
Persona: Too Late Rules and Scenario

Stats

Characters have 3 stats: Empathy, Courage, and Knowledge, which each have a numerical level. You may always “pull your punches” and treat a stat as lower than it is when something checks it (but not higher).

Stats have various uses, the details of which will be explained below.

- **Empathy:** helps you resolve arguments peacefully and avert disasters.
- **Courage:** helps you avert disasters and determines the order you act in combat.
- **Knowledge:** helps you avert disasters and lets you determine the details of a past event before you revisit it.

All ties, when comparing stats or other things, are resolved with Rock Paper Scissors.

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 character with the highest Courage. 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 play a card or cards with a total that meets or exceeds the attacker’s card’s value. If they cannot, they’re taken out; when everyone on a side is taken out, that side loses the combat.

Some cards have value 0 and a special effect. They can’t be blocked but don’t consume any defender cards.

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.

You may also have a Social Link with another character. If you have a Social Link with someone, you may offer to help them by playing one of your cards instead of them playing a card, when they’re attacking or defending. They can turn you down. You can only help a given person this way once per combat (but they could still play a card to help you later).

Visiting the Past

Next to the Doorway, there is a calendar of major events over the past month, one event per day. These are the events you can choose to revisit. Each event can only be revisited once; when you revisit an event, mark that date in the calendar with whether you succeeded or failed at altering it.

Each character starts game with 2 Chances, in the form of glass beads. These are tradable physical items. For a group of people to revisit an event, all members must agree on the group and which event you’re revisiting, and someone must spend a Chance.

Each event has a description of what happened on it, and a flap that conceals further details and requirements for altering the event. When a group spends a Chance to revisit an event, they look under the flap.

Normally, you can only look at an event’s flap when actually revisiting that event. Once per point of Knowledge you have, however, you may look under the flap of an event that has not yet been revisited without actually going back in time. In essence, Knowledge lets you estimate what’s necessary based on your learning

and your memory of that event. Once you're out of Knowledge, you can't peek any more (but feel free to re-peek at events you've already used Knowledge to look at to refresh your memory).

Events are not independent; the past can affect the future. Some event requirements may refer to the number of successes or failures above the event; that is to say, earlier in time and in the same column (day of the week). Thus, successfully altering an event can make later events easier, but failing can make later events harder.

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 and causing great disruption (in addition to drawing national attention).

Revisiting a Disaster requires two people.

If the two of you meet the flap requirements, roleplay preventing the event or saving people from it, and you each get an Experience card and a point of Knowledge. Otherwise, roleplay failing to prevent it or save people from it.

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. The intervener then joins in. If they meet the event's requirements, they should help the arguers understand each other and reconcile; if not, they should just make things worse and the argument should result in a falling out.

If the event is successfully altered, the arguers get a Social Link with each other and a point of Understanding, and the intervener gets an Experience 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. In addition, you 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 failure above 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, they each get one Experience card and gain one Courage; otherwise, the Shadow strengthens its connection to the corresponding character, 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 the party cannot agree on who gets each item, they must fight it out with their remaining combat cards.

What Happens Next

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

An hour after Gamestart, 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.