

Replay Primer, [Queen of Four Crossings]

Session Start

GM: (below, **GM**): The Shin Megami Tensei TRPG: Matou Tokyo 200X Replay Primer, 「Queen of Four Crossings」 is about to begin!

Player A (below, **A**): Thank you for taking the time.

B • C • D: Thanks for your time.

A: Shin Megami Tensei TRPG: Matou Tokyo 200X's title... is a bit long don't you think?

GM: Rest assured, an abbreviation has already been chosen. "Shin Megami Tensei X" (Megaten X).

B: X? It's a modern setting, right?

GM: In terms of the game setting, you can think of it as matching the atmosphere of the first game, Shin Megami Tensei. Have you ever played the original?

C: Um... I still haven't.

GM: Understood. I'll briefly introduce the original game.

The story is set in modern-day Tokyo, where Demons have begun to reappear in modern society.

C: Demons?

D: Although they are called Demons, they are actually all kinds of gods, monsters, and angels that appear in myths and folklore from around the world.

C: Even angels are Demons?

GM: That's what makes "Shin Megami Tensei" unique.

The term "Demon" encompasses everything from gods, monsters, youkai, spirits, to even angels.

C: So, Demons are monsters?

GM: Sometimes they can be foes, other times they're allies.

For example, if you are a Summoner, you can summon a Demon partner and fight together. Of course, you'll also be facing Demons in battle.

C: I like the sounds of that.

GM: Yea, it's interesting.

Now then, for today's session; first, we'll start with the Trailer.

[Aside]

In "Shin Megami Tensei: Matou Tokyo 200X" (hereafter, "SMT X"), the preparation stage before actually starting the game is referred to as the "Warm-up," and a preview of the session is explained. This is done to mentally prepare the players as well.

Trailer

*The crossroads were steeped in terror,
because she was the "Guide."*

The Queen of the Four Crossings, a She-bitch from Hell.

Warm-up

GM: First, an introductory overview of the session.

The setting is a suburban agricultural city on the outskirts of Tokyo. Each of you will investigate the mystery of the frequent disappearances at the Crossroads from your respective positions.

You'll start at level 5, using the Quick-start format with pre-selected sample characters. Here's the handout.

[Aside]

In the case of SMT X, there is the option to freely create characters, but when experiencing it for the first time, like in this scenario, it's common for the GM to use pre-selected sample characters (see p. 026) tailored to the scenario. This is referred to as the Quick-start format.

The material that is written and distributed to players explaining this format is known as a handout. Handouts are a useful technique that can be used for more than just character settings; they can include other information as well.

Handout

● PC1: Fateful Youth (Candidate Summoner)

Description: A high school student who met Steven and embarked on the path of a Demon Summoner. He can summon FAIRY Pixie. Searching for his missing girlfriend, he becomes involved in the Crossroads incident.

Background 01: Missing Lover **02**: DDS

Contact 01: Stephen **02**: (Free Space).

● PC2: Blazing Fist (Qigong Fighter Successor)

Description: A practitioner of Chinese martial arts who inherits the Gauntlet of the Wilder Garm. He becomes involved in the Crossroads incident to fulfill his wish to avenge his master's death.

Background 01: Revenge **02**: Significant Other (Set freely)

Contact 01: Mystic Artisan "Masamune" **02**: (Free Space)

● PC3: Private Investigator (Detective Gunslinger)

Description: A former police officer turned detective. His previous experience in investigating bizarre cases is well known, and he is requested to solve Demon-related incidents.

Background 01: Police Relations **02**: Passion (Occult)

Contact 01: Inspector Urata **02**: JSDF Officer **03**: (Free Space)

04: (Free Space)

● PC4: Azusa Bow Priestess (Miko Archer)

Description: An exorcist shrine maiden from an old shrine. She possesses a strong sense of justice. As an exorcist, she has been tasked with resolving the Crossroads incident.

Background 01: Exorcist **02**: Sense of Justice

Contact 01: Mystic Artisan "Masamune" **02**: (Free Space)

Character Selection

B: We're suddenly level 5?

GM: Since it is a port of the video game, the levels range from 1 to 100. PCs are usually played from levels 5 to about 50, but Demon data can go up to level 100 and beyond. Check this out.

...showing a glimpse of the Demon data.

B: YHVH level 108, Lucifer level 100...

GM: So, level 5 is kinda like level 1 in other games. With that, please choose a character.

D: Any Demon characters?

A: Eh?

GM: SMT X allows PCs to be Demons too.

There are sample characters provided for Pixie, Jack Frost, and Cait Sith.

B: The snowman looks strong.

GM: If the scenario allows it, a PC could be a Slime or Zombie...

D: Mokekkekekekeke.

C: Kyaaa!

GM: I don't mind using them... but let's stick with humans this time.

B: What's this blank space for?

GM: The relationships between PCs, and free spaces for Contacts, are blank for customization. Let's roll for those. Have you selected your characters?

B: Hmm, the Martial artist and Detective seem good.

C: In that case, I'll go with the Shrine Maiden.

D: The Summoner is so young, I'd be a bad fit. The Detective, hopefully.

B: Go ahead. A's fine with the Summoner?

A: OK!

GM: Very well, here are the actual character sheets.

...the sample character sheets are passed around.

GM: These sample characters have pre- and post-Awakening data. Awakening can be done freely at your own discretion, you may choose to be Awakened at the start, or Awaken during play.

[Aside]

In SMT X, Awakening Stages exist for characters, in this case Stage I Extraordinary or Stage II Awakened. At Level 5 or above, one can transition from Extraordinary to Awakened.

Those Awakened become notably stronger; and since they gain more skills, it is more convenient to handle them as Awakened from the outset.

The advantage of starting at a lower stage is that you can enjoy an Awakening scene during the session, and upon Awakening, recover all HP and MP.

This time, we played in Awakening Stage II, at L5, with 125 Experience points (NEXT 216).

GM: Any questions about the character sheets?

A (Summoner): Mine comes with Pixie. How do I summon her?

GM: To summon her, you'll need to spend 1 Fate Point.

A: Ah, I also have a Nihontou.

GM: You spent all of your pocket money on it, in hopes it will help finding your missing girlfriend.

B (Qigong Fighter): My techniques cost HP! That's pretty rough.

GM: Fighting with your gauntlet will be key.

D (Detective): My Shooting Skills also cost HP.

GM: Be sure to use them wisely.

C (Miko): Using "Rakukaja" will deplete my MP.

B: That's fine, since you only need to apply it once. Plus, it's really powerful.

GM: Magic that increases Defense is pretty strong at this level.

[Aside]

Skill use incurs a cost.

Magic attack skills and Support magic skills consume MP, while melee attack skills and ranged attack skills deplete HP.

For this reason, characters with melee or ranged combat skills must pay careful attention to their remaining HP.

Deciding Contacts

GM: Moving on, let's fill the free space for Contacts using dice. You can choose if you want, but since there are many options, it's easier to roll and redo if you're not satisfied. Please make a percentile roll.

[Aside]

A percentile roll (d%) is a method of rolling two d10s of different colors and assigning one to the tens-place and the other to the ones-place to produce a result between 01~100. This game uses them often.

A: 22.

GM: A blonde-haired man.

D: Is that 'Lou' out of the blue?

GM: Mhm. It's Louis Cyphre.

A: By the way, what is a Contact?

GM: An acquaintance. They provide information or items if needed.

A: He seems a bit scary, let's re-roll. 70.

GM: Titi. A beautiful fortune teller in Harajuku. She claims to be Egyptian, but her true identity is unknown.

A: Sounds good. I have a connection with her from when my girlfriend and I got our fortunes read.

B: 100! John Cleric? An exorcist-priest from the Church of Messiah, huh. We're destined rivals.

C: 54... Who's Master Therion?

GM: A suspicious bald sorcerer. He claims to be the reincarnation of Aleister Crowley. He's a bit of a lecherous old man, so feel free to re-roll if you'd like.

C: 76... Doctor Thrill?

GM: A mad scientist, and ex-KGB. Involved in human experiments and occult research.

C: Pass. 87.

GM: Tsunahiko Kibi. An expert in local history, running a secondhand bookstore in Kanda.

C: Fine, I'll go with that one!
D: The Detectives gets two Contact spaces. 75... Tendou Tenzan the Yakuza boss huh, I've got a good feeling about him. 58... Yuriko? That Yuriko?
GM: Yup.
D: That feels like a trap. I could be setting myself up here.
GM: Could be.
D: ...Okay, that's fine.

Relationship Table

GM: With the person beside you, decide the relationship between your PCs. We'll roll the the dice with this as well. If you don't like it, you can re-roll. First, the Summoner and Qigong Fighter.
A (Summoner): "Indebted."
B (Qigong Fighter): "Local ties." Well, maybe you're my junior at school.
GM: Next, the Qigong Fighter and the Miko.
B (Qigong Fighter): "Destiny!" There is definitely something important there. Even a one-sided crush is OK.
C (Miko): "Strange hobby?" In that case, I'll roll on the Strange Hobby table... It's "Pets."
GM: Do you prefer dogs or cats?
C: Cats, I suppose?
GM: All right, so let's say the Qigong Fighter feels a sense of fate as you talk about being a cat lover, but he's taking the subtle approach. Now, the Miko and the Detective.
C: "Relatives." Cousins, maybe. I'll call you "brother," or something.
B: Is it cool if I call you "bro," too?
D (Detective): Save it, you. My relationship with the Shrine Maiden is... "Affection."
Everyone: Bursts out laughing.
D: ...that's to say, familial affection.
GM: Finally, the Detective and Summoner.
D: "Affection."
Everyone: Bursts out laughing.
D: Re-rolled into "Comrades." We once worked together hunting Demons.
A: "Friendship."
D: Why do I get the feeling you guys are looking down on me?

After that, they decide on their PCs' personal information.

A: Fateful Youth Jun Kanzaki (17) 2nd Year
 The name of his missing girlfriend is Sato Masumi, a classmate.
B: Blazing Fist Hiroshi Fuyuki (19)
 He hones his skills in order to avenge his master's death.
 The target of his revenge is chosen at random from the list of Contacts, and is decided to be "Lilia Oshima", a female magician of the Gaia cult.
C: Shine Maiden Sakura Yoshino (17) 2nd Year
 For now, she decided to attend the same school as Kanzaki.

D: Private Investigator Ryo Kuroi (28)

Openings

Opening (1) Case: Jun Kanzaki

GM: Kanzaki, you are having a dream.
 A dream in which your girlfriend, Sato Masumi, is crying for help. "Save me!"
 And then, her figure vanishes.
Kanzaki: Masumi! I'm coming to rescue you now!
GM: As you do, you see a monster with a woman's face standing at the dark crossroads.
Kanzaki: It was you! You took Masumi!
GM: Then, the dream ends.
 When you wake up, there's an Email on your beloved PC.
Kanzaki: From Masumi?
GM: Unfortunately not. It's from Stephen.
Kanzaki: ...A Demon summoning program?

[Aside]
 Kanzaki's reaction stems from the fact that this scene evokes memories of the beginning of the original game.

At the beginning of that story, the protagonist receives an Arm Terminal from his online friend, Stephen, and becomes the Demon Summoner by installing a Demon summoning program that is sent to him via Email.

The GM, following that scene, depicts Kanzaki's Awakening in the Opening.

GM: The Email reads:
 "I don't have any new information about your girlfriend. However, I'm sure what I sent you the other day will be useful."
 You look at the box on the corner of your desk. Inside, there's an Arm Terminal.
Kanzaki: Thank you, Stephen.

GM: At present, you have two informational Keywords.
 The first is [Fog-shrouded Crossing].
 This is the last place where your girlfriend, Masumi, was seen. She disappeared in the evening when she and a friend passed through the crossing in question. It happened in an instant, her friend didn't notice her vanish, and just wondered where she had gone. Only later was it discovered that she was missing.

Investigation reveals that a few girls have gone missing around that area. Similarly, vanishing abruptly, with no apparent cause.
Kanzaki: A typical case of being spirited away. What's the second Keyword?
GM: It's [Human-faced Dog]. As you searched around the crossing, you learn that people in the area have seen a [Human-faced Dog].
Kanzaki: What does its face look like?
GM: A woman's face.
Kanzaki: Masumi's, by chance?
GM: It appears not to be.
Kanzaki: I'm relieved. Aah, at times like these, Detective Kuroi would be really helpful...
GM: Then, before you phone him, we'll do Kuroi's Opening.

Opening (2) Case: Ryo Kuroi

Kuroi: In that case, I'm drinking at a bar in Shibuya.
GM: Ohh, nice. You're there with your former boss, Inspector Urata.
 In the past, you investigated occult cases under Tokyo Metro PD's Division-0, which could be thought of as the Japanese version of the X-Files.
Kuroi: What's goin' on, old man?
Inspector Urata (GM): The [Fog-shrouded Crossing], know about it?
Kuroi: The place where the many disappearances are occurring. A Demon, perhaps?
Urata: Yea, we saw traces of [Makai Drift].
Kuroi: [Makai Drift]? Then the Demon has built its nest.

[Aside]
 Makai Drift is a special space created by Demons, causing the surroundings to become warped landscapes that capture those who wander in. Often, Demons create Makai Drift in search of prey.
 Victims are spirited away when drawn into this otherworld.

Kuroi: And you want me to figure it out? What are the police doing?
Urata: We're tied up with another matter. You've heard about the Kichijoji thing.
Kuroi: Ahh, so that's the reason.
GM: The setting is near the beginning of the original game. We're not up to martial law yet, but Kichijoji is under lock-down due to an unusual situation.

Due to an accident involving a tanker truck carrying special chemicals, residents have evacuated from around Kichijoji Station, and the Self-Defense Forces have blocked transportation.
Kuroi: Understood. That's that, then.
Urata: Thanks, I'm counting on you. In return, I'll lend you this.
GM: ...and with that, he leaves behind an FN5-7.
Kuroi: It's going to be dangerous if this is necessary, isn't it?

[Aside]
 The FN5-7 is a powerful pistol made in Belgium. It's manufactured by FN Herstal, the same company that produces the high-performance military assault rifle FN-P90.
 This scene not only provides information, but also depicts Kuroi's Awakening as a Gunslinger.

GM: Just then, a call comes in from Kanzaki...
Kanzaki: ...so, please help me out.
Kuroi: [Fog-shrouded Crossing], eh? Right on cue.

Opening (3) Case: Sakura Yoshino

Kuroi: After telling Kanzaki to "come to my office," I figure we'd need an expert in this field, so I called Sakura.
Sakura: Heey, brother.
Kuroi: ...Well, uh... This conversation is embarrassing.
Fuyuki: Bro.
Kuroi: Save it, you.
Sakura: So, what's up?
Kuroi: Have you heard about the [Fog-shrouded Crossing]?
Sakura: Uhhmm, well, I think we established that I attend the same school as Kanzaki, so I've heard some rumors about the disappearance of Masumi, right, GM?

GM: Not only have you heard about it, but one of your classmates is also missing.
Sakura: Also spirited away?
GM: You're a local shrine girl, so you know about the old legends regarding the [Fog-shrouded Crossing]. In reality, the "Four Crossings," have an unseen fifth path that is said to lead to the underworld.

Also known as the [Six Roads Crossing].
Sakura: Ohh, crap.
GM: The fifth path opens only at [Twilight].
Sakura: Brother, where did you hear about that?
Kuroi: I also know about Kanzaki's girlfriend.
Sakura: Then, that confirms it, they were spirited away?
Kuroi: Will you lend us a hand?
Sakura: For my brother's sake!
Fuyuki: --Uhh, and then Sakura called me.
Sakura: Huh? For what?
Fuyuki: Well, if it's a Demon incident, you might need muscle, right?
Sakura: But you know, Fuyuki, you get sweaty.
Fuyuki: Don't worry. I'll take a shower.
Sakura: Suuuure.
Kuroi: Make the call. He's handy in his own way. If its you asking, he'll work for free.
Sakura: I see!
Fuyuki: Umm, Sakura. What happened to your "Sense of Justice" background?
Sakura: ...For the sake of my missing classmate too, I'll have to give it my all here.

Opening (4) Case: Hiroshi Fuyuki

GM: Alright, before Sakura's phone call; we'll start Fuyuki's Opening.
Fuyuki: To avenge my master's death at the hands of the Gaian Cult, I must train! Training!
 Uhh, GM, how strong is this Lilia Oshima?
GM: Well, she's already turned herself into an undead sorceress, so according to the data, she's treated as a Man Eater... Level 25, or so.
Fuyuki: It'll be a while before I stand to win, huh.
GM: By the way, when your master was killed, he was paralyzed by her "Devil's Kiss."
Fuyuki: He lived a good life.
GM: ...As a result, out of the despair of losing his master, he came to value his friends very much. In particular, he felt that he had a "Destined Encounter" with Sakura Yoshino.
Sakura: Piruru piruru ring.
Fuyuki: Hello, this is Fuyuki.
Sakura: Sakura here. It's for my brother's job, but Fuyuki, please help us!
Fuyuki: L- Leave it to me. Alright, I'm leaving right now!
Sakura: Oh, the call got cut off. I didn't get to explain anything, but, oh well.

Gathering

GM: ...So, everyone gathers at Kuroi's office around midday.
Fuyuki: Sakura!
Kanzaki: Fuyuki. Please take this seriously.
Fuyuki: Sorry, was just trying to lighten the mood.
Kuroi: Now then, this time it's about the disappearances at the [Fog-shrouded Crossing]. Any clues?
Sakura: I'll start by sharing some folklore.
Kanzaki: So, you're saying that Masumi wandered into the underworld? We need to hurry and save her!
Kuroi: Well, hold on. The path only opens in the evening. I think it'll be dangerous if we don't find out the true identity of that [Human-faced Dog] by then.

Approaches

GM: Now, we're moving into the Information Gathering scene, an "Approach." You can divide the tasks or work together in collecting information.
 There are several methods available, but they fit into three general options.

- Get in touch with Contacts.
- Investigate Keywords.
- Visit sites related to the incident.

For any of them, once you choose, we'll proceed with Conversation Judgements. The results will determine how the Information Gathering scene unfolds.
 If you succeed, you'll get Bonus Information. If you score a Critical, you might receive an extra Service; even better info or an item.
Sakura: Critical?
Kuroi: Meaning an outstanding success. If your roll result is one-tenth or less of your Target Number, it's a Critical.
GM: However, if your roll is between 96 and 99, it's an Automatic-failure. If you roll 100, it's a major failure, a Fumble.
Kuroi: So, first, I propose we visit the site, do a preliminary survey, and afterwards we'll each find a fitting Contact.

Fog-shrouded Crossing

GM: The [Fog-shrouded Crossing] is not an unusual crossroad.
 It's a four-way intersection of agricultural roads in a field a short distance from people's houses, and doesn't have much traffic.
 It serves as a shortcut from the nearby regular high school to the local convenience store, and a good number of students come and go in the mornings and evenings.
Kuroi: Is there anything out of the ordinary?
GM: Make a Luck roll.
Kuroi: Don't underestimate a detective's luck. There's a 30% chance; failed.
GM: Want to use Fate to re-roll?
Kuroi: Nah, I'll use "Detective's Intuition" for an auto success here.

[Aside]
 Detectives have several skills that grant Automatic-success. "Detective's Intuition" is a skill that allows Automatic-success on a check to notice something, once per scenario.

GM: Ohh, in that case, you notice an old stone pillar near the crossroads. It bears the name [Fog-shrouded Crossing], and behind it, there are faded inscriptions that match the legend Sakura mentioned earlier.
 It says that at twilight, a fifth path opens, connecting the underworld to ours.
Kuroi: Huh, just like the legend. Is that all?
GM: No, there's more.

On the back of that stone pillar, there's something carved that looks like an alphabet.
Kuroi: Alphabet? Do I understand it?
GM: Anyone who wants to try reading it, make a Luck roll.
Kuroi: I failed.
Sakura: Not my strong suit. (Failed)
Kanzaki: Me neither. (Failed)
Fuyuki: I succeeded!
GM: It's Greek.
Fuyuki: This ain't English.
Sakura: Can you read it?
Fuyuki: Once a long time ago, back when I was still traveling during my training, I fought a giant in Greece.
Kanzaki: How many languages do you know, Fuyuki?
Fuyuki: 19, jyu-kyu, y'know.
GM: It says, "Under the rule of Hecate." [Hecate] is the Greek goddess of the underworld.
Sakura: Brother, is that person powerful?
Kuroi: Quite dangerous, I'll say.
 But if it's really her, she wouldn't be spiring people away in a remote place like this. It seems like a little research more is in order.

Tsunahiko Kibi

Sakura: I know just the person! I'll call the local historian, Mr. Kibi.
GM: Alright, Conversation Judgement.
Sakura: Success` Success`.
Kibi (GM): Aah, Sakura eh.
 What, Hecate? She's the terrifying goddess who rules the underworld in Greek mythology.
Sakura: And, there's been disappearances at the four crossings.
Kibi: Four crossings? Do you have any other clues?
Sakura: A Human-faced Dog has been spotted.
Kibi: A Human-faced Dog?
Sakura: It has a woman's face.
Kibi: That would be Empusa. A dream Demon who serves Hecate and is said to frequently appear at intersections. It sneaks into people's dreams and sucks their lifeblood.
Kuroi: That must be our culprit. Any known weaknesses?
Sakura: Do you know any?
Kibi: Yep, just a moment. Seems that it's vulnerable to fire.
GM: In game terms, it has an Affinity of "Resist Ice; Weak vs Fire." Level 12 Night Demon, Empusa.

Kuroi: That'll be a tough opponent, but this time, we have two fire users.
Sakura: I'll use "Agi."
Fuyuki: My fist burns red!

[Aside]
 Every character has unique Affinities that make them either strong or weak against specific types of attacks. Empusa, for example, has an Affinity that makes her "Resist Ice; Weak vs Fire." This means that they only take half damage from ice-based attacks but take double damage from fire-based attacks.
 In this case, Sakura, the shrine maiden, possesses the fire-based magical attack skill "Agi," and Fuyuki, as implied by his skill "Flaming Palm," excels at fire-based melee attacks.
 Their Affinities match perfectly in their favor.

Fortune Teller's Omen

Kanzaki: I wonder if we missed something. I'm a bit curious, so I think I'll have Miss Titi tell my fortune.
GM: Make a Conversation Judgement.
Kanzaki: Failed`, umm, I can re-roll with Fate, right?
GM: That's right.

[Aside]
 SMT X has a currency called Fate, which may be expended during each scenario for one of the following benefits:

- Re-roll something you rolled.
- Before you roll, modify a target number by +/- 20%.
- Halve the damage you or another player is about to receive.

In addition, for Kanzaki, it is also used to call Pixie via Demon Summoning, so he needs to spend carefully...

Kanzaki: I'm really curious, so I'll spend a point to re-roll.
 O! Critical.
Everyone: OOOHH.
GM: Alright, Miss Titi will tell your fortune.
Titi (GM): Twilight, at the [Fog-shrouded Crossing] you stand. Listen carefully, and respond to the voice that asks, "Who's there?" Then, the door will open.
 The Queen of the Four Crossings is powerful, and in particular her servant should not be underestimated. The name of the dream-Demon's follower is Alp.
Kanzaki: Alp?
GM: A Level 7 Night Demon. It uses skills like "Agi" and "Dormina."
Sakura: "Dormina?"
Kuroi: That's bad. It's a spell that puts the front-line fighters to sleep.
Titi: Let me grant you this, for your next battle.
GM: So, an Iwakura Water was given to you. It's an item that cures SLEEP, PANIC, BIND, and HAPPY from all party members.
Kanzaki: Thanks, Titi.

Rival

Fuyuki: I say, "I'm going out for a bit..." and then I'll use my Contact. It's John Cleric, an exorcist from the Order of Messiah. I passed the roll.
GM: Alright, you meet up with John at an open café near the Shinagawa Cathedral. John is wearing a pitch-black leather coat, with an attitude straight out of 'The Matrix.'
Sakura: So cool!
GM: As Fuyuki waits, John arrives.
John (GM): Are you ready for Confession?
Fuyuki: Not until I avenge my master's death.
John: Your master's death was at the hand of the Ring of Gaia, was it not? I believe we share a common goal, in eradicating that cult.
Fuyuki: A martial artist shouldn't borrow the strength of others in avenging one's master.
John: So, what's your business?
Fuyuki: I want to know about the connection between [Hecate] and [Empusa].
John: Helios' Goddess, eh.
 Empusa is Hecate's dream Demon servant. Most likely, it wandered to a crossing in search of blood, an offering needed to awaken Hecate. Those creatures are not so fearsome, if you stay awake that is.
Fuyuki: If I stay awake?
John: She enjoys tearing apart sleeping prey with her claws. If someone falls asleep, they'll become her target.
Fuyuki: I'll be sure to stay awake.
John: "Very well." And he hands you a piece of paper.
 "Here, an Indulgence Slip."
Fuyuki: Huh?
GM: In terms of game data, it's a "Myou-ou Talisman." An item that halves the damage and effects of one Ice Affinity attack. But it wouldn't make sense for John, a Christian, to hand over a Chinese talisman, so I'm calling it an "Indulgence Slip" in name only.
Fuyuki: You forgive me for my sins? I admire your generosity.

Yuriko

Kuroi: Ah, I also have some business to attend to...
 ... and with that, I'll use my Contacts. The Yakuza and SDF seem unrelated, so let's try...
GM: Yuriko, then.
Kuroi: Khhh, I knew I set myself up. I passed the Conversation check.
GM: As you walk away from [Fog-shrouded Crossing], out of sight from the other members, a sleek black luxury car smoothly pulls up in front of you. The door opens, and Yuriko, dressed in an all-black suit as always, is sitting inside.
Kuroi: You've been monitoring my movements?
Yuriko: I still want you alive. Don't waste your time with that bitch.
Kuroi: In that case, why don't you help me out?
Yuriko: The timing isn't good. My plans don't account for this incident.

Kuroi: Wasn't part of your plans, huh?
So, that means we can take care of it, right?
Yuriko: No problem. You and your comrades need to gain more experience.
Kuroi: Experience, huh?
Yuriko: In order for you to become my partner...

(Shrrri)

Kuroi: What was that sound?
GM: The sound of a necktie being pulled loose.
Kuroi: Wh... what are you doing?
Yuriko: Playing coy, are we?
Kuroi: No- uh. Look, it's still light out, and...
Sakura: Kyaaa! Brother!
Kuroi: GM~
GM: Er, well, let's just cut this scene here...
...After a while, Kuroi returned to the group. For some reason, a "Mahazio Stone" in hand.
Sakura: Brother, umm, what's that?
Kuroi: U- uhhh.
Kanzaki: Something smells nice, doesn't it?
Sakura: Th- this's perfume!
Kuroi: D- don't go making stuff up on your own.

Twilight

GM: Thus, twilight draws near.
Kuroi: Alright, listen up. If we're asked, "Is anyone there?" we answer, "There is." That's how we'll enter Makai.
Kanzaki: I wonder if Masumi is okay...
GM: Yuriko has been keeping Kuroi informed about that.
She said, "There's still time. She's not out of options yet."
Kanzaki: Here's hoping.
GM: Soon, dusk fell.
A female voice echoes from the dim twilight.
"Is anyone there?"
Everyone: "There is!"
GM: In that instant, the world split apart.
It felt like falling into the midst of a purplish sunset.
You found yourselves standing at the center of the "Five Crossings."
From one of them, a large beast approached.
An eerie creature with the face of a woman, a creature that nothing like a dog nor a wolf.
Empusa (GM): Quite a number of prey have fallen into the net. My master will surely be delighted.
Kanzaki: Give Masumi back!
Empusa: Hohou. You're that girl's crush, aren't you?
Kanzaki: Where's Masumi?
Empusa: She's sound asleep within my barrier. Now, you too shall become offerings to my master.
GM: With that, Empusa summons the Night Demon: Alp.
Let the battle begin!
In "Shin Megami Tensei X," there are front and rear positions. Only those in the front can perform melee attacks, but such attacks typically only target the enemy's vanguard. The enemy's formation has Empusa in front and Alp in the rear.
Please decide whether you want to be in the front or the rear.

Fuyuki: Naturally, I'll be up front!
Sakura: I'll be in the rear!
Kanzaki: I'll join the front, since there's only one so far.
Kuroi: I'll go to the front too. With a gun, I could attack from the rear, but it seems like we're short on front-liners.

Combat

GM: Then, first up, Initiatives if you will.
Kanzaki: 6
Fuyuki: 12
Sakura: 9
Kuroi: 17
GM: The gun user is fast indeed.
Empusa got 16. Alp got 13.

[Initiative Results]

- 17: Kuroi
- 16: Empusa
- 13: Alp
- 12: Fuyuki
- 9: Sakura
- 6: Kanzaki

Round 1

GM: I'll explain in advance that Empusa is the BOSS, and Alp is just a regular Demon.
Therefore, Empusa will take two actions and has significantly more HP and MP than usual. I wish you all the best.
Now, starting with Kuroi at 17.
Kuroi: I've heard that Alps are tough. I'll attack the Alp with my FN5-7. To get ahead, I'll use "Super Shot."
I'll spend 5 HP to attack. Hit!
GM: Alp failed to dodge! Go ahead with the Power.
Kuroi: My Power is 45, and a 5 on the d10. 50 points.
Sakura: Brother, you're amazing.
GM: That hurt! Next, Empusa will make two attacks.
Koro-koro (Dice rolling sounds.)
The first attack is "Sonic Wave." An area attack causing the Bad Status (BS) PANIC, targeting all of you. Success. Evasion, everyone.
Kanzaki: Evade!
GM: The rest fail, so let's check for BS. There's a 20% chance of PANIC. Rolling under means you're afflicted.
Sakura: Let's see, you're saying I need a 21 or higher. 22!
GM: No one else succeeded. The second attack is an unarmed strike.
I'll randomly choose its target. 1-3 is Fuyuki, 4-6 is Kanzaki, 7-9 is Kuroi, and 10 I'll re-roll. Kuroi's attacked. 81, is a miss!

Round 2

Kuroi: One more time, "Super Shot!" Hits for 48 damage.
GM: Mmm, couldn't dodge that. Somehow still alive.
Next, Empusa's first attack, "Bufu." Let's randomly select the target.
1-2 Fuyuki, 3-4 Kanzaki, 5-6 Kuroi, 7-8 Sakura, 9-10 Pixie.
It's 7, hitting Sakura. 43 damage, 20% FREEZE.
Sakura: I've been hit! I'm gonna diee! Yuuup, Fate will cut that in half.
GM: Rounding down, that's 21 damage.
Sakura: My Magic Defense is 8, so I'm losing 13 points, leaving me with 19 HP.
GM: Then, the second attack, another "Bufu." Targeting Pixie. Missed.
Kanzaki: Phew.
GM: Alp's action, "Shibaboo" targets Kuroi. Success. 65% BIND.
Kuroi: Oh no! I failed to evade. 65% you said? ...06, kachin!
Sakura: Brother!
GM: BIND prevents any actions from being taken. No evasion either. You may recover with a successful Vitality Judgement.
Kuroi: My Vitality is only 25%. I'll use Fate here to re-roll. I'll spend another to lower the chance by -20% to 45%... 16? Kachin.
Kanzaki: I have Iwakura Water.
Kuroi: Oh, that's right. I'm counting on you.
Fuyuki: Revenge for Kuroi! "Flaming Palm" on Empusa. 83, missed.
Sakura: Revenge for my brother! "Agi" on Empusa. Hit. 38 damage.
GM: Dodged, phew.
Kanzaki: I'll use the Iwakura Water.
Kuroi: I'm cured!
Kanzaki: Pixie is supporting Kuroi. Success, that's +20% for you.

Round 3

Kuroi: Fufufu, with 90% to shoot Alp, I'll finish it off. 43, hits, Power 38.
GM: Alp perishes.
Kuroi: Mmm, I'm on a roll, I'm on a roll!
GM: Empusa's first attack, normal attack, against Kuroi. Missed.
The second attack is aimed at Kanzaki. Hit, 26 damage.
Kanzaki: It hits. I'm still alive. Down to 14 HP. I lost more than half.
Fuyuki: Revenge for Kanzaki, "Flaming Palm." Hit.
GM: Empusa couldn't evade it.
Fuyuki: Fuhahaha, since I have "Increase Fight," I'll roll two dice. Eyal... 7?
Sakura: Isn't that a bit low?
Fuyuki: I'm just glad I hit, 47 points. Doubled to 94 damage.
Sakura: Kanzaki, need healing?
Kanzaki: I'll have Pixie help with that. Instead, use "Rakukaja". It's tough as is.
Sakura: Ah, I forgot about that. "Rakukaja" It's an auto success, just 1d10. +4 Defense. Sorry, it's not much.
Kanzaki: It's okay, these 4 points will come in handy soon.
Sakura: Kanzaki~
Kuroi: This feels great. But listen, he already has a girlfriend y'know.
Kanzaki: That's right, I'LL SAVE YOU MASUMIII!
Nihontou swing. 61 doesn't hit.
Pixie uses "Dia" on me. Restoring 25 HP, back to full.
Sharing MP with your summoned Demon is troublesome.

Round 4

Kuroi: "Super Shot!" Hit. 54 damage.
The HP costs are starting to add up.
GM: Empusa's attack, "Bufu" on Sakura. 42 Ice damage. 20% FREEZE.
Sakura: Evasion failed, ah, I hadn't healed yet. I'll use Fate to halve that to 21. With 12 Defense, that's 9 damage, leaving me at 10 HP.
Ah, I'm frozen. If I stay frozen, I might die here.
Kuroi: You're so dead.
Sakura: I'll reroll to avoid freezing this time.
GM: Sorry about this. Empusa's second "Bufu" is also targeting Sakura. 54 Ice damage.
Sakura: I couldn't avoid it. Even if halved, I'm 5 points short.

Fuyuki: Wait. I'll use "Cover" here. I will take that damage instead. That way, since it was halved by Fate, we'll both live.

"Sakura, are you alright!"
Sakura: Fuyuki!
Fuyuki: This is cool and refreshing for a blazing boy like me.
Sakura: ..Woooooow.
Fuyuki: I'll return the pain twofold, with "Flaming Palm!" 47 times 2, that's 94 damaaaage!
GM: It's not over yet.
Fuyuki: Pretty tough, eh.
Sakura: "Dia" for Fuyuki, 39 points.
Fuyuki: Fully healed. Thanks, Sakura.
Kanzaki: FOR MASUMI, I "Focus" on my next Nihontou attack. Pixie uses "Dia" on Sakura. Healing 46 points.
Sakura: I'm fully healed now.
Kuroi: Sakura, please send a "Dia" your big brother's way too.
Sakura: Next round, okay.

Round 5

Kuroi: With care, I fire the FN5-7. Hit, 46 damage.
GM: Dodge! Empusa retaliates with "Mabufu." Ice attack on the front row, 04, is a Critical. 34, doubled to 68 damage, Defense is ignored, and the 10% FREEZE is also doubled, to 20%.
Kuroi: Wait. If its dodged, what happens?
GM: A normal hit instead.
Kanzaki: I failed to dodge, well, let's just say I got "Lucky."
Kuroi: I dodged! Ohh, and halved with the Indulgence Slip from John! Phew, still alive (12 HP). Freeze-free.
Fuyuki: Wahaha, I'm hit, GM. If I use 2 Fate points, is it reduced to 1/3? Or would it be 1/4?
GM: It would be 1/4.
Fuyuki: Alright then. 15 HP left. Not frozen.

[Aside]
If a Critical cannot be evaded, its final Power is doubled and ignores Defense. This can be lethal.
Since Kanzaki failed to evade, he used his "Lucky" Skill to completely negate the attack's damage and effects.

GM: One more action, this time "Feral Claw" on Kuroi. Miss.
Fuyuki: That hurt! Receive my passion "Flaming Palm!" Got 52 points, for 104 damage.
GM: Let's see if she can evade aaaand... just shy.
Sakura: I'll heal Fuyuki with "Dia." 32 points.
Fuyuki: Fffffull recovery!
Kanzaki: I'll "Support" myself with Pixie! 04, Success! Oh, that's a Critical.
GM: The Support bonus is doubled. +40%.
Kanzaki: So what happens at 105%?
GM: Anything over 96 is an Automatic-failure. But since you've exceeded 100%, you can split the target number and attack twice, at 52% and 52%.
Kanzaki: Got it! First swing, miss. Second swing, miss.
GM: Well, that's a familiar outcome.

Round 6

Kuroi: I'm shooting. 01, Critical, for 42 points, doubled to 84 damage.
GM: There's no way to avoid that.
Empusa's attack. "Bufu" on Kuroi. Hit, 41 damage.
Kuroi: It hits. Halving with Fate. 9 HP left, and not frozen.
GM: Second attack. Once again, "Bufu" on Kuroi. It hit, Exploding, for 52 damage.
Kuroi: I couldn't dodge! 2 Fate points to make it 1/4. Only 4 HP left.
Fuyuki: Raging "Flaming Palm!" It misssssed, re-rolling with Fate! 28 hits, for 54 damage, doubled to 108!
Sakura: "Dia" for my brother. 32 healing.
Kuroi: Wow, exactly full health.
Kanzaki: Pixie will "Support" my Nihontou strike.
Kuroi: One-man combo in action.
Kanzaki: Support failed, and the attack missed.
Kuroi: Sure is tough being the hero.

Round 7

Kuroi: There's only one thing left to do. Fire! Hits! 39 damage.
GM: Dodge! Empusa's attacks, first "Mabufu."
Everyone: Gaaaaah!
GM: Ng, 2% off, it missed.
Next, "Bufu" on Kanzaki. Hit, 42 damage.
Kanzaki: Phew, dodged it.
Fuyuki: Wahahaha, MY TURN! "Flaming Palm!" ...?? No.. I can't miss here. Eyal Hit with 08.
The Power is... 55, that's 110 damage!
GM: Wooh, we've reached double digits.
Sakura: Brother, I'm going to end this.
Kuroi: Eh?
Sakura: I'll use "Agi," and raise my hit rate by +20% with Fate. 71 hits! The Power is 40, so 80 damage.
GM: I'll dodge, I'll dodge, I'll dodge.
Sakura: The GM sure is motivated.
GM: 17, there it is. Waa, thought I was a goner.
Kanzaki: Alright, I'm up. After Pixie's "Support," at 65%, I hit with 34.
GM: Couldn't dodge that one.
Kanzaki: Haa, finally landed a hit. Oh, I have "Increase Fight," so I'll roll two of those. Ah-
Sakura: 0 and 0?
GM: That's a 10 and a 10, go ahead and explode both. Exciting.
Kanzaki: I got 7 and 7 from the Explosion rolls, so it's 22 plus 34, making it 56 damage.
GM: What's this... You got me!
Kanzaki: We did ittt!
Sakura: At last, the battle is decided.

Ending

Kanzaki: Oh yeah, what about Masumi?
GM: As Empusa falls, the Makai Drift is subdued, and the people who had disappeared into the twilight of [Fog-shrouded Crossing], return.
Masumi also appears in the crossway.
Kanzaki: "Masumi!" I shout and run to her.
Sakura: Oh my, Kanzaki.
Kuroi: Somehow- It seems like this case is under wraps.
GM: Yeah, with this, the [Fog-shrouded Crossing] incident is resolved, and the missing people have returned.
I'll give the experience for defeating the BOSS. 149 points each!
Kuroi: Adding up to 274 points, should be enough to level up.
GM: You'll also receive the same amount of Macca as experience points.
Sakura: What's 149 Macca worth?
GM: Since 1 Macca is equal to 1,000 yen, it's 149,000 yen.
Sakura: I might be kinda rich now.
GM: Also, you've found a "Magic Bottle," an MP recovery item.
Sakura: I'll be having that!
Kuroi: Sakura...
Fuyuki: As long as Sakura is happy, it's all fine.
Kuroi: Ah.
Fuyuki: What's the matter?
Kuroi: I missed my chance to use the Mahazio Stone.

Leveling Up

GM: Since you've leveled up, please increase your favorite Stat by 1 point.
At level 6, you won't gain new skills, so it's just recalculating your Judgement values and such.
Kuroi: I'll increase Agility. My FN5-7's accuracy is up to 83% now.
Sakura: I'm going to increase Magic. This way "Dia's" Power raises to 29.
Fuyuki: I'll start with raising Strength. The power of "Flaming Palm" is now 42.
Kanzaki: I'll also increase Strength. I was able to show off at the end this time, but I'd like to have a bigger impact.
Kuroi: Even Summoners need to buy armor and weapons to power up huh.
Kanzaki: By the way, will my Pixie ever grow stronger?
GM: She won't. Experience points only go to the PCs.

Cool-down

GM: Ahem, lastly. We'll evaluate each other's Alignment.
Based on the person's actions in this session, please select from the following six Alignments:
Law, Chaos, Neutral, Light, Dark, or Hee-Ho.
Sakura: Hee-Ho?
GM: It's for if anyone was particularly humorous.
First up, Kanzaki. Let's hear everyone's opinions.
Sakura: Hmm it's hard to say.
Fuyuki: A difficult choice.
Kuroi: He was quite normal, so I'll go with Neutral!
Kanzaki: Well, I think I was passionate, so maybe Chaos.

Sakura: Hmm, maybe Hee-Ho because you split 105% into two failures?
Fuyuki: You healed others, so how about Light?
Kuroi: You were modest, so I'm sticking with Neutral!
Kanzaki: I'm fine with Neutral.
GM: Roll 1d10.
Kanzaki: 10.
Sakura: The gods were watching.
GM: Next is Fuyuki.
Kanzaki: He went on a rampage, so I say Chaos.
Sakura: He was overbearingly heated, so Chaos.
Kuroi: At least call him passionate, Chaos.
GM: Unanimously, it's Chaos.
Fuyuki: Looks like there's no chance to defend myself. Well, if Sakura is happy, Chaos is fine with me. I rolled a 4.
Kuroi: I'm okay with Neutral.
Kanzaki: Since you were a leader, I'll go with Law.
Sakura: Yuriko was seducing on you, so Chaos.
Kuroi: I'm innocentttt!
Fuyuki: ...and you ran into gags, so Hee-Ho.
Kuroi: Alright, alright, maybe I have a weak sense of justice.
GM: So, he claims to be Neutral?
Kuroi: Well, I think I might've leaned more toward Chaos.
Sakura: Brother, you're filthy.
Kuroi: Sniffle sniffle, it's Chaos. I rolled a 7.
Sakura: Sakura's Hee-Ho!
Kanzaki: Since you used "Dia" a lot, I was thinking Light fits?
Sakura: I cast "Agi" about the same number of times.
Fuyuki: Kinda Chaos-y.
Kuroi: Not just Chaos-y, on the contrary, pure Chaos.
Sakura: Tehe.
GM: Well, it seems like Chaos after all.
Sakura: 9.
GM: The gods were watching.
Well, that's the end of the session.
Thanks everyone for your hard work.