the police, but not by much. If your partner chose "Mill about ineffectively", add a blue dot.

Come up with something yourself
(requires Knowledge 3 or a Wood attack)

Recognizing symptoms, you come up with a partial antidote. You keep samples to study. Add a blue dot and a yellow dot.

Things are getting worse. The Shadows are getting stronger. You didn't build a fortress just to abandon it and get yourself killed. If Shiori/Shun had any sense, she/he'd stay here safe with you. You'd really appreciate the company and protection, actually.

You remember it happened at a rave in a basement on campus. But which one? And what will you do when you get there?

Calm freaking out victims
(requires Empathy 2)

You manage to help settle them some, which leads to a less dramatic media and admin response. Add a blue dot.

Help them avoid police
(requires Courage 2)

You manage to herd them to an empty classroom until the police leave. One of them, Omi, is quite grateful. Add a pink dot and reveal sign A.

Mill about ineffectively

You don't manage to accomplish anything before the police and EMTs arrive, and you almost get arrested yourself.

If Chiyo/Daichi agrees to come fight alongside Shiori/Shun

Chiyo/Daichi gets an Experience. If there's a lime dot on the 1st, add a yellow dot.

If Shiori/Shun agrees to stay back in the fortress

Shiori/Shun gets +1 Empathy. If there's a yellow dot on the 9th, add a blue dot.

If no agreement is reached

Place a black dot.

Things are getting worse. Shadows are getting stronger and stronger. You need all the help you can get. Chiyo/Daichi's had plenty of time to build her/his fortress. It's as secure as it's going to be. Now's the time to take advantage of it as a launching point and take the fight to the Shadows, not stay here cowering while the stuff leaking over gets innocent people killed.

Ayumi/Akito's Shadow

Weakness: Fire

Chiyo/Daichi

Argument:

Shiori/Shun wants Chiyo/Daichi to back her/him up
in fights

December 15th

Find treatment

Disaster:

Drug ODs lead to hospitalizations and arrests

Requires: total Empathy 3

December 14th

Intervener

Argument:

Shiori/Shun wants Chiyo/Daichi to back her/him up
in fights

December 15th

Find druggies

Disaster:

Drug ODs lead to hospitalizations and arrests

Requires: total Empathy 3

December 14th

Ayumi/Akito

Battle:

Ayumi/Akito's Shadow

December 16th

Shiori/Shun

Argument:

Shiori/Shun wants Chiyo/Daichi to back her/him up
in fights

December 15th

Picking off the popcorn Shadows like that isn't doing anything. It's not slowing the tide of new Shadows or keeping things from leaking over. Maybe if Shiori/Shun was taking out Shadow clusters, that'd be accomplishing something. But she/he's too weak and scared, and unwilling to abandon her/his pointless plan.

The multiple simultaneous explosions will make it hard to get everyone out in time.

Start at the Student Center

There are lots of people around for some sort of event. If you have Empathy 2+, add a red dot. If not, they don't listen; add a purple dot.

Start at the Art Building

There aren't many people around, but you evacuate the building. Add a pink dot and reveal sign B.

Call in a bomb threat

If there's a blue dot on the 10th, add a red and a pink dot and reveal sign B. If not, the notification system fails; add a purple dot.

Rin/Reizō thinks what you're doing's not helping, but what's she/he done? At least you're trying to keep the Shadows down. She/He's just studying, treating this like some sort of science fair project, not doing anything to actually help those who are getting hurt. You might not be able to save the day all by yourself, but at least you're doing what you can and keeping Shadows from totally overrunning the school. If Rin/Reizō wanted to accomplish something, she/he should be out there fighting by your side.

This wasn't some freak accident or the work of some influenced amateur. Whoever did this had technical know-how and the ability to get into multiple places with bulky equipment unnoticed.

Break into security office
(requires Courage 2)

If there's a blue dot on the 10th, open the next option. Otherwise, the cameras aren't working; you get nothing.

Investigate scene
(requires Knowledge 3)

With Courage 3+, you get him. Add a green dot and get a Darkness card if you kill him, a lime dot and an Experience if you turn him in.

Talk to witnesses

If you have Empathy 2+, you get a lead; open the previous option. Otherwise, you don't find anything in time.

If Shiori/Shun agrees that his fighting is useless

Shiori/Shun gets a Darkness card.

If Rin/Reizō agrees to help fight Shadows

Working together, you can target some of the smaller clusters. Add a blue dot. If there's a blue dot on the 13th, both gain an Experience.

If no agreement is reached

Add a purple dot.

If little miss "friendship is magic" couldn't hold the group together, it's not like you could've. It's really her/his fault for picking sides instead of trying to work together to bridge the gap. She/He can't expect everyone to always get along; it was up to the others in the group, but especially her/him as the team heart, to mediate when things got touchy instead of jumping in and escalating. Honestly, you're not sure why you stayed so long with a group of pathetic kids anyways.

Evacuate students

Disaster:

Explosions wreck buildings across campus

Requires: total Courage 4

December 18th

Rin/Reizō

Argument:

Rin/Reizō mocks Shiori/Shun for the futility of his battles

December 17th

Look for culprit

Disaster:

Explosions wreck buildings across campus

Requires: total Courage 4

December 18th

Shiori/Shun

Argument:

Rin/Reizō mocks Shiori/Shun for the futility of his battles

December 17th

Kazue/Kazuki

Argument:

Kazue/Kazuki and Yumi/Yōji argue about fault for the broken group

December 19th

Intervener

Argument:

Rin/Reizō mocks Shiori/Shun for the futility of his battles

December 17th

It's all her/his fault. If she/he hadn't picked that pointless fight with Masako/Masahiro, you would've stayed together as a group, and none of this would've happened. Masako/Masahiro had a point that you needed to understand what was going on, and Kazue/Kazuki had a point that abruptly stopping fighting Shadows could be disastrous, and they should've been able to discuss it like civil individuals.

You're not making any progress. It's interesting that clusters of Shadows cause these cross-over effects, but you haven't been able to do anything about the phenomenon, and the clusters are too big to safely attack directly. Statistical analysis is all well and good, but it's not useful if you can't do anything about it. But if you go for the source of Shadows, maybe you can do something to stop the rising tide, or at least slow it down. That'd indirectly reduce the clusters and at the very least tell you something you don't already know.

If Yumi/Yōji takes responsibility

Yumi/Yōji gets a Darkness card.

If Kazue/Kazuki takes responsibility

Kazue/Kazuki gets +1 Empathy.

If no agreement is reached

Add a purple dot.

What does Masako/Masahiro expect to find? Some magical gateway you can board up to keep Shadows from coming through? If there is some sort of origin point, which you haven't seen any evidence of, there are going to be lots of Shadows there. They're not going to just be baby lambs staggering about. No, you're close to a breakthrough here. Masako/Masahiro is just too dumb to see it.

Chiyo/Daichi's Shadow

Weakness: Water

If Rin/Reizō agrees to try to find the source of the Shadows

They investigate the bell tower and hear Shadows talk about Death's Mask before getting separated. Both get a Darkness card.

If Masako/Masahiro agrees to focus on clusters of Shadows

They develop tactics to split clusters and herd them away from populated areas. Add a blue dot and both get +1 Knowledge.

If no agreement is reached

Add a purple dot.

Masako/Masahiro

Argument:

Masako/Masahiro and Rin/Reizō argue about what to focus on

December 21st

Yumi/Yōji

Argument:

Kazue/Kazuki and Yumi/Yōji argue about fault for the broken group

December 19th

Rin/Reizō

Argument:

Masako/Masahiro and Rin/Reizō argue about what to focus on

December 21st

Intervener

Argument:

Kazue/Kazuki and Yumi/Yōji argue about fault for the broken group

December 19th

Intervener

Argument:

Masako/Masahiro and Rin/Reizō argue about what to focus on

December 21st

Chiyo/Daichi

Battle:

Chiyo/Daichi's Shadow

December 20th

Stopping multiple armed, berserk adults isn't going to be easy, but you have to try *something*.

Summon your Persona

It's effective, though freaks out those you save. If you have a card that can attack multiple targets, add two red dots; if not, add a red and a purple dot.

Steal a taser
(requires Courage 3)

You subdue the attackers, but not soon enough to save everyone. Add a red dot and a blue dot.

Go to the police
(requires Empathy 2)

They end up shooting the attackers, but at least they save some of the victims. Add a red dot and a green dot.

You're close to something with these Shadow clusters, you know it. Kazue/Kazuki talks a big game, but under it all you think she/he just likes acting tough and feeling powerful. Her/His random fighting isn't helping things, it's just stirring up chaos. If she/he had any sense, she/he'd hold back until you've figured out how to strike where it'll be effective, not fight a never-ending stream of Shadows at random. Sure, you've seen that taking out big Shadows can have positive effects, but last you checked that's not what she/he's been doing.

You remember at the time everyone saying it was like they were possessed. Was it a new kind of leakage from the Dark Hour? Shadows crossing over in someone's mind? Or was it just a concentration of whatever effect was generally causing people to be more violent, reckless, angry, hateful? You don't know. But surely there's something you can do?

Use your Persona to block the effect
(requires a Blast element attack)

A Blast barrier can disrupt the Mind effect here; add a red dot. With Empathy 3+, you hide the supernatural visual effects; also add a blue dot.

Try to build countermeasures
(requires Knowledge 4)

If there's a blue dot on 10th, you adapt the field disruptor for this effect; add a blue, a red, and a lime dot. If not, nothing you do works.

Look for friends or family to bring in

It takes too long, and their presence at the scene of the killings just makes things more horrible. Unless you have Empathy 3+, add a purple dot.

If Rin/Reizō agrees to come fight Shadows with Kazue/Kazuki and Shiori/Shun

Add a yellow dot. If there's a lime dot on the 11th, both get an Experience.

If Kazue/Kazuki agrees to hold back and help study Shadow clusters

Add a blue dot.

If no agreement is reached

Add a black dot.

Rin/Reizō and her/his study-first strategy might be acceptable in *some* situations, but now? People are dying and whatever she/he's learning, it's too late for them. If she/he had any sense, she/he'd give up this "cluster research" and come build their strength and fight alongside you and Shiori/Shun.

Yumi/Yōji's Shadow

Weakness: Wood

If your Shadow is defeated, get an Experience.

Rin/Reizō

Argument:

Kazue/Kazuki calls Rin/Reizō a coward for avoiding Shadows

December 23rd

Try to stop attackers

Disaster:

Professors violently attack and kill students

Requires: total Courage 4

December 22nd

Intervener

Argument:

Kazue/Kazuki calls Rin/Reizō a coward for avoiding Shadows

December 23rd

Try to block effect

Disaster:

Professors violently attack and kill students

Requires: total Courage 4

December 22nd

Yumi/Yōji

Battle:

Yumi/Yōji's Shadow

December 24th

Kazue/Kazuki

Argument:

Kazue/Kazuki calls Rin/Reizō a coward for avoiding Shadows

December 23rd

Chiyo/Daichi could've invited you along, made sure you were ok. Instead, she/he just abandoned you like a useless weight, left you to fend for yourself or get eaten by Shadows.

The fire hasn't started yet. If you knew where it started, you could direct the fire fighters to the right place and keep it from spreading and killing people. Or at the very least, you might be able to rescue someone.

Go to the shrine

You don't find anything, and then the fire starts nearby. With Courage 3+ or a Water attack, you rescue someone; add a pink dot and reveal sign C.

Go to the science building

You don't find anything, and then the fire starts elsewhere. With Courage 2+ or a Water attack, you manage to help people get out; add a red dot.

Go to the cogeneration plant

You find a device rigged with gasoline. Add a red and a pink dot and reveal sign C. With Knowledge 3+ or a Water attack, add a blue dot too.

Ayumi/Akito could have supported you, or at least said something the next day. You thought you'd made it clear that you'd be happy to have anyone help build your fortress. What did she/he want, an embossed invitation? No, that's just an excuse. She/He knew they were welcome, and she/he chose not to help out, to go sulk by her/himself. You're not a mindreader, and she/he has to own up to her/his own decisions.

This wasn't just an accident; this was well-planned arson. Someone's definitely behind it.

Talk to witnesses

With Empathy 3+, you get a lead; open the next option. Otherwise, add a purple dot.

Investigate sprinkler systems
(requires Knowledge 3)

You find a suspicious woman. With a lime dot on the 18th, Courage 4+ to catch; if not, 2+. If you catch her, read Extra X; otherwise, add a black dot.

Help evacuate instead

With Empathy 2+, you convince people to get out; add a red dot. Otherwise, add a purple dot.

If Chiyo/Daichi accepts responsibility

Chiyo/Daichi gets a Darkness card.

If Ayumi/Akito accepts responsibility

Ayumi/Akito gets a Darkness card.

If no agreement is reached

Add a purple dot.

Slowly picking off the popcorn Shadows isn't doing any good. Sure, it's safe, but the Shadows are still getting stronger as time goes on. You're not accomplishing anything. You need to be trying to take out the leaders, or using gurrilla tactics, or *something*. What you're doing now isn't accomplishing anything at all.

Attempt to prevent fire

Disaster:

Fire spreads, assisted by malfunctioning sprinklers

Requires: total Knowledge 4

December 26th

Ayumi/Akito

Argument:

Ayumi/Akito and Chiyo/Daichi argue about who abandoned the other

December 25th

Look for culprit

Disaster:

Fire spreads, assisted by malfunctioning sprinklers

Requires: total Knowledge 4

December 26th

Chiyo/Daichi

Argument:

Ayumi/Akito and Chiyo/Daichi argue about who abandoned the other

December 25th

Kazue/Kazuki

Argument:

Kazue/Kazuki wants Shiori/Shun to be more ambitious fighting Shadows

December 27th

Intervener

Argument:

Ayumi/Akito and Chiyo/Daichi argue about who abandoned the other

December 25th

Can't Kazue/Kazuki see that just because we're not magically saving the world doesn't mean that recklessly flailing about will do any better? You're helping to slow the Shadow population growth and build your strength. If you get yourselves killed trying to assassinate the Shadow Lord or whatever, that won't do anyone any good. You've got to stay alive, do what you can, get stronger, and wait for better opportunities.

Move rubble
(requires an Earth attack)

You're able to rescue people no one else could get to. Add two red dots.

Mobilize students
(requires Empathy 3)

Working together, you're able to find some survivors and get them to the hospital. Add a red dot and a blue dot.

Help survivors alone

With Knowledge 3+, you provide some first aid and get people help; add a blue dot. If not, you get in the way; add a purple dot.

If Shiori/Shun agrees to help with Kazue/Kazuki's ambitious plans

Shiori/Shun gets +1 Courage, and both get one Experience.

If Kazue/Kazuki agrees to stick with Shiori/Shun and keep playing it safe

Add a yellow dot and Kazue/Kazuki gets a Darkness card.

If no agreement is reached

Add a black dot.

Climb down to the starting point of the rift
(requires Courage 4)

You find a ritual diagram and a robbed woman. With a green dot on the 18th, Knowledge 5+ to read Extra Y; if not, 3+. Otherwise, she escapes.

Talk to injured victims
(requires Empathy 3)

Your questioning raises tensions further; add a purple dot. But one victim remembers seeing a strange staircase. Open the previous option.

Help with rescue instead

With Knowledge 3+, you find trapped survivors; add a red dot. If not, you don't accomplish much.

Masako/Masahiro's Shadow

Weakness: Wind

If your Shadow is defeated, get +1 Empathy.

There are huge masses of Shadows, larger groups than you normally see in the Dark Hour. The saving grace is that they seem to be unwilling to separate, meaning they move slowly enough for some of the innocents to escape.

Fight directly with your Persona
(requires Courage 3+)

Add a red dot plus another red dot for every card you have that attacks more than one target. Get an Experience.

Try to stop Shadows from crossing over
(requires Knowledge 3+ and a Blast element attack)

With a lime dot on the 22nd, you adapt the disruptor into a dimension barrier; add one red and two blue dots. If not, you can't do much; add one blue dot.

Organize students

Some students want to play hero, but their guns and knives don't do much. With Empathy 3+, add a red dot; if not, add a purple dot.

Search and rescue

Disaster:

Rift opens across campus, causing buildings to collapse

Requires: total Courage 4

December 29th

Shiori/Shun

Argument:

Kazue/Kazuki wants Shiori/Shun to be more ambitious fighting Shadows

December 27th

Look for cause

Disaster:

Rift opens across campus, causing buildings to collapse

Requires: total Courage 4

December 29th

Intervener

Argument:

Kazue/Kazuki wants Shiori/Shun to be more ambitious fighting Shadows

December 27th

Fight Shadows

Disaster:

Shadows in normal world attack people and cause panic

Requires: total Empathy 5

December 30th

Masako/Masahiro

Battle:

Masako/Masahiro's Shadow

December 28th

The Shadow masses aren't moving that fast, but between the fissure, the rubble everywhere, and people's inability to deal with such overwhelming and inexplicable events, most people aren't doing a good job of getting away.

Coordinate students to direct traffic (requires Empathy 4+)

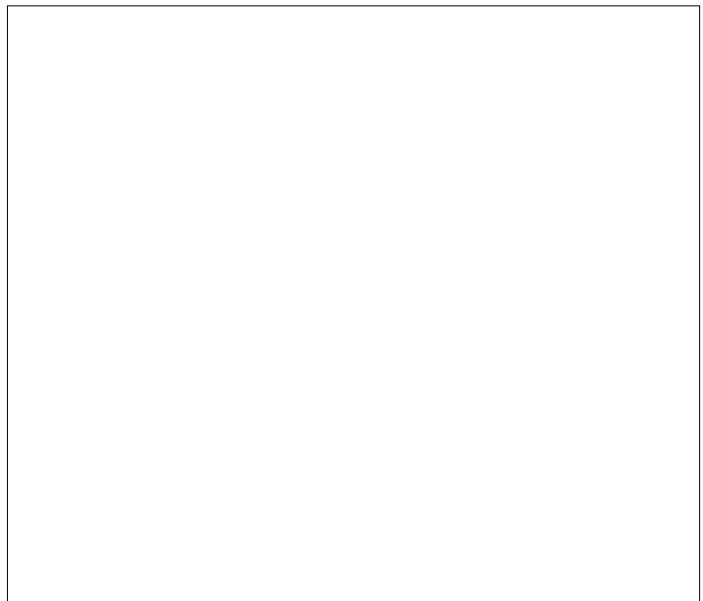
Regaining control and giving people direction keeps people from getting trampled or stuck in bottlenecks. Add two blue dots and a red dot.

Build barriers to hinder Shadows

With a yellow dot on the 13th or a Metal attack, add two red dots and a blue dot. If not, what you build in time doesn't really help.

Try to misdirect Shadows

With Courage 3+ or a Wind attack, you pull it off; add a red and a blue dot. If not, add a black dot.



This woman has gasoline on her clothes, a large toolbox, and a crazed look, and smells of Shadows. She has to be responsible for this.

If you kill her

Add a green dot and get a Darkness card.

If you turn her in

Add a lime dot and get an Experience.

This woman is wearing robes and until recently was carrying a bloody knife. You sense the Shadow nature about her, and if the ritual lines in the cave were any indication, she's involved with what just happened.

If you kill her

Add a green dot and get a Darkness card.

If you tie her up and leave her

Add a lime dot and get an Experience.

Extra Z

Help bystanders flee

Disaster:

Shadows in normal world attack people and cause
panic

Requires: total Empathy 5

December 30th

Extra X

Extra Y