

Stat Card: Yuki

Persona: Merlin
Element: Water
Weakness: Wood

Courage: ● ○ ○ ○ ○
Empathy: ● ● ○ ○ ○
Knowledge: ● ○ ○ ○ ○

If you form three social links

It's good to start to feel like the gang's pulling back together. Now that you're feeling less isolated, something from a while back floats to the surface. You remember watching Kazumi fight. They talked like they cared about the group, but they never seemed to really care when someone got hurt. They just seemed to care about getting more power.

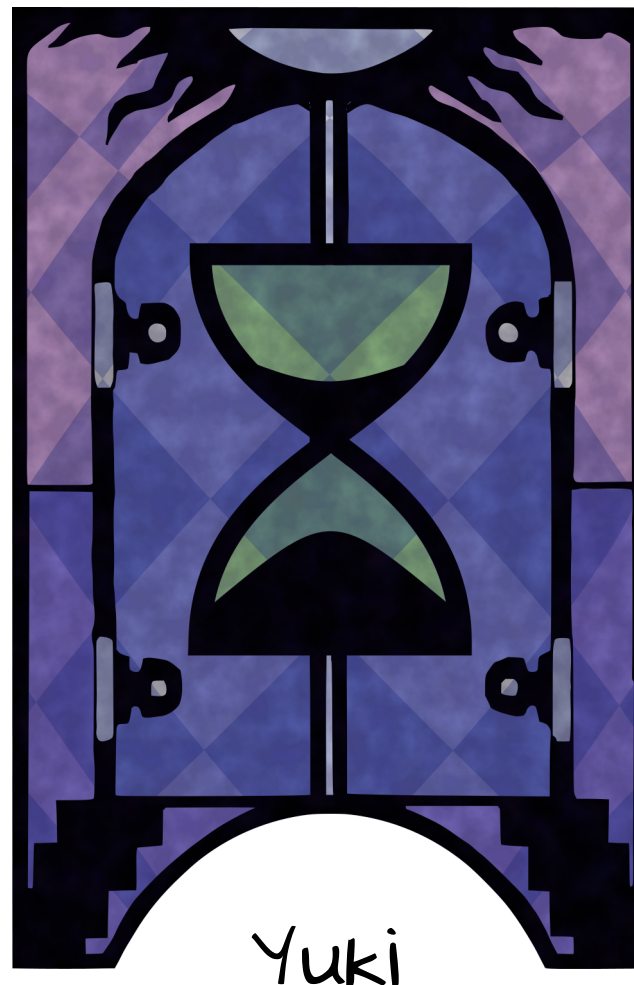
If you lose against someone's Shadow

You know, win or lose, you're just following what someone else told you to do. Why should you trust this figure over your friends? She set this gateway to go to certain places, but Merlin says with a powerful enough item to draw from it could go anywhere. Though, didn't the figure say something about paradoxes...?

If you successfully intervene in an argument

You know, it is interesting that Philemon chose you seven, if choosing's what he did. You have very different perspectives and attitudes. Could that be why he chose you? So you'd come up with some unexpected solution that others wouldn't think of?

Too Late



Too Late Rules

This is a game. Players are more important than characters. Its always okay to take space or leave game. Please be respectful of each other. Anyone may yell Cut! at any time to temporarily halt play due to a safety issue or other problem.

All characters are written to be gender-neutral. If you want, you can write pronouns and/or a gender on your badge.

Personae are specific mythological figures and thus have a default gender; however, feel free to regender them or rename your Persona to a different figure if you wish.

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 (but not during combat); 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.

The PCs pick their turn order at start of combat. If you can't agree, 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 (on the back of their character booklet) 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.

- **Shigeri:** Bold and decisive, a good friend. You'd been sure they'd reconcile with you once emotions calmed down. . .
- **Masami:** Rationally minded, always trying to use logic to help the group make good decisions, not that everyone always took it well.
- **Ren:** Cynical and disparaging. You're sure they always meant well under the surface, but it certainly didn't help when things broke down.
- **Chiaki:** The one who stuck with you to build a safe home base. Cared more about their own safety than looking out for others, though.
- **Ayumu:** Quiet and meek, you never really got them to come out of their shell. And then they didn't seem to want anything to do with any of you.

Character Info

- | | |
|--------------------------|-----------------------|
| - Persona: Merlin | - Courage: 1 |
| - Element: Water | - Empathy: 2 |
| - Weakness: Wood | - Knowledge: 1 |

Items and Abilities

- Aques (combat card)
- Insightful Strike (combat card)
- Brain Shake (combat card)
- Calligraphy Note (in-game document)

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.

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.

So, now you have a chance to fix your bonds. Maybe you can work together, reclaim the strength you once had. You'll give it your best, and maybe the power of friendship can prevail after all.

Goals

- Go back and fix the relationships of your companions. You're nothing if you don't have each other.
- Keep an eye out for the hidden motivations the note warned you about. If some of your companions have "fallen to darkness", they could be working against you.
- Build everyone's strength so you can defeat Death and hopefully make things right.

Contacts

- **Kazumi:** Take charge attitude, good at fighting, cool and confident. Unfortunately, wasn't the strong capable leader they thought they were when things got tough. Too unwilling to compromise or listen to dissenting opinions.

There were more Shadows than before, but they were still mostly over by the academic buildings. You explored the dorms, expecting that other Dark Hour visitors would likely be holing up where they went to sleep. But you found nothing; aside from the odd Shadow (which you mostly hid from), the dorms were empty. Why was it just you seven that were picked? You had no idea.

You tried examining the disaster sights in daytime, hoping to learn something useful, but what was there to learn? How would knowing that the fire started in the cogeneration plant before spreading towards the shrine help anything? It was too late to do anything about it. And any hopes you had of finding previously-unknown Persona-users with the same investigatory idea were similarly dashed.

Your companions were scattered, you couldn't find anyone else, there didn't seem to be anything useful you could accomplish. Then you were struck by an idea, a sort of fey notion. What had you all had in common? Psych 101. Of course, you weren't the only students in that class, but maybe there was something there. You made your way to the classroom. At first, you saw nothing aside from some Shadow-caused wreckage. But, then movement caught your eye: a bright blue butterfly taking off, then vanishing. Where it had been, there was a note in calligraphy on parchment. It read, "I've been but able to watch from afar. Your innocence and emotions are both strength and weakness. You must keep your bonds with each other strong; if they break, some of you will fall to darkness. If that happens, I will not be able to save you; you must discern true motivations and keep clear eyes."

If keeping your friendships intact was key, guess you're doomed? But no, you'd been wallowing alone long enough. You shouldn't have given up on your friends just because of a few fights. What you'd built over the nights of fighting side by side isn't so easily washed away. It was time to give the team another try, starting with Chiaki. It's not like there was anything fundamentally wrong with their desire for safety; you just haven't wanted to face up to your own pettiness.

But as you carefully made your way back towards the dorm, there was a sound like a bell, a crash like thunder, a bright green light, then darkness.

And then, out of the blackness, you saw a figure. She was a bit human-shaped,

Yuki

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. But you were just classmates, back then.

You're a freshman, and you were just in the class because it seemed interesting. You wanted to understand how people relate to each other, to their environment, to music and art. You've always had a knack for getting along with people, but approaching it scientifically seemed fascinating.

Then you had this weird dream. You were in this strange room lit with eerie green light, and the others were there, too. Shigeri. Ren. Chiaki. Kazumi. Masami. Ayumu. 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. You just thought of it as an oddity. But then Shigeri was telling Ren about this crazy dream they had. That just happened to match your own. It soon became clear that all seven of you had had the exact same dream. Chiaki thought it was the coolest thing ever. But then you 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 Merlin, who gives you control of the element Water. You don't really think of Merlin as a separate entity, though. He'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.

Kazumi 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, Masami told Kazumi that this unconsidered Shadow-bashing needed to stop. They 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:

- Kazumi and Shigeri thought that you needed to take out Shadows more now than ever.
- Masami and Ren 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.
- You and Chiaki wanted to find or build some sort of fortress. The Shadows

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

- Ayumu, for their 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.

You hadn't realized there was such tension in the group. You thought this would blow over, that the group would be back together soon. But it wasn't.

Meanwhile, you and Chiaki were trying to create a safe space to hole up in the Dark Hour, a home base where you could rest and be safe from the ever-growing horde of Shadows. The weaker Shadows weren't too much of a threat, even when it was just two of you. But there kept being more and more of them.

You started trying to barricade the doorways into the basement of one of the dorms for a sort of home base. The Shadows were less dense away from the academic buildings, there was plenty of room if the others came to their senses, there was water and vending machines. You brought peanut butter and jelly; Chiaki bought some protein bars and clementines. And then you waited.

Keeping the Shadows out while you sat there wasn't hard. They didn't seem great with doors in the first place, and there was plenty of furniture to use for re-enforcement. But as you sat there in the Dark Hour, night after night, you started getting restless. Your attempts to find the others during the day and convince them to use your hideout as a base hadn't gone well. But there must be something you should do. And why should you seven be the only people in the Dark Hour? There must be others you could find, others that might need your help! Now that you had a safe place to retreat to, you wanted to go look.

Chiaki thought this was foolish. Why go to all this trouble to create safety, only to take unnecessary risks? With tensions already high, it didn't take much more before you were both yelling. Eventually, you were fed up and headed off alone to look for others. That was several weeks ago.