

Chapter 1

CHARACTERS

第一章 キャラクター

主人公が主人公を伴って作戦室に入ってくる。
作戦室の中には美鶴、幾月、真田。
作戦室には、重要な物が入っている風なトランクが1つ乗っている。

美鶴が、意思を確認するように幾月の方を見る。
幾月は気軽な感じで返す。

美鶴 幾月：
お、来たか。
大丈夫そうで何よりだ。
さしたよ。
作戦室々々こへ呼んだのは、他でもない。
さ、話さなきゃいけない事があってね。
さあ、かけて。

幾月に促され、主人公も腰をおろす。

美鶴 修司：
あ、そうそう。
さ、名前だけは言ったと思うけど、
さ、真田くん。

さ、幾月は真田を指し示す。

美鶴 明彦：
よろしくな。
幾月はポーズを変えて一拍おく。

幾月 修司：
さて…
いきなりでアレなんだけど…
実は、1日は24時間じゃない！
一なんて言ったら、君は信じるかい？

【選択肢】

信じない
何の話か分からない

どちらにしろ以下へ
美鶴は軽く笑いながら言う。

美鶴 美鶴：
フフ、まあそうだろうな…
しかし君は、もう実際に
それを体験してるんだ。

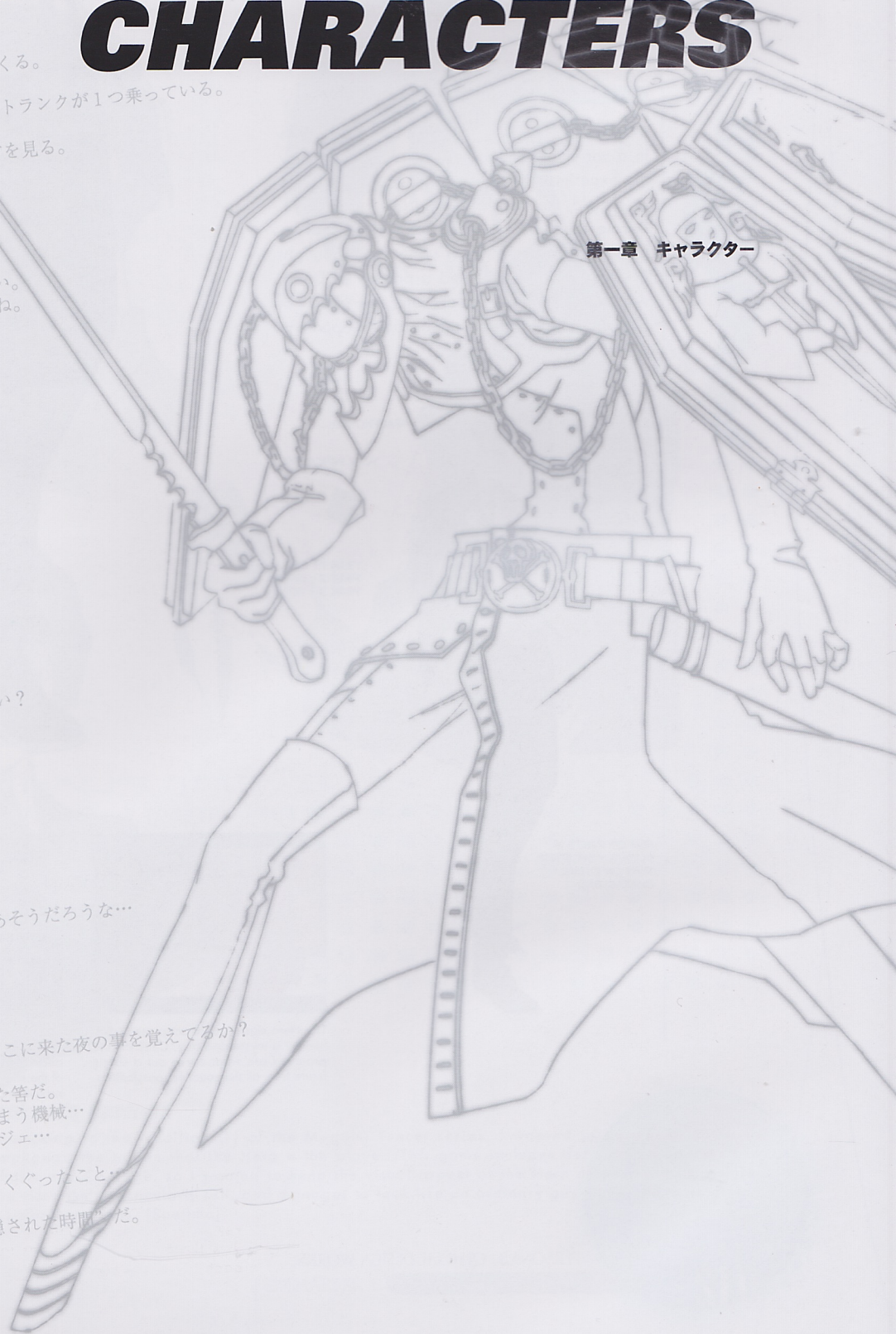
美鶴はポーズを変えて一拍。

美鶴 美鶴：
初めてここに来た夜の事を覚えてるか？

あの日…
君は色々不思議な体験をした筈だ。
消える街明かり…止まってしまう機械…
道に立ち並ぶ棺のようなオブジェ…
薄々は感じたんじゃないか？
自分が“普通と違う時間”をくぐったこと。
あれは“影時間”…
1日と1日の狭間にある“隠された時間”だ。

【選択肢】

隠された時間？
1日と1日の狭間？
そんなこと言われても…



HERO

S.E.E.S. / SPECIAL EXTRACURRICULAR EXECUTION SQUAD

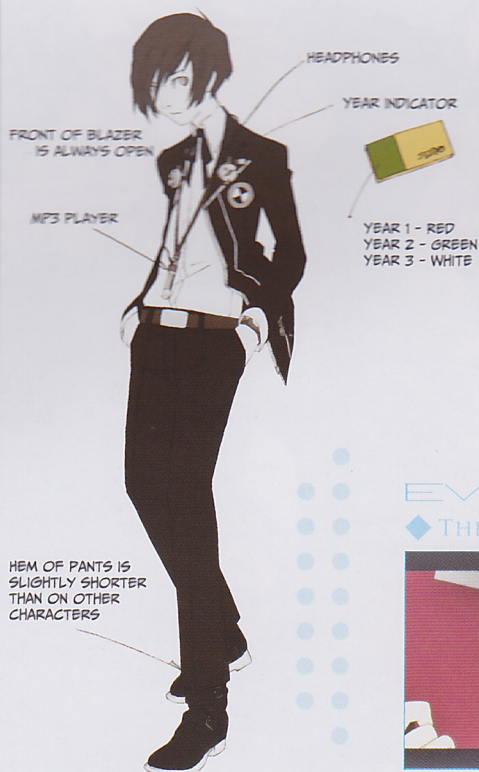
主人公

CHARACTER VOICE

AKIRA ISHIDA

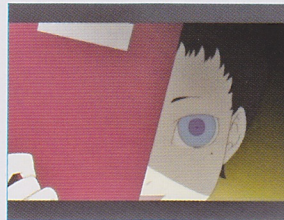
When he was young, the Hero lost his parents in a car accident that was indirectly caused by the experiments run by the Kirijo Group. Even as a child, the Hero displayed special potential. During the Dark Hour when his parents were killed, the Hero met Aigis upon the Moonlight Bridge, where she sealed a portion of Death within him. Now, ten years later, the effects of being a vessel for Death are becoming apparent.

/HIGH SCHOOL, CLASS 2-F



EVENT PLAYBACK

◆ THE CONTRACT



The Hero signs a contract presented to him by a mysterious boy. Choices and promises are what carve out a single future from all the countless possibilities.

◆ AWAKENING OF ORPHEUS



The power of the human soul is unleashed in order to resist the threat of death. This power is a personification of the soul and its unwavering resolve to survive and do what needs to be done.

CONCEPT ART.01
(the art works of persona 3)

HERO: FINAL COLOR SCHEME



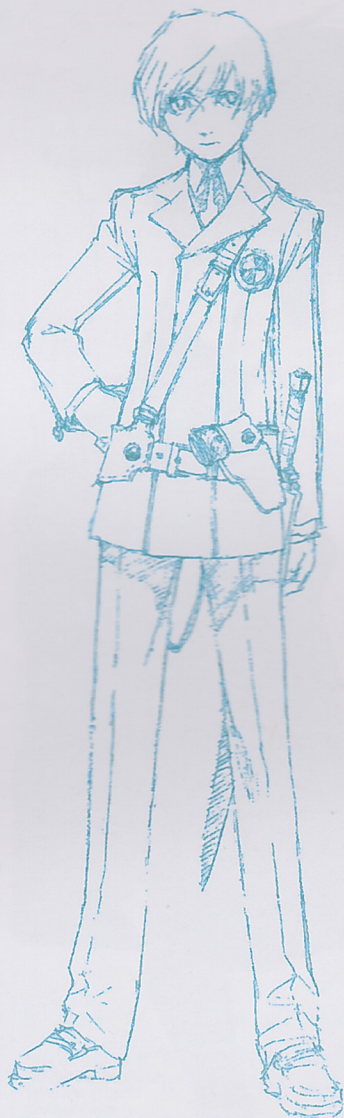
Designer's comment

In sticking to the tradition (?) of the Megami Tensei series, I wanted to do what I could to emphasize the notion that the Hero = the player. This game includes defining parameters like Charm and Courage, so I wanted to keep the visual aspect of the Hero as neutral as possible. The Hero isn't particularly tall, and manages to look like an ordinary guy while still maintaining a hidden coolness. [Soejima]

CONCEPT ART.02

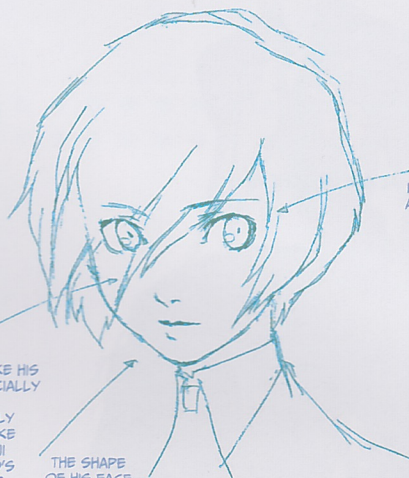
the art works of personae3

HERO: BATTLE DRESS



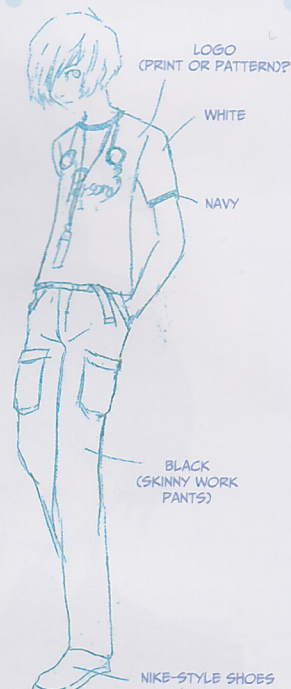
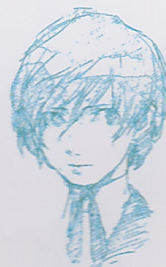
PLEASE MAKE HIS HAIR (ESPECIALLY HIS BANGS) PARTICULARLY UNKEAPT, LIKE ONE OF LEIJI MATSUMOTO'S CHARACTERS.

THE SHAPE OF HIS FACE SHOULD BE SOFTER.



HIS EYES SHOULD BE ALMOND-SHAPED AND RELATIVELY SMALL.

HERO: DETAILS



LOGO (PRINT OR PATTERN?)

WHITE

NAVY

BLACK (SKINNY WORK PANTS)

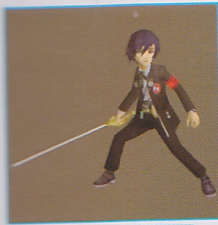
NIKE-STYLE SHOES

HERO: CASUAL CLOTHES

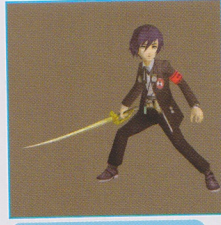
Designer's comment

The Hero was the first character I designed, so I formed the other character designs around him. As a result, his character design was the one that took the longest. The earlier designs have him looking more mature and collected. I guess I pictured him as more of a clichéd "cool guy" at first, but I reworked his design to give him the vibe that there are two very different sides to him. [Soejima]

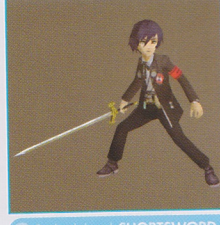
EQUIPMENT MODEL CG



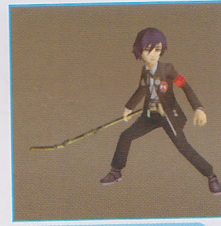
One-handed sword: RAPIER



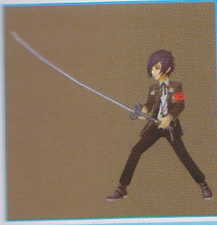
One-handed sword: SABER



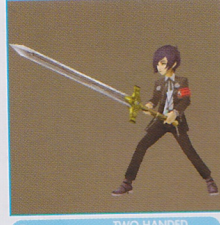
One-handed sword: SHORTSWORD



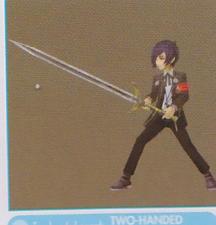
One-handed sword: IRON PIPE



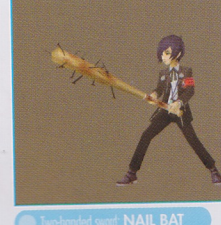
Two-handed sword: JAPANESE KATANA



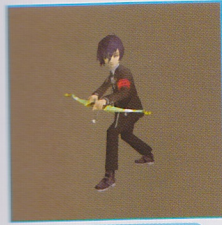
Two-handed sword: TWO-HANDED WESTERN SWORD



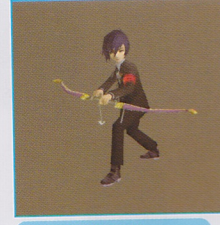
Two-handed sword: TWO-HANDED WESTERN SWORD 2



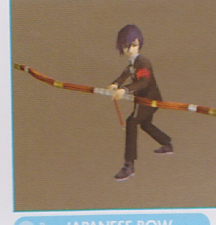
Two-handed sword: NAIL BAT



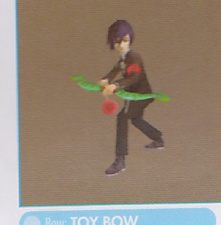
Bow: SHORTBOW



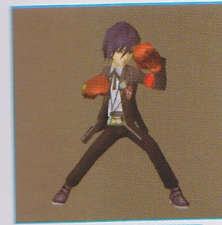
Bow: LONGBOW



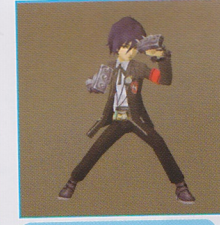
Bow: JAPANESE BOW



Bow: TOY BOW



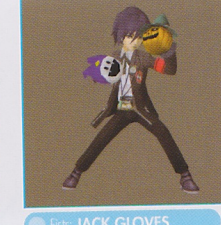
Fists: BOXING GLOVES



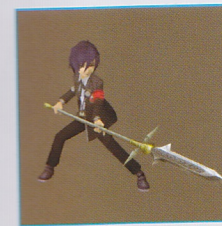
Fists: KNUCKLES



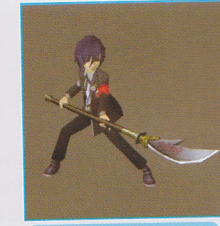
Fists: CESTUS



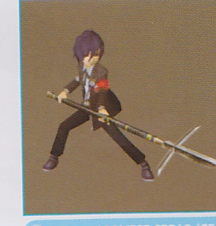
Fists: JACK GLOVES



Polearm: SPEAR



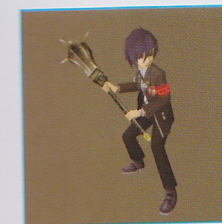
Polearm: GLAIVE



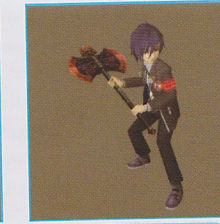
Polearm: JAPANESE SPEAR (CROSS)



Polearm: PUSH BROOM



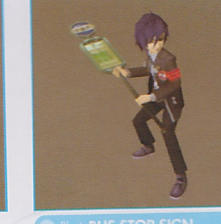
Blunt: MACE



Blunt: AXE



Blunt: GOLD AXE



Blunt: BUS STOP SIGN

YUKARI
TAKEBA

S.E.E.S. / SPECIAL EXTRACURRICULAR EXECUTION SQUAD

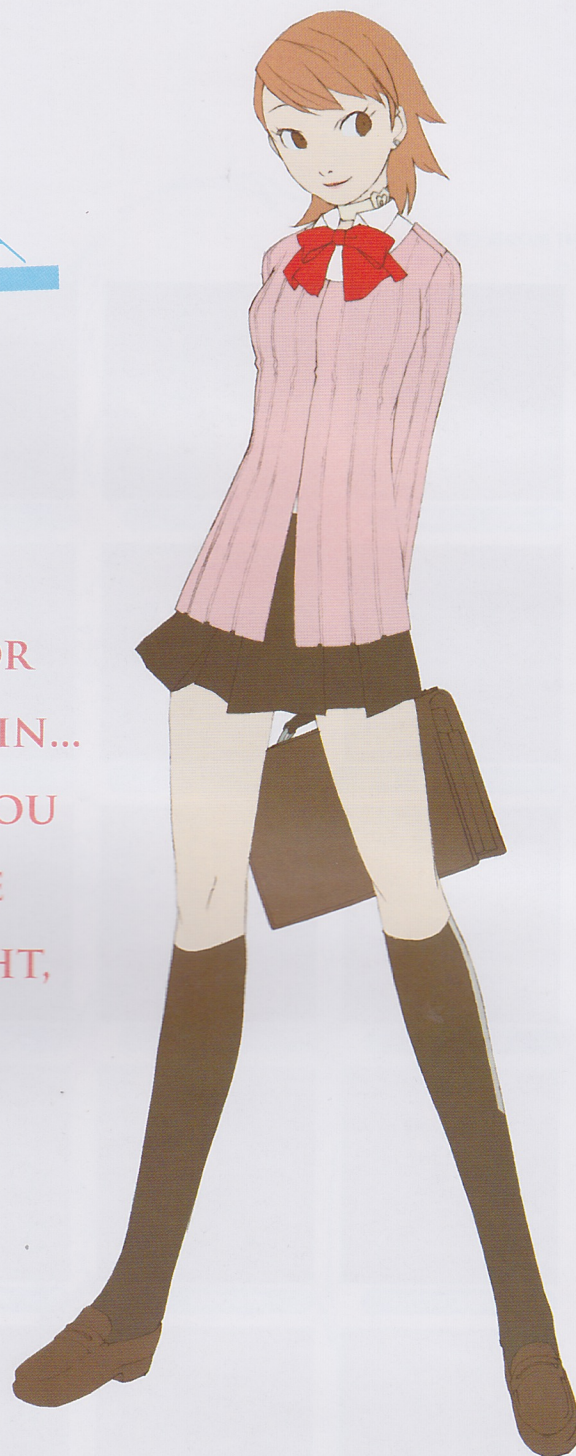
岳羽 ゆかり

とけは ゆかり

CHARACTER VOICE

MEGUMI TOYOGUCHI

"I'LL FIGHT FOR
WHAT I BELIEVE IN...
THAT'S WHAT YOU
WOULD HAVE
WANTED... RIGHT,
DAD?"



Yukari's warm and loving household was destroyed ten years ago by the Kirijo Group, when her father died bearing the blame for the group's experiments. As a result, Yukari spent most of her childhood being raised by a mother who escaped from the tragedy's looming specter by drowning herself in the arms of various men. The young Yukari only managed to maintain her emotional and mental stability by clinging to the notion that she would one day prove her father's innocence. Watching her mother bounce between men seeded a strong sense of disappointment within Yukari, and also inspired her to become a strong, independent woman who does not need to rely on men for a sense of fulfillment. Yukari's

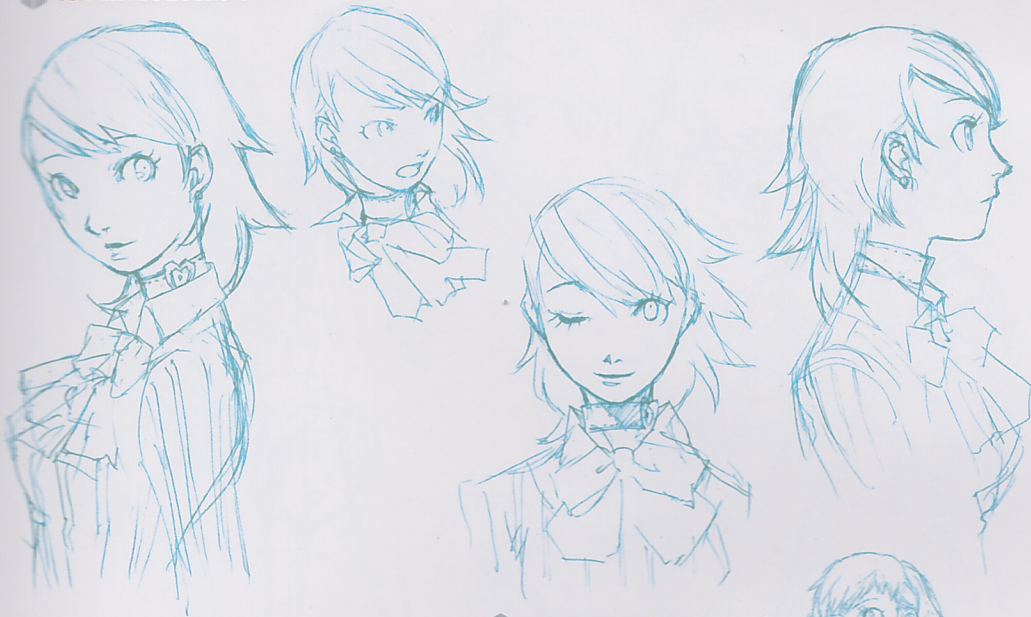
feelings of disgust toward her mother's lifestyle were so strong that she began to think of things like love and dependence as obstacles that would prevent her from attaining the individuality she desired. As a result, Yukari developed a defense mechanism that causes her to seem short-tempered and unnecessarily confrontational. Eventually, Yukari learned the truth about her father, which offered her peace and emotional stability. This new sense of peace allowed Yukari to openly pursue her own happiness, and she learned to appreciate having meaningful relationships with others. / HEIGHT: 159CM / BLOOD TYPE: B / BIRTHDAY: OCTOBER 29, 1992 / SIGN: LIBRA / HIGH SCHOOL, CLASS 2-F / CLUB: ARCHERY

CHARACTERS

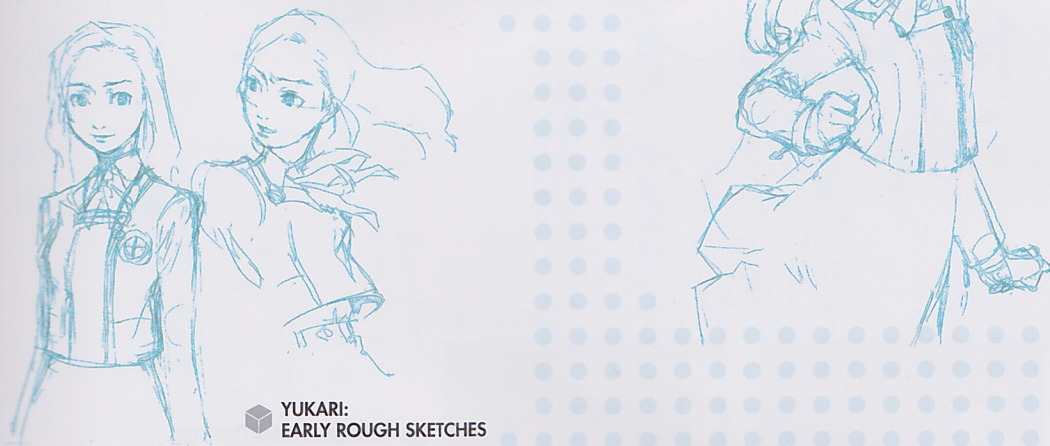
YUKARI TAKEDA

CONCEPT ART.01

YUKARI: FINAL DESIGN



YUKARI: EARLY ROUGH SKETCH



YUKARI:
EARLY ROUGH SKETCHES

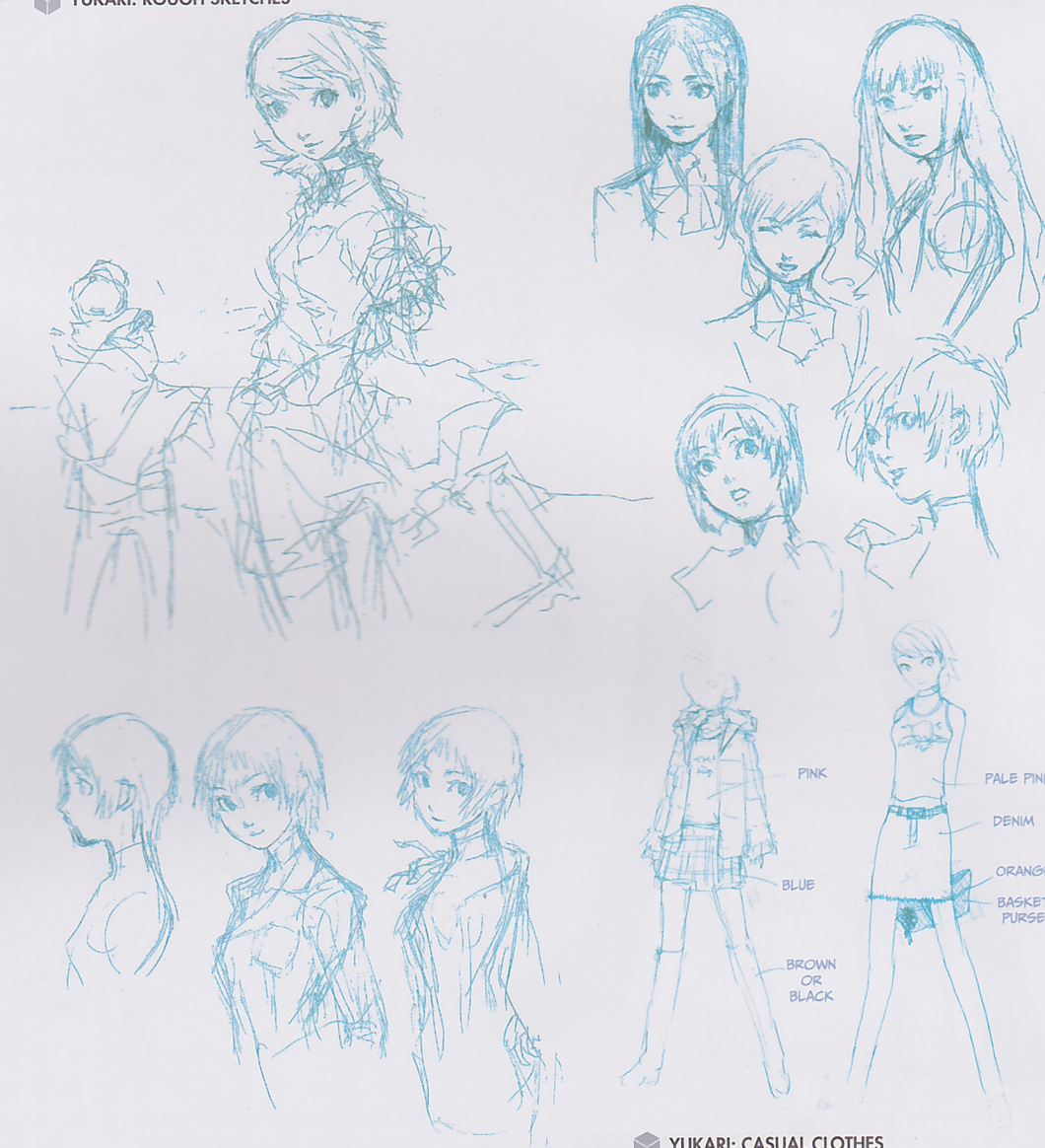
Designer's comment

At first, Yukari was modeled after a classic heroine archetype. As the game's story was refined, however, she gained more and more individuality and took on a more modern flavor. When I was designing Yukari, I was under the assumption that she was the main heroine... apparently, I was wrong. (laughs) [Soejima]

CONCEPT ART.02

the art works of persona3

YUKARI: ROUGH SKETCHES



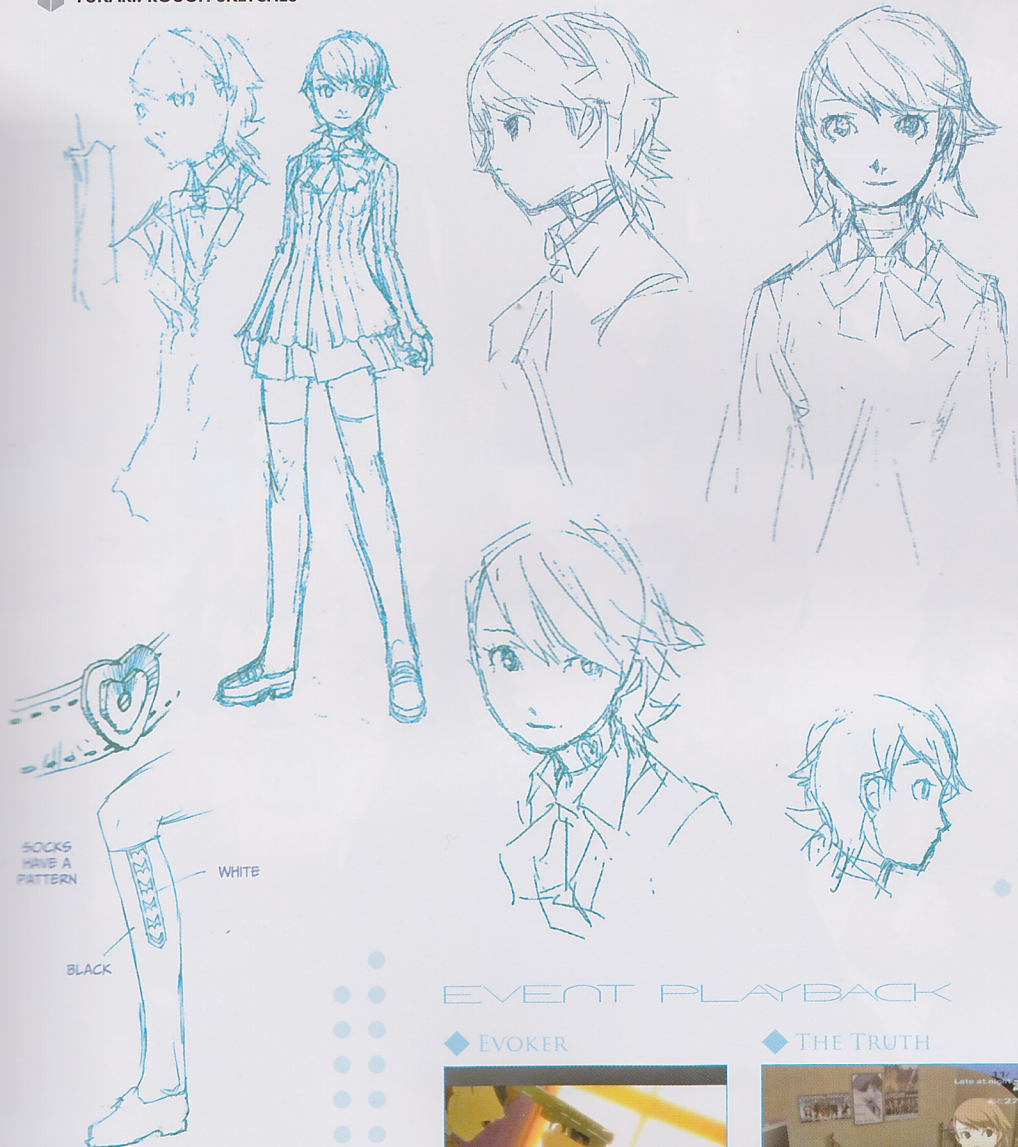
YUKARI: CASUAL CLOTHES

Designer's comment

My art started off with more of a manga touch, but as the details of the game world and concept came together, the characters evolved into this final style. Yukari's theme color was pink right from the beginning. [Soejima]

CONCEPT ART.03
design works of persona 3

YUKARI: ROUGH SKETCHES



EVENT PLAYBACK

◆ EVOKER



Yukari places her thumb on the trigger, but can't seem to bring herself to give that final squeeze. This hesitation plagues Yukari like a curse, and eats away at her confidence.

◆ THE TRUTH



Ten years after his death, Yukari sees and hears her father again through a video recording. The truth revealed in the recording causes Yukari to question the faith she had in her father.

COSTUME MODELS



BATTLE DRESS



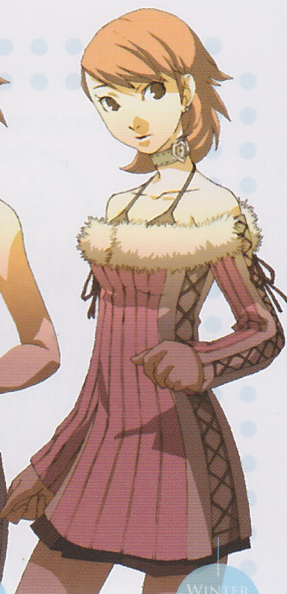
SUMMER UNIFORM



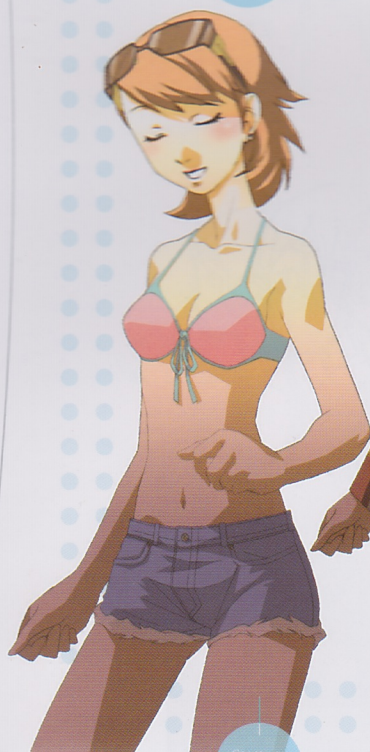
WINTER UNIFORM



SUMMER CASUAL CLOTHES



WINTER CASUAL CLOTHES



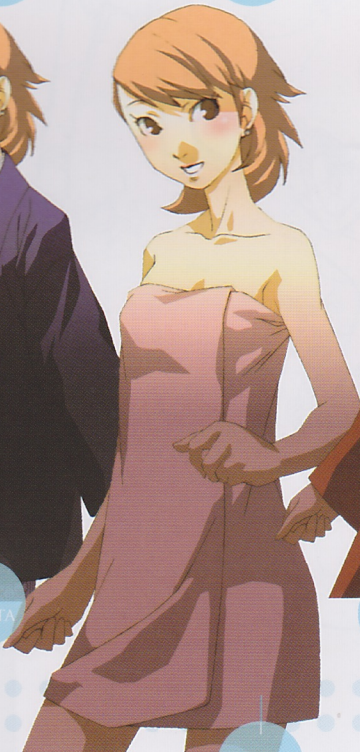
SWIM WEAR



YUKATA



INN YUKATA



TOWEL

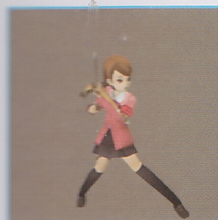


KIMONO

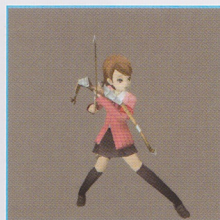
CHARACTERS

YUKARI TAKEBA

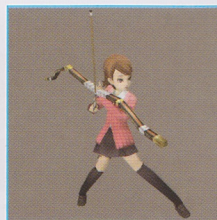
EQUIPMENT MODEL CG



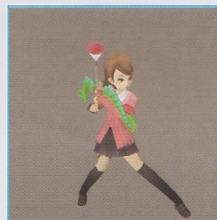
Bow: SHORTBOW



Bow: LONGBOW

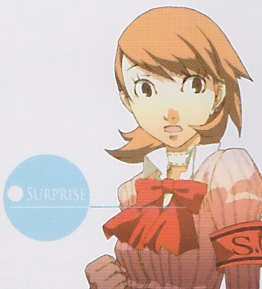
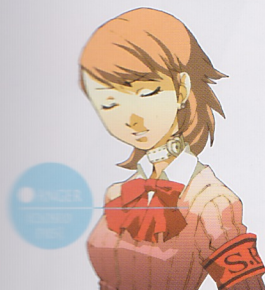
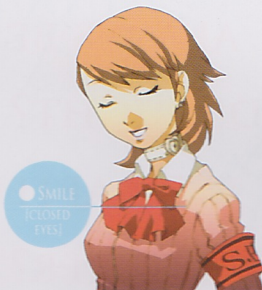


Bow: JAPANESE BOW



Bow: TOY BOW

FACIAL EXPRESSION GALLERY



Designer's comment

Yukari belongs to the archery club, so she uses bows in combat. I made sure to incorporate pink into all of her costumes. The staff members' opinions regarding Yukari tended to change constantly. She didn't change too much visually during the course of development, but her dialogue went through a lot of transformations, including the phase where we tried to be too modern and she sounded like she was complaining all the time... In the end, Yukari turned out to be the most "real" of all the female characters, which made it that much easier to relate to her. [Soejima]

JUNPEI
IORI

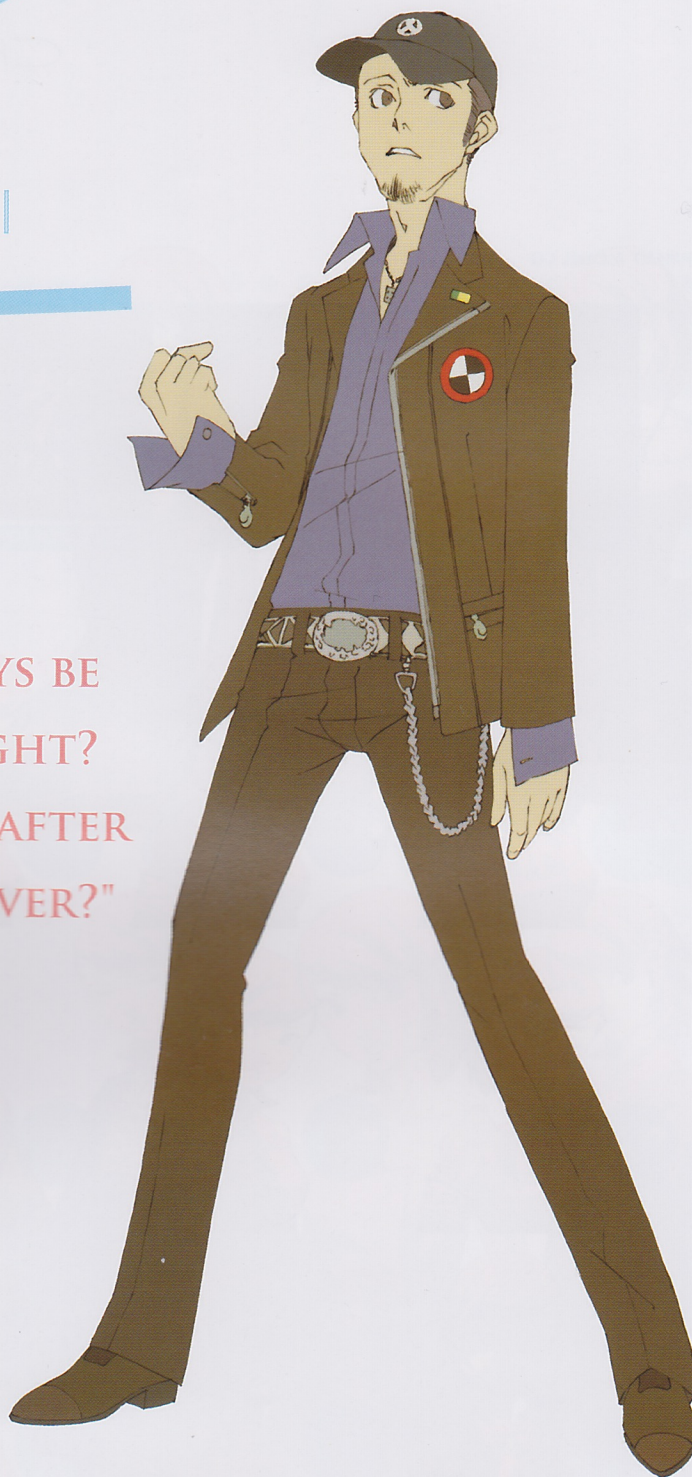
S.E.E.S. / SPECIAL EXTRACURRICULAR EXECUTION SQUAD

伊織 順平

いおり じゅんぺい

CHARACTER VOICE
KOSUKE TORIUMI

"WE'LL ALWAYS BE
FRIENDS, RIGHT?
I MEAN, EVEN AFTER
THIS IS ALL OVER?"

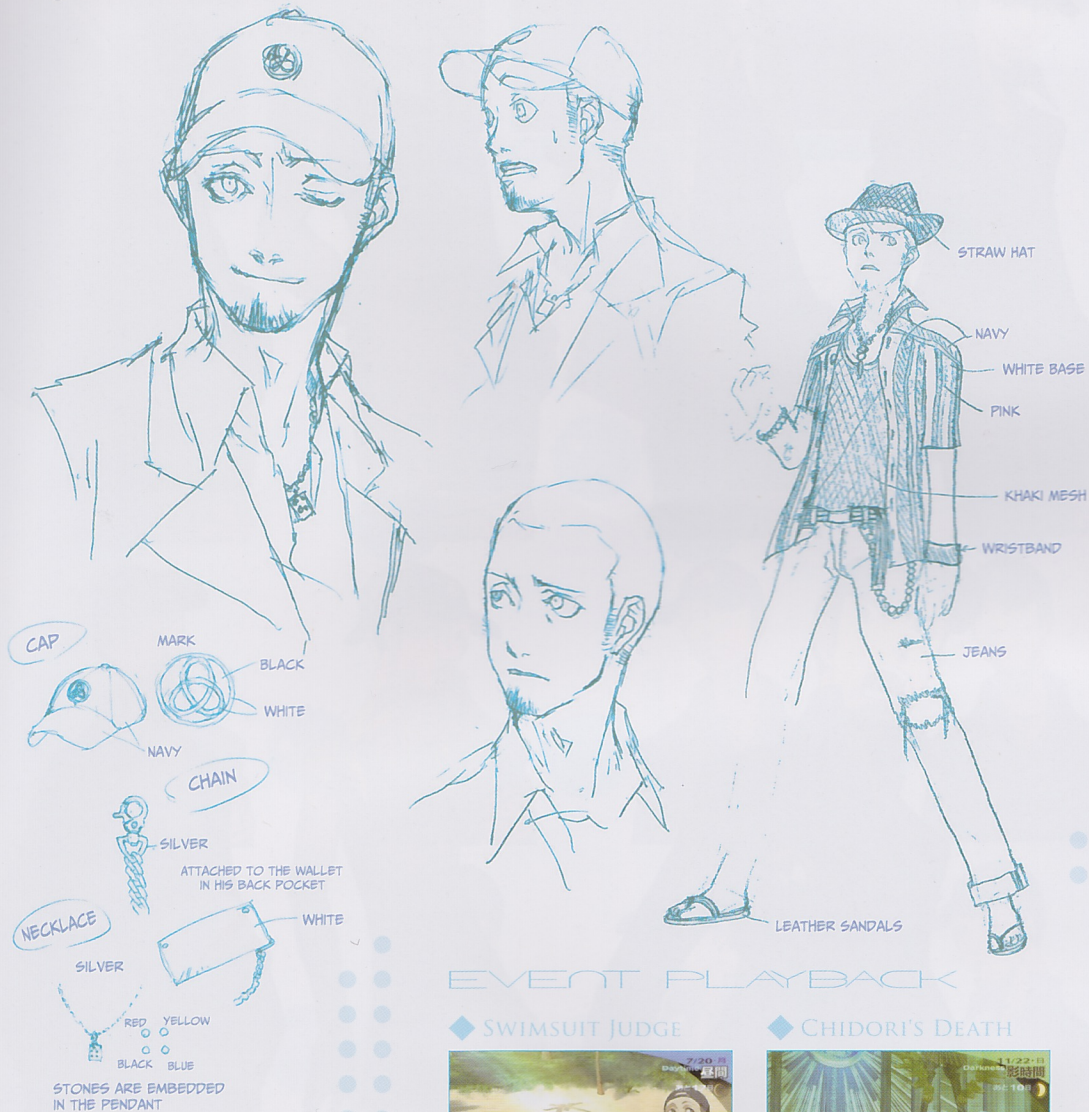


A few years ago, Junpei's father became an alcoholic after suffering a devastating failure in his career. This alcoholism led to domestic abuse, of which Junpei was made a victim. Despite this harsh home environment, Junpei always maintains a cheerful demeanor, and treats others in a compassionate and supportive manner. Junpei's personality is clearly reflected in the way he easily befriends the Hero soon after the Hero transfers to the school, as well as in the way Junpei interacts with Chidori. Unfortunately, Junpei's emotional overcompensation can sometimes manifest itself as a desperate need to feel loved, and can also lead Junpei to stick his nose where it isn't wanted. These

personality traits can also cause Junpei's frustration to build quickly, which can transform his usually friendly demeanor into one that is more defensive and confrontational. Though Junpei's annoyance at the fact that the Hero doesn't seem to consider him "special" may seem childish, it is also the clearest representation of Junpei's true feelings. After having his life saved by Chidori, Junpei is able to cast aside his self-absorbed tendencies in exchange for a more genuine ability to consider the feelings of others and encourage those who need it most. / HEIGHT: 170.5CM / BLOOD TYPE: B / BIRTHDAY: JANUARY 16, 1993 / SIGN: CAPRICORN / HIGH SCHOOL, CLASS 2-F

CONCEPT ART.01

JUNPEI: FINAL DESIGN



JUNPEI: ACCESSORY DETAILS

EVENT PLAYBACK

SWIMSUIT JUDGE



During their summer vacation at Yakushima, Junpei can't help but comment on the swimsuits worn by Mitsuru, Yukari, and Fuuka. It could be said that Junpei is a healthy young male, both physically and mentally.

CHIDORI'S DEATH



Chidori sacrifices her life in order to save Junpei. Bearing the weight of Chidori's life as well as knowing the sorrow of true loss, Junpei undergoes a personal transformation.

COSTUME MODELS



BATTLE DRESS



SUMMER UNIFORM



SUMMER CASUAL CLOTHES



WINTER CASUAL CLOTHES



WINTER UNIFORM



SWIMWEAR

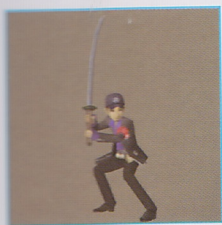


KIMONO

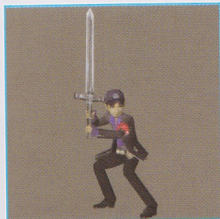
Designer's comment

The concept for Junpei's character was to make the player say, "I totally know a guy like that!" (laughs) It's obvious that Junpei is constantly studying fashion magazines in order to decide what to wear. He puts on a confident front, but he's actually quite shy and has low self-esteem. Junpei also lacks some finesse, which can be seen in the fact that he puts the wrong foot forward in his battle stance, resulting in something that looks more like a baseball batting stance. I think Junpei plays a vital role in making the fantastical story of the game more accessible to the player. [Soejima]

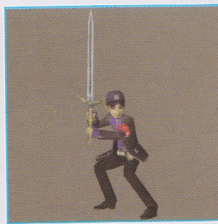
EQUIPMENT MODEL CG



Two-handed sword: JAPANESE KATANA



Two-handed sword: TWO-HANDED WESTERN SWORD



Two-handed sword: TWO-HANDED WESTERN SWORD 2



Two-handed sword: NAIL BAT

EXPRESSION GALLERY



● NORMAL
 (CLOSED EYES)



● NORMAL



● SMILE
 (CLOSED EYES)



● SMILE



● ANGER
 (CLOSED EYES)



● ANGER



● SORROW
 (CLOSED EYES)



● SORROW



● SURPRISE
 (CLOSED EYES)



● SURPRISE



● SHY
 (CLOSED EYES)



● SHY



● SURPRISE



● SURPRISE 2



● DISAPPOINTED

MITSURU
KIRIJO

S.E.E.S. / SPECIAL EXTRACURRICULAR EXECUTION SQUAD

桐条 美鶴

りじょう みつる

CHARACTER VOICE
RIE TANAKA

"THERE IS NO
NEED TO WORRY,
FATHER... I AM NOT
ALONE. ... AND I'LL
NEVER LOOK BACK
AGAIN."

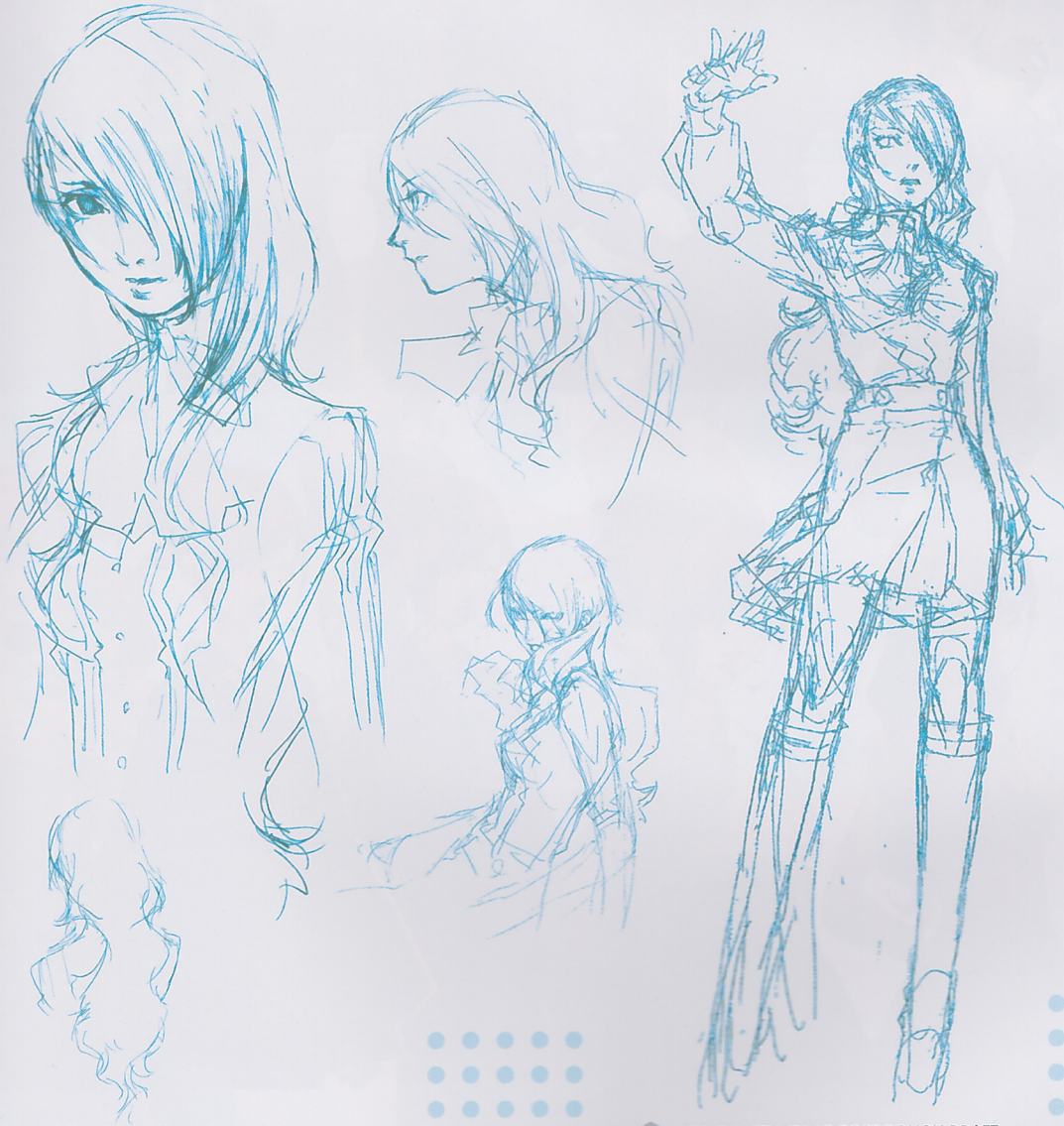


Following the accident caused by the Kirijo Group's experiments, Mitsuru's potential became apparent, and she was the first person to naturally awaken a Persona. Mitsuru then devoted herself to developing Persona powers and Evokers. By working alongside her father, Mitsuru hoped to undo the damage caused by the accident, and to clean up the Kirijo Group's mess. Mitsuru's courage and self-control make her a natural leader. She is a strong, confident individual who is capable of supporting, directing, and protecting others. Mitsuru's strength is also her weakness, however, as she tends to try and control her own emotions the way she controls

others. This overwhelming desire for self-control seems to be the root of her apparent inability to open her heart to notions like romance and love. At the same time, however, it is this absolute sense of control that adds to Mitsuru's natural charisma. Eventually, in one of her conversations with Yukari, it is revealed that Mitsuru has come to understand the true meaning behind inheriting someone's dying wish, and this allows her to evolve into a "true leader". /HEIGHT: 166CM / BLOOD TYPE: O /BIRTHDAY: MAY 8, 1991 / SIGN: ARIES / HIGH SCHOOL, CLASS 3-D /CLUB: FENCING / STUDENT COUNCIL: PRESIDENT

CONCEPT ART.01

MITSURU: FINAL DESIGN

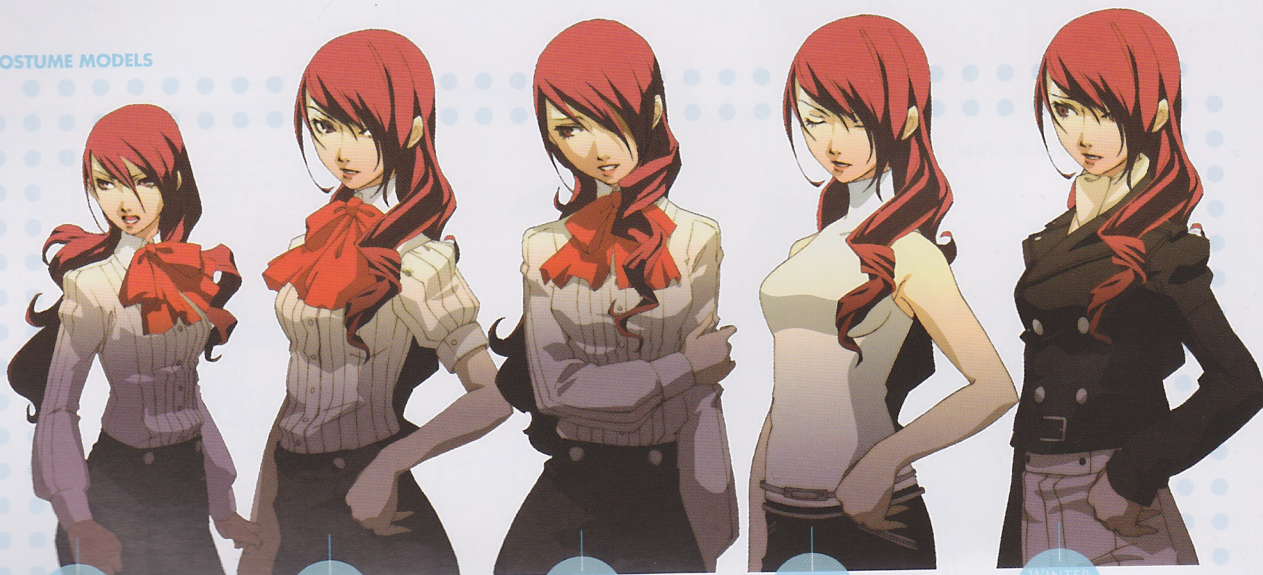


MITSURU: STANDING POSE ROUGH DRAFT

Designer's comment

The concept behind Mitsuru's character is a respectable "fighting woman". I was told to aim for a "commander" look, so I designed her as a serious individual who is as hard on herself as she is on others. Her boots kind of made her look like a dominatrix, so I gave her kind eyes to make sure her character design didn't get too harsh. [Soejima]

COSTUME MODELS



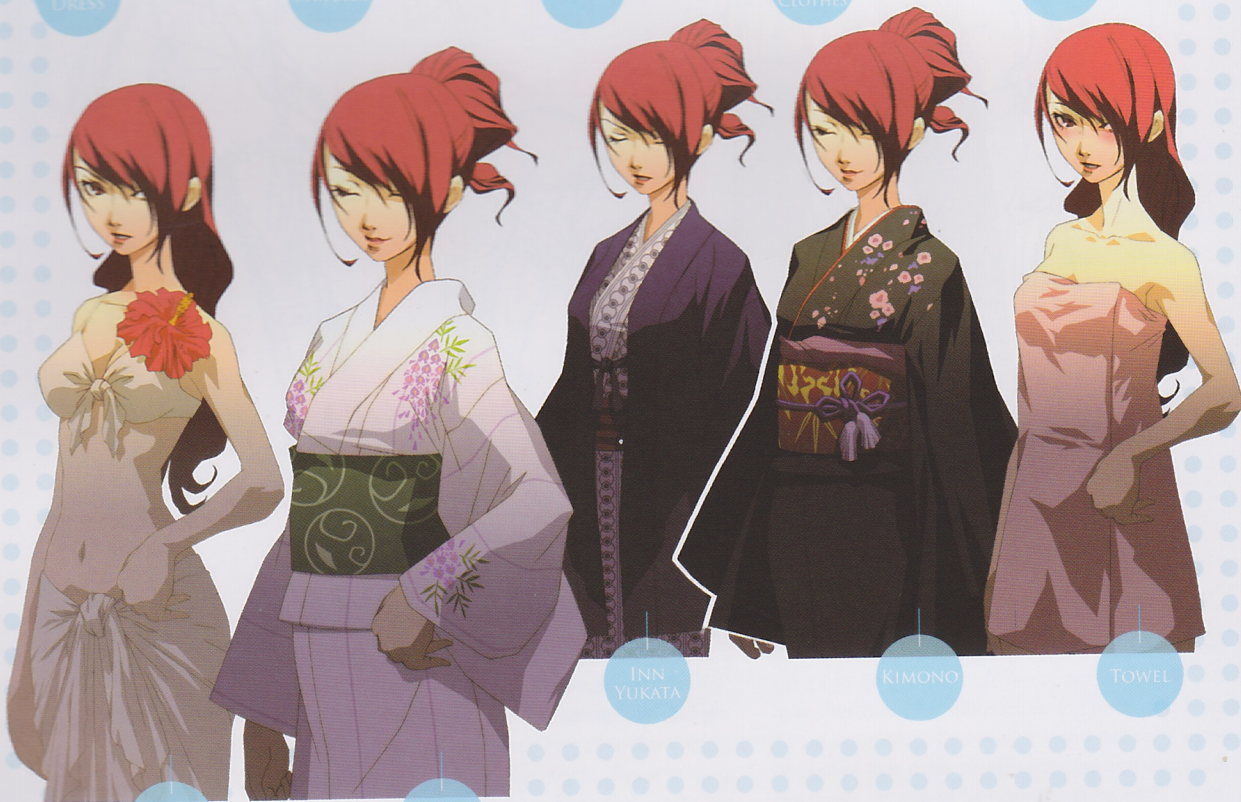
BATTLE DRESS

SUMMER UNIFORM

WINTER UNIFORM

SUMMER CASUAL CLOTHES

WINTER CASUAL CLOTHES



SWIMWEAR

YUKATA

INN YUKATA

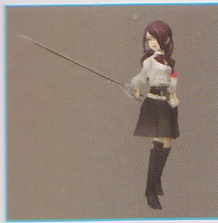
KIMONO

TOWEL

Designer's comment

Personally, I think Mitsuru's appeal is her weakness. The point that she is so hard on herself so often means she silently bears her worries and insecurities. When Mitsuru eventually opens up to the Hero, it emphasizes the fact that she is in fact human, which makes her that much more endearing. I think it was for this reason that I was more enthusiastic when it came to drawing her sorrowful facial expressions. [Soejima]

EQUIPMENT MODEL CG



One-handed sword: RAPIER



One-handed sword: SABER



One-handed sword: SHORTSWORD



One-handed sword: IRON PIPE

Facial Expression Gallery



NORMAL
(CLOSED EYES)



NORMAL



SMILE



ANGER
(CLOSED EYES)



ANGER



SORROW
(CLOSED EYES)



SORROW



SHY
(CLOSED EYES)



SHY

EVENT PLAYBACK

FATHER'S DEATH



When her father is killed by Ikutsuki right before her eyes atop the school observatory's roof, Mitsuru throws herself at her father's body, large teardrops falling shamelessly from her face.

MITSURU AND YUKARI



The two girls made a meaningful connection at Kamogawa. It was thanks to Yukari that Mitsuru was finally able to come to terms with her father's death.

AKIHIKO
SANADA

S.E.E.S. / SPECIAL EXTRACURRICULAR EXECUTION SQUAD

真田 明彦

なだ あきひこ

CHARACTER VOICE

HIKARU MIDORIKAWA

"ALRIGHT, SHINJI...
YOU WATCH FROM
THERE WITH MIKI.
I STILL HAVE
THINGS TO DO,
RIGHT?"

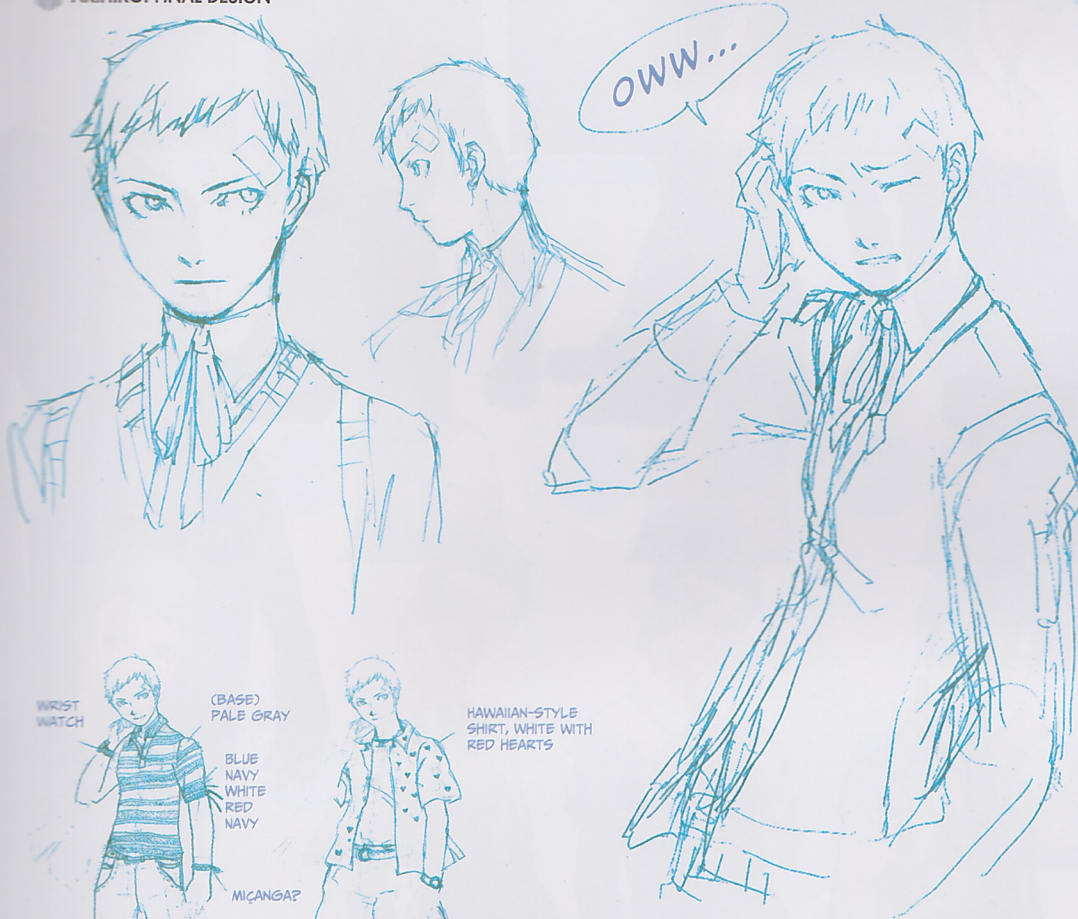


Akihiko was a quiet boy who grew up in an orphanage with his little sister. He met Shinjiro at the orphanage, and the two became close friends. At the age of nine, just before he was adopted by a wealthy family, Akihiko lost his beloved sister to an accident involving a fire. Haunted by the fact that he wasn't able to save his sister, Akihiko became obsessed with gaining strength. He even came to believe that perpetually blaming himself for the loss of his sister was the only way to atone for the weakness he saw within himself. Practical and goal-oriented, Akihiko's confident

air and ambitious attitude make him an obvious choice for a role model. This admirable front is just that, however, as Akihiko is obsessed with how others see him. After his best friend Shinjiro is killed, Akihiko is once again forced to face the devastation of sorrow, loss, and loneliness... but this time, he learns to accept these things in a healthy way, rather than drown himself in guilt and self-hatred. / HEIGHT: 175.5CM / BLOOD TYPE: A / BIRTHDAY: SEPTEMBER 22, 1991 / SIGN: VIRGO / HIGH SCHOOL, CLASS 3-C / CLUB: BOXING

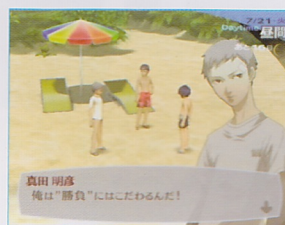
CONCEPT ART 01

AKIHIKO: FINAL DESIGN



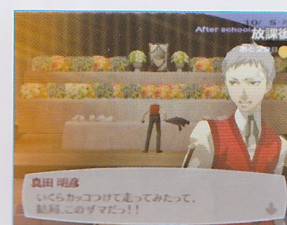
EVENT PLAYBACK

◆ CHALLENGE



Akihiko's desire to become stronger naturally resulted in a competitive personality. He hates to lose, even if the challenge involves picking up girls.

◆ ARAGAKI'S MEMORIAL



Akihiko was once again faced with the death of someone close to him. Despite losing his little sister, and then his best friend, Akihiko refused to give up.

COSTUME MODELS

BATTLE
DRESSSUMMER
UNIFORMWINTER
UNIFORMSUMMER
CASUAL
CLOTHESWINTER
CASUAL
CLOTHESSWIM-
WEAR &
T-SHIRTSWIM-
WEARINN
YUKATA

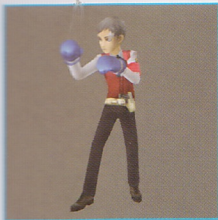
Designer's comment

Akihiko's design concept was simply "the cool senior". Since he is older than the other characters, I wanted to give him a mature appearance. He's one of those people who doesn't seem to pay too much attention to the way he dresses, yet still looks good. [Soejima]

CHARACTERS

AKIHICO SANADA

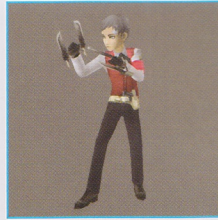
EQUIPMENT MODEL CG



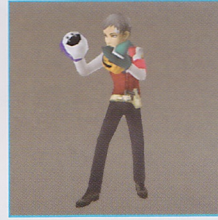
Fists: BOXING GLOVES



Fists: KNUCKLES



Fists: CESTUS



Fists: JACK GLOVES

FACIAL EXPRESSION GALLERY

● NORMAL
(CLOSED EYES)

● NORMAL

● SMILE
(CLOSED EYES)

● SMILE

● ANGER
(CLOSED EYES)

● ANGER

● SORROW
(CLOSED EYES)

● SORROW

● SURPRISE
(CLOSED EYES)

● SURPRISE

● FEARLESS
(CLOSED EYES)

● FEARLESS



● STRUGGLING

Designer's comment

Despite the fact that the concept behind Akihiko's character was "the cool senior", he turned into a surprisingly comical character once he was inserted into the game. (laughs) The development staff apparently enjoyed toying with Akihiko, so the more I tried to make him cool, the more they brought out his comical side... Still, he maintained his cool side where it counted, like in his scenes with Shinjiro. In the end, I believe Akihiko turned out to be a well-balanced character. [Soejima]

FUUKA
YAMAGISHI

S.E.E.S. / SPECIAL EXTRACURRICULAR EXECUTION SQUAD

山岸 風花

まぎし ふうか

CHARACTER VOICE
MAMIKO NOTO

"THE POWER TO
CONNECT PEOPLE,
EVEN WHEN
THEY'RE APART...
MY PERSONA HAS
GIVEN ME THIS
AMAZING GIFT."



Raised by parents who are branded "black sheep" by the rest of their family, Fuuka's worth was measured solely by her academic success. Fuuka did everything she could to please her parents, which resulted in an oppressed and dispassionate personality. She tries to avoid confrontation at all costs, and her lack of self-worth made her an easy target for bullies at school. Even in the face of her fellow students' cruelty, Fuuka was convinced that she could do nothing to change her circumstances. She simply closed her heart off and distanced herself from the world around her. Eventually,

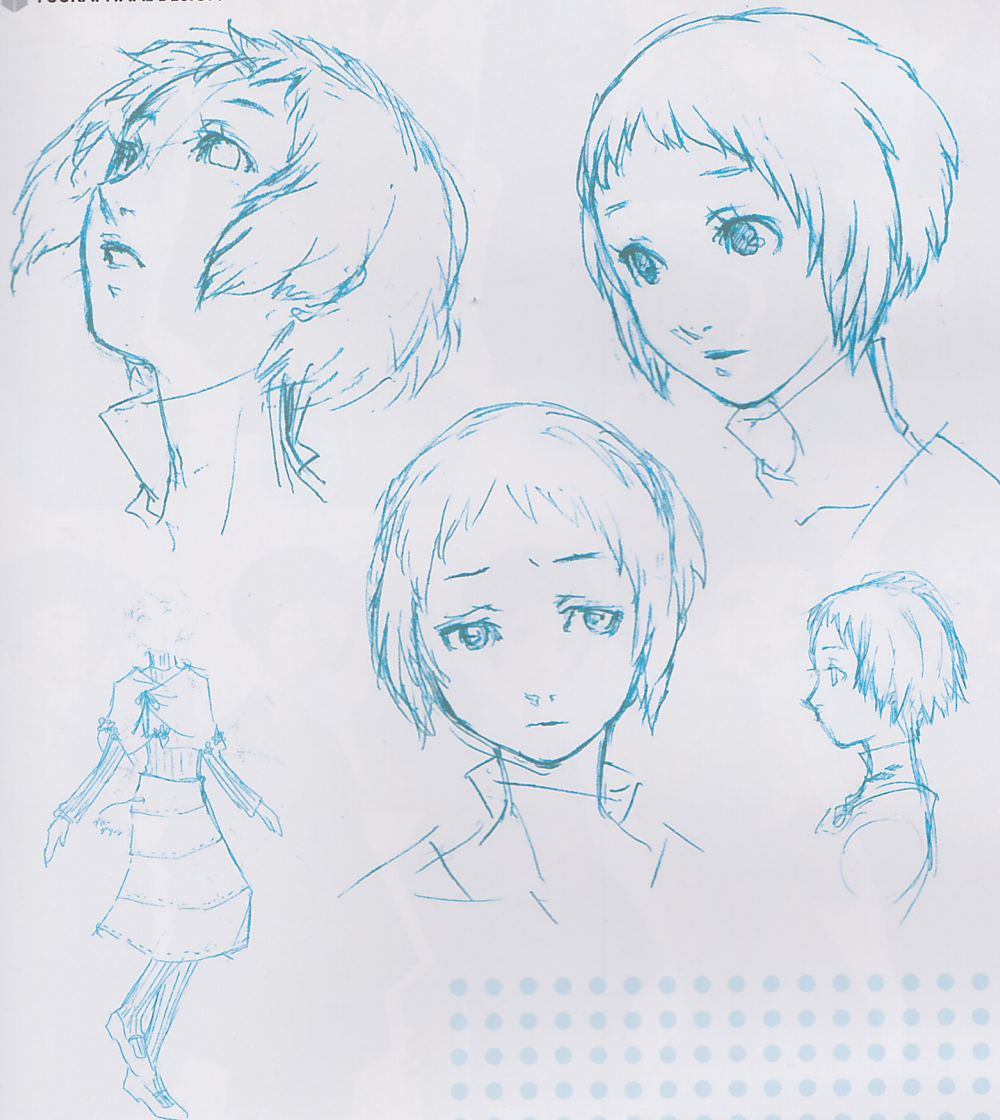
Fuuka gains a true friend, an event that teaches her to acknowledge the bonds between herself and others. This transformation grants Fuuka the inner endurance necessary to support and encourage her friends in times of hardship. With her newfound peace and sense of calm, Fuuka was better equipped to build and maintain powerful connections between people. Her Persona's ability reflects this side of Fuuka's nature. / HEIGHT: 152CM / BLOOD TYPE: O / BIRTHDAY: DECEMBER 22, 1992 / SIGN: CAPRICORN / HIGH SCHOOL, CLASS 2-E / CLUB: ANY CULTURAL

CHARACTERS

FUUKA YAMAGISHI

CONCEPT ART.01

FUUKA: FINAL DESIGN



FUUKA: CASUAL CLOTHES ROUGH DRAFT

Designer's comment

When designing Fuuka, I was careful not to make her too "weak". The clothes I designed for her don't reveal too much skin, and that gives her a sufficiently reserved look, so I made sure her facial expressions reflected her inner strength. [Soejima]

COSTUME MODELS



BATTLE DRESS



SUMMER UNIFORM



WINTER UNIFORM



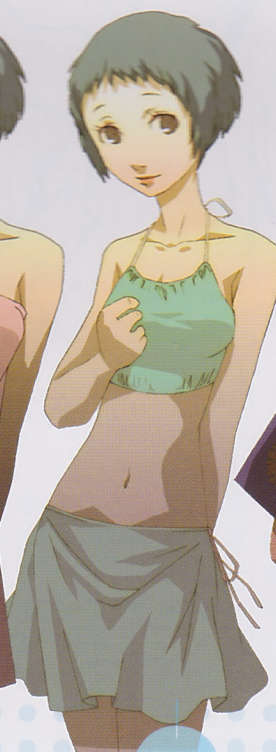
WINTER CASUAL CLOTHES



SUMMER CASUAL CLOTHES



TOWEL



SWIMWEAR



YUKATA



INN YUKATA



KIMONO

Designer's comment

During the early stages of design, I gave Fuuka a more cultish appeal by giving her colored eyeglasses with celluloid frames. This design was rejected on the grounds that she was not cute enough, and that's how we arrived at her final design. Fuuka's character design was a great match for her voice actor, Mamiko Noto, and she ended up being one of the more popular characters among the male staff members. [Soejima]

EMOTIONAL EXPRESSION GALLERY



EVENT PLAYBACK

◆ ESCAPE FROM TARTARUS ◆ PARTING WITH NATSUKI



Fuuka was locked in the school gymnasium by some bullies, and unwittingly wandered into Tartarus during the Dark Hour.



After her long social isolation, Fuuka had finally found a true friend. This relationship taught Fuuka the value of social bonds, so when it came time to part with her friend, Fuuka had the strength and maturity to do so.

AIGIS

S.E.E.S. / SPECIAL EXTRACURRICULAR EXECUTION SQUAD

アイギス

CHARACTER VOICE
MAAYA SAKAMOTO

"MY HIGHEST
PRIORITY IS TO BE
BY YOUR SIDE."

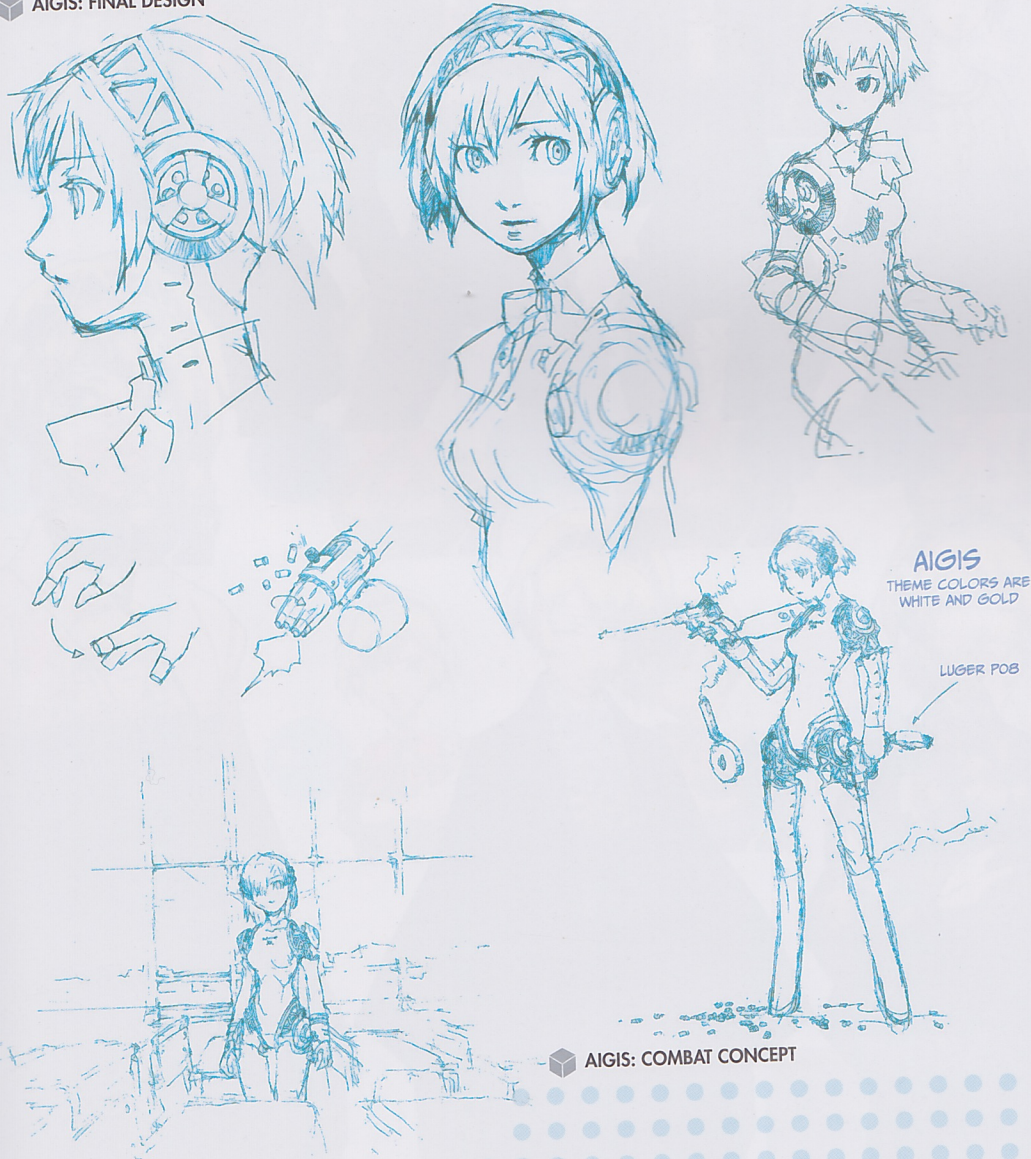


Aigis is an anti-Shadow weapon developed by the Kirijo Ergonomics Research Laboratory. She was built with a Papillon Heart, the most advanced artificial emotion processor in the world. The artificial personality generated by the Kirijo Group's technology grants Aigis the ability to summon a Persona. Aigis was designed to be so human-like that she suffers from the same psychological instability and insecurity that one might find in a real human being. As an android, she is programmed to follow commands, but she recognizes that she lacks self-affirmation, and this leads to inner turmoil. Her personality can be described as passive-aggressive, overly cautious, and dependent, which results in an inferiority complex and no sense of self-worth. Aigis is easily overcome with anxiety, and she will often overreact to this anxiety. She shows

tendencies of self-destructive behavior, but at the same time will seek out safety. Believing that the value of her existence can only be measured by how much people seem to care about her, she will often intentionally place herself in sadistic situations. Eventually, Aigis learns to accept herself for who she is. She learns to trust herself as well as others, to live with the spirit of independence as well as harmony. With a solid understanding of the value of cooperation, Aigis starts to view others as equals. Once true bonds of friendship are forged, Aigis proves herself to be a trustworthy friend who displays a limitless amount of devotion, loyalty, responsibility, and strength. / HEIGHT: 162CM / DATE OF MANUFACTURE: FEBRUARY 2000 / INITIAL ACTIVATION DATE: SEPTEMBER 10, 2000 / HIGH SCHOOL, CLASS 2-F / CLUB: NONE

CONCEPT ART.01
the art works of persona3

AIGIS: FINAL DESIGN



AIGIS: COMBAT CONCEPT

Designer's comment

Since "Persona 3" is set in the present, Aigis may seem a little out of place, but as far as trying to hammer out a new vibe for the series, I think she may have been one of the most important characters in the game. This is probably the reason I took extra time with her character design. I wanted to create a very honest visualization of a manga interpretation of a "robot", so I intentionally did not get too detailed with the mechanical aspects of her design. [Soejima]

Characters

COSTUME MODELS



SUMMER DRESS



NORMAL



BATTLE DRESS



WINTER UNIFORM



YUKATA



INN YUKATA



KIMONO

Designer's comment

As far as popularity among the staff goes, Aigis and Mitsuru were pretty much equals. The person working on her over at the anime company also seemed to take a shine to her, and as a result, the animated Aigis retained all of the small details I had put into her design. [Soejima]

EQUIPMENT MODEL CG



Firearm: MACHINE GUN



Firearm: RIFLE



Firearm: CANNON



Firearm: ROCKET PUNCH

SACIAL EXPRESSION GALLERY



● NORMAL
(CLOSED EYES)



● NORMAL



● SMILE
(CLOSED EYES)



● SMILE



● ANGER
(CLOSED EYES)



● ANGER



● SORROW
(CLOSED EYES)



● SORROW



● VOID

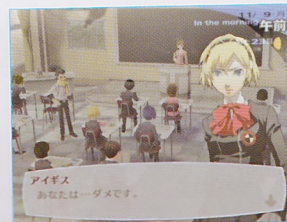
EVENT PLAYBACK

◆ MECHANICAL MAIDEN



The recently reactivated Aigis was searching for the Hero when she was found by Junpei and the others, who were on a quest to pick up girls. None of them could have imagined just how fateful this encounter would prove to be.

◆ RYOJI AND AIGIS



When Ryoji shows up as a transfer student, Aigis claims that he is dangerous. Her puzzling claim would later prove to be very accurate indeed.

KOROMARU

S.E.E.S. / SPECIAL EXTRACURRICULAR EXECUTION SQUAD

コロマル

ろまる【虎狼丸】

CHARACTER VOICE

CONCEPT ART.01

the art works of persona3



KOROMARU: EARLY ROUGH SKETCH

Raised by a monk of the Naganaki Shrine, Koromaru is an albino Shiba Inu. Being an albino meant that Koromaru was born physically weaker than normal dogs, so the monk originally named him "Koroumaru", a name which references both the tiger and the wolf, hoping to infuse some strength into the young pup. After the death of the monk, Koromaru was seen walking the course he and his master used to walk together on a daily basis. Koromaru is a trustworthy dog who has a strong sense of responsibility, and cares deeply for his friends and family. As is natural for all dogs, Koromaru seeks out an alpha presence,

someone who is bigger and stronger than he, so that he can feel safe. For Koromaru, a "master" is the symbol of absolute authority. But this dependence on a master should not be mistaken for weakness, as true dependence is rooted in trust, and nothing requires more strength than pure trust. The powerful bond Koromaru builds with a master also means that he will suffer a greater sense of loss if he is ever separated from his master. Koromaru needs to feel united with a worthy master in order to gain true emotional stability and independence. For Koromaru, joining S.E.E.S. was the first step toward healing his broken heart.

CHARACTERS
KOROMARU

EQUIPMENT MODEL CG



Short blade: KUNAI



Short blade: KNIFE



Short blade: CUTTER



Short blade: BONE

FACIAL EXPRESSION GALLERY

NORMAL
(CLOSED EYES)

NORMAL

SORROW
(CLOSED EYES)

SORROW



ANGER

Designer's comment

We wanted Koromaru to be visually unique, and the character design process started off with a vote about which dog breed he would be. The choices included breeds like the Shiba Inu, Dalmatian, and Husky. Obviously, the Shiba Inu won. I had a lot of fun with his "uniform", and I also made sure to give off the vibe that dogs find human clothes to be annoying. [Soejima]

COSTUME MODELS



NORMAL

BATTLE DRESS

EVENT PLAYBACK

◆ ENCOUNTER



In order to protect his master's resting place, Koromaru faced a Shadow alone. The brave dog was then rescued by Fuuka and the others, and accepted into S.E.E.S.

◆ INTERPRETER



Aigis made verbal communication between Koromaru and the human members of S.E.E.S. possible, but words aren't always necessary when it comes to trusted allies.

KEN
AMADA

S.E.E.S. / SPECIAL EXTRACURRICULAR EXECUTION SQUAD

天田 乾

あまだ けん

CHARACTER VOICE
MEGUMI OGATA

"I'LL MAKE YOU
REMEMBER WHAT
YOU DID TO HER!"



Ken's parents got a divorce soon after he was born, and his mother got full custody. Ken's mother was killed when he was only nine years old, in an incident where Aragaki lost control of his Persona. Ken swore vengeance, and was willing to lie, cheat, and betray in order to achieve his goal. Obsessive and sadistic, Ken proved to be surprisingly destructive for his age. Joining S.E.E.S. was just another part of his plan for revenge, a plan he chose to execute during one of their missions. Ken had planned to take his own life after killing Aragaki, but didn't

get the chance to do either. Aragaki's unexpected death forced Ken to come to terms with his past. By casting off his dark obsessions, Ken was finally able to regain his individuality and purity. Aragaki's death taught the young boy that living off of hatred was not living at all, and for the first time since his mother's death, Ken was able to let his pain go. This was a major milestone in Ken's journey from childhood to adulthood. / HEIGHT: 140CM / BLOOD TYPE: AB / BIRTHDAY: JUNE 24, 1998 / SIGN: CANCER / ELEMENTARY SCHOOL, CLASS 5-A / CLUB: NONE

CONCEPT ART.01
the art works of persona 3

AMADA: FINAL FACE DESIGN



AMADA: EARLY ROUGH SKETCH

Designer's comment

With Ken, I went all out with the image of "a young boy". Though he has the name "Ken" in the game, I always just labeled my illustrations of him "the Amada boy". (laughs) "Persona 3" takes place in a modern setting, but I included some nostalgic traits in Ken's design, like his shorts. You don't see kids running around in classic shorts as much as you used to, but I decided to go with the more traditional archetype in this aspect. [Soejima]

COSTUME MODELS



BATTLE DRESS



SUMMER UNIFORM



WINTER UNIFORM



SUMMER CASUAL CLOTHES



WINTER CASUAL CLOTHES

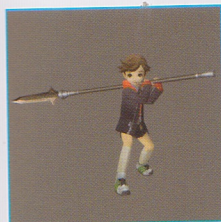
Designer's comment

Amada is physically small, but he makes up for it in battle through his exaggerated actions. This excessive activity made him look so cute in the game that he was quite popular among the staff members. His voice actor, Megumi Ogata, did such a great job of expressing Ken's personality that he turned out to be a genuinely appealing character. [Soejima]

CHARACTERS

KEN AMADA

EQUIPMENT MODEL CG



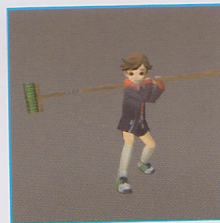
● Polearm: SPEAR



● Polearm: GLAIVE



● Polearm: JAPANESE SPEAR

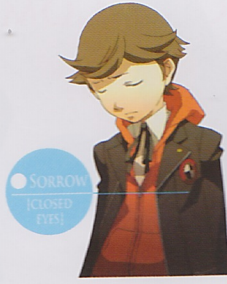


● Polearm: PUSH BROOM

FACIAL EXPRESSION GALLERY

● NORMAL
(CLOSED EYES)

● NORMAL

● SORROW
(CLOSED EYES)

● SORROW

● ANGER
(CLOSED EYES)

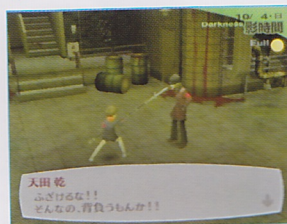
● ANGER

● SMILE
(CLOSED EYES)

● SMILE

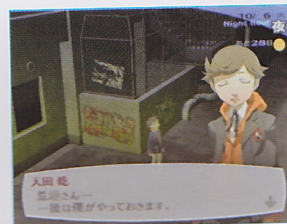
EVENT PLAYBACK

◆ REVENGE



Ken revealed his intentions to Aragaki, who seemed quite willing to accept what was coming. Then, tragedy struck.

◆ KALA-NEMI AWAKENS



Ken felt lost and empty after Aragaki's death, but Sanada's words were able to help the young boy not only accept the past, but overcome it in order to live for the future.

SHINJIRO
ARAGAKI

S.E.E.S. / SPECIAL EXTRACURRICULAR EXECUTION SQUAD

荒垣 真次郎

あらがき しんじろう

CHARACTER VOICE
KAZUYA NAKAI"TCH... DON'T COME
HERE AGAIN."

Shinjiro grew up in the same orphanage as Akihiko, and the two boys shared a bond that was stronger than familial ties. Shinjiro used to be a cheerful boy, but when Akihiko lost his sister in a fire, Shinjiro matured almost overnight in order to be the pillar of support that his best friend needed. Shinjiro joined S.E.E.S. during his first year of high school. His stellar S.E.E.S. career was cut short when he lost control of his Persona, the result of which was the death of Ken's mother. Shinjiro knew the pain of losing a loved one all too well, and his sense of guilt led him down a misguided path of atonement, involving isolation, self-hatred, and Persona

suppressants. Shinjiro started taking the Persona suppressants in an attempt to forget who he was, and he also accepted the inevitable drug-induced death as a way of atoning for his crime. Gradually, however, Shinjiro came to believe that allowing Ken to have his revenge would be the only way to truly atone for what had happened. Despite the confrontational attitude he adopted to keep others from getting too close, Shinjiro never lost the desire to care for and help his best friend. / HEIGHT: 177CM / BLOOD TYPE: A / BIRTHDAY: AUGUST 11, 1991 / SIGN: LEO / HIGH SCHOOL, CLASS 3-C / REFUSES TO ATTEND SCHOOL

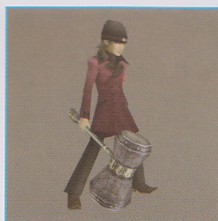
EQUIPMENT MODEL CG



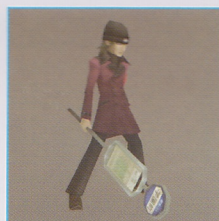
Blunt: MACE



Blunt: AXE



Blunt: HAMMER



Blunt: BUS STOP SIGN

FACIAL EXPRESSION GALLERY



NORMAL
[CLOSED
EYES]



NORMAL



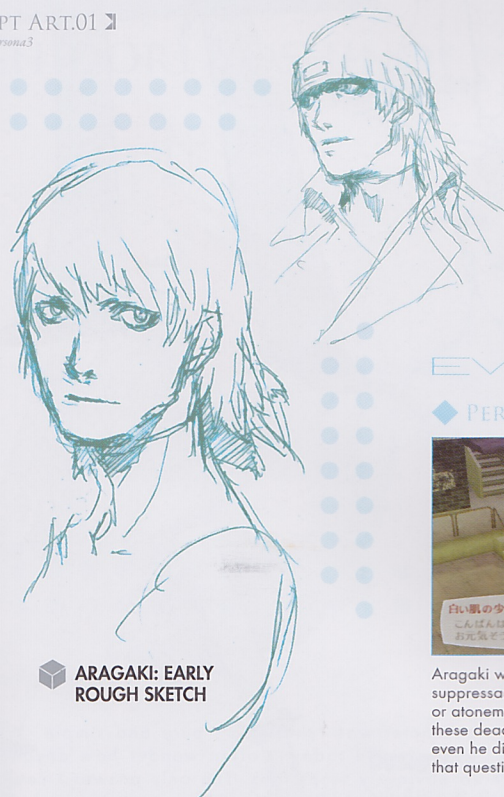
SHOUT

Designer's comment

Aragaki's design was based on a photo of some band that I saw somewhere. It wasn't so much their fashion that inspired Aragaki's character, but rather the sort of deep and heavy air that they had. When a character's very way of life can be considered art, it makes for an awesome character. Aragaki was my favorite male character to draw, so it was unfortunate that he didn't have many scenes in the game. [Soejima]

CONCEPT ART.01

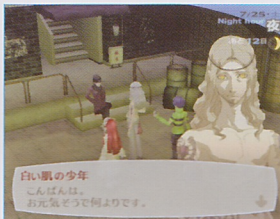
the art works of persona3



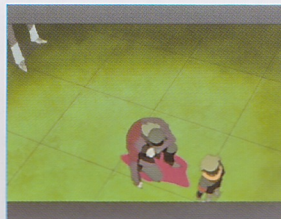
ARAGAKI: EARLY
ROUGH SKETCH

EVENT PLAYBACK

◆ PERSONA SUPPRESSANTS ◆ HIT



Aragaki was getting Persona suppressants from Strega. Was it fear or atonement that drove Aragaki to these deadly pills? It is possible that even he did not know the answer to that question.



In the end, it was the bullet fired by Takaya that took Aragaki's life. Though his legacy would live on through the heart of a young boy, it is unclear whether Aragaki was aware of this redeeming fact.

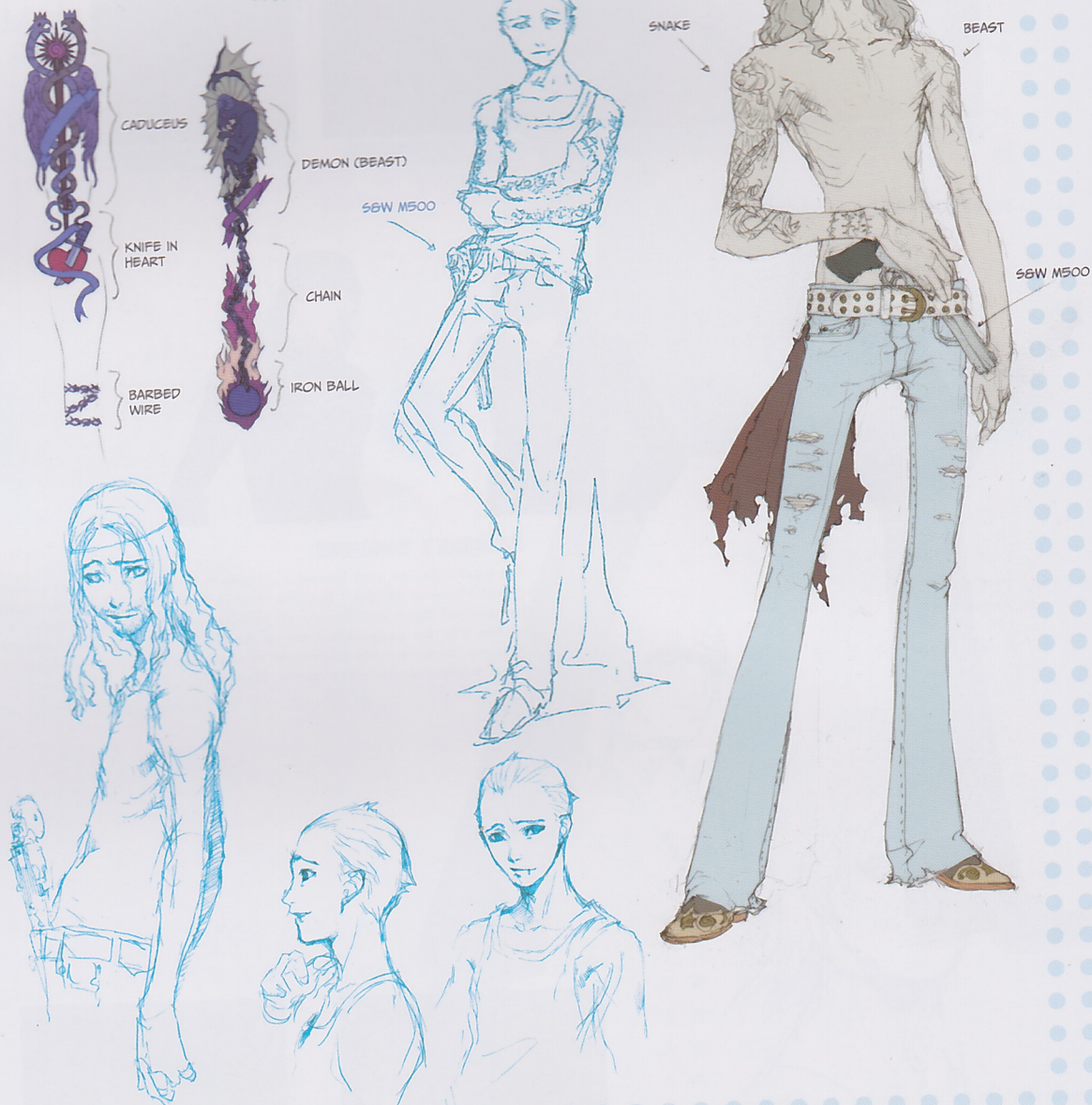
SUB CHARACTERS
サブキャラクターラフ画

From obvious antagonists and unexpected traitors to other souls brought together by a secret fate... this section covers concept art for the other characters in the story, and offers some insights into how these characters came to be.

STREGA LEADER

TAKAYA SAKAKI

榊貴隆也



Designer's comment

The concept behind Takaya's character was "charisma", pure and simple. When I look at some of the "cult leaders" in the world today, I often wonder how anyone could be deceived by people who are so obviously suspicious. The only answer I could come up with was that they are highly charismatic individuals. Charisma is an undeniable force with which they can draw people in just as easily as wealth and power. Takaya actually started off as a cool and handsome guy, but as I tried to make him seem more and more "wrong", he gradually degraded into... this. (laughs) [Soejima]

STREGA

JIN SHIRATO

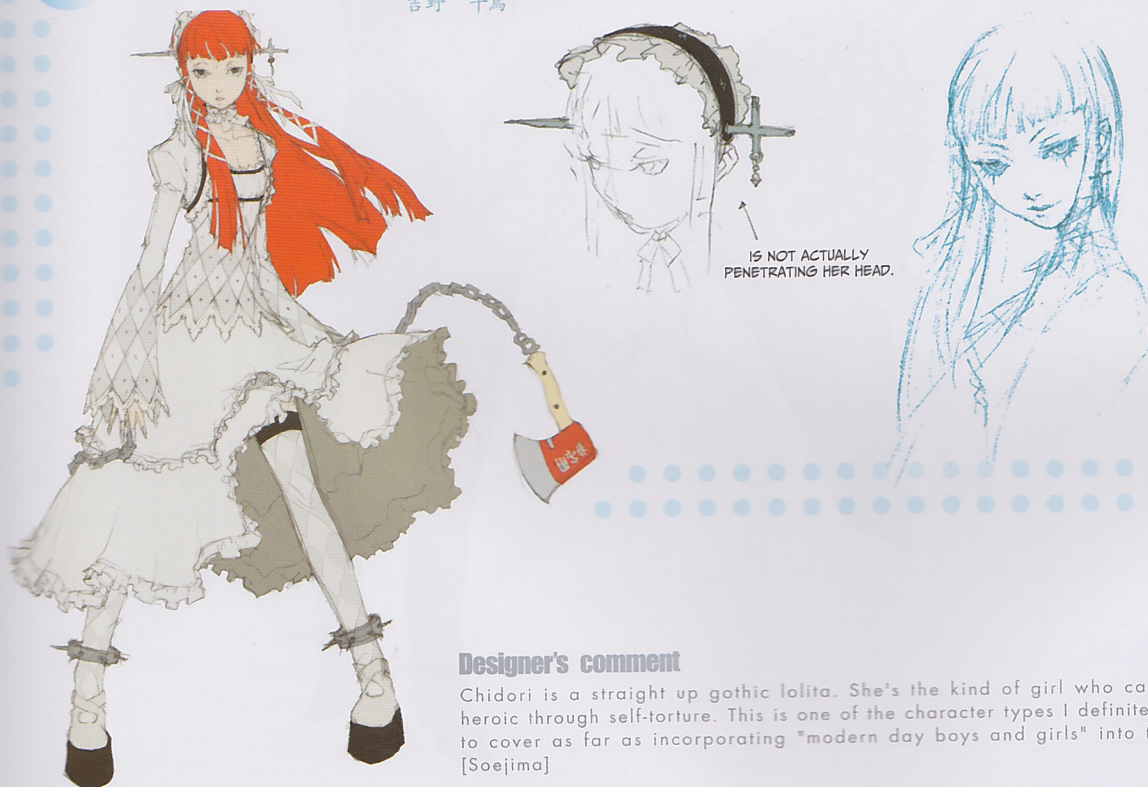
白戸 陣



STREGA

CHIDORI YOSHINO

吉野 千鳥



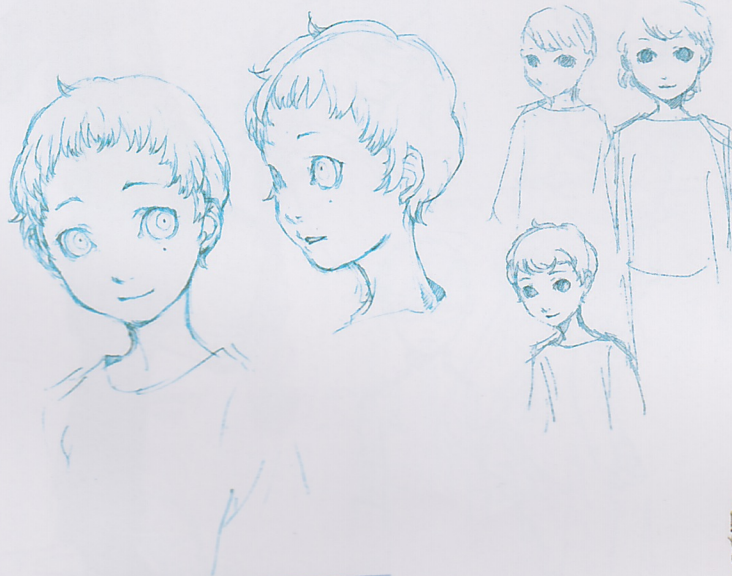
Designer's comment

Chidori is a straight up gothic lolita. She's the kind of girl who can become heroic through self-torture. This is one of the character types I definitely wanted to cover as far as incorporating "modern day boys and girls" into the game. [Soejima]

MYSTERIOUS BOY

PHAROS

ファールロス



FORMER LEADER OF KIRIJO GROUP

KOUETSU KIRIJO

桐条鴻悦



MEERSCHAUM
PIPE

CURRENT LEADER OF KIRIJO GROUP

TAKEHARU KIRIJO

桐条武治



CHAIRMAN OF THE BOARD OF GEKKOUKAN

SHUJI IKUTSUKI

幾月修司



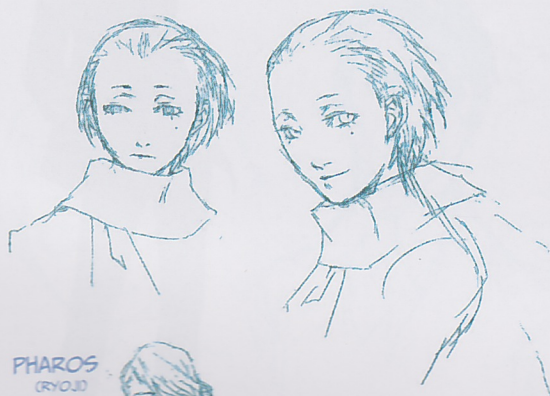
Designer's comment

I dressed Pharos in pajamas that look like a prison outfit in order to convey the idea that he is trapped within the Hero. As for Grandpa Kirijo, I admit that I may have made him look a touch too "villainous". I personally can't deal with the fact that this guy is Mitsuru's grandfather. (laughs) With Ikutsuki, I was aiming for one of those adults that your instincts tell you not to trust. You know the kind... he seems like such a nice guy, but his smiles never reach his eyes. [Soejima]

TRANSFER STUDENT

RYOJI MOCHIZUKI

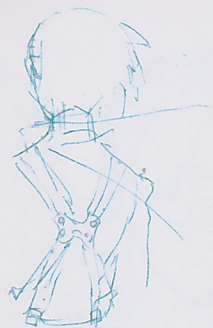
望月綾時



PHAROS
(RYOJI)



BLACK AND GOLD
(FINAL BOSS
COLORS)



Designer's comment

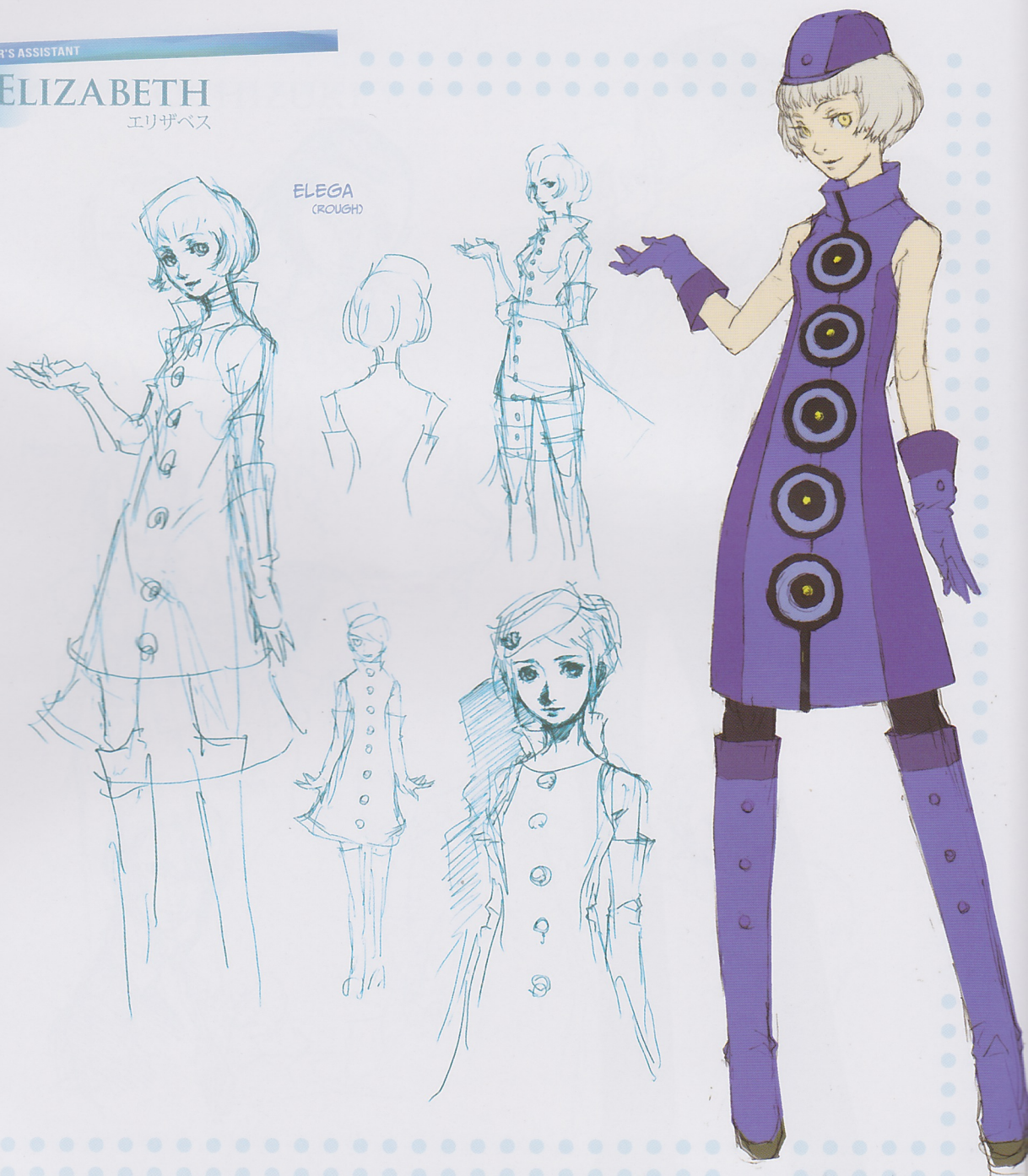
The design for the final boss, Nyx Avatar, was done first, so I basically designed Ryoji to be the "human version" of Nyx Avatar. The initial concept for Ryoji's design was "night", and he looked more like some guy who works at a host club, but I later decided that this made him seem way too fishy. So I made Ryoji brighter and full of life, but at the same time hinted at some kind of inner frailty, hoping that it would make the player's choice near the end all the more poignant. [Soejima]



IGOR'S ASSISTANT

ELIZABETH

エリザベス

ELEGANT
(ROUGH)

Designer's comment

The concept behind Elizabeth's character was "an elevator girl", so I went for a retro futuristic costume with some '70s flavor. She reminds me of the Cheshire Cat. Being the most powerful character in "Persona 3" earned Elizabeth a different kind of popularity among the staff than what Aigis and Mitsuru enjoyed. [Soejima]

OWNER OF BOOKSTORE

BUNKICHI

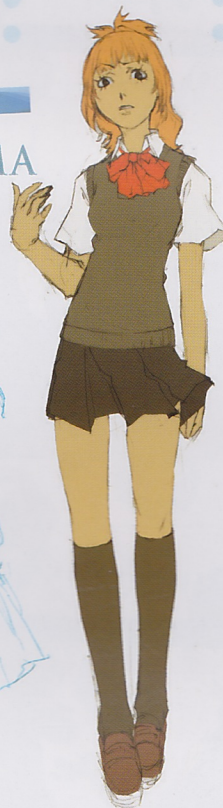
文吉爺さん



FUUKA'S CLASSMATE

NATSUKI MORIYAMA

森山夏紀



OWNER OF BOOKSTORE

MITSUKO

光子婆さん



STUDENT

AKINARI KAMIKI

/ BEBE

神木秋成 / ベベ



Designer's comment

Each of the community characters has their own unique story, so I enjoyed making each character design just as unique. In the case of Kamiki and Bebe, however, I apparently went a bit too "unique", and was asked to revisit their designs. If we had gone with my initial design for Kamiki, I doubt he would have been as popular as he turned out to be. (laughs) [Soejima]

SUB CHARACTERS
サブキャラクター CG集

The effect that meaningful communication has on the heart is conveyed through facial expressions, which are like ripples on the surface of water. The characters' varying facial expressions offer the player a valuable glimpse into their thoughts.

TAKAYA

STREGA LEADER



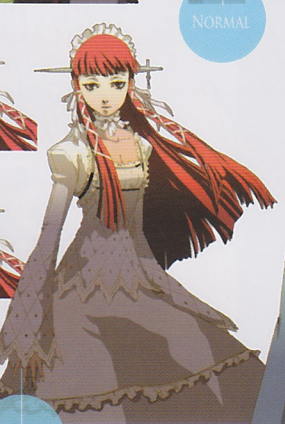
JIN

STREGA



CHIDORI

STREGA



PHAROS

MYSTERIOUS BOY

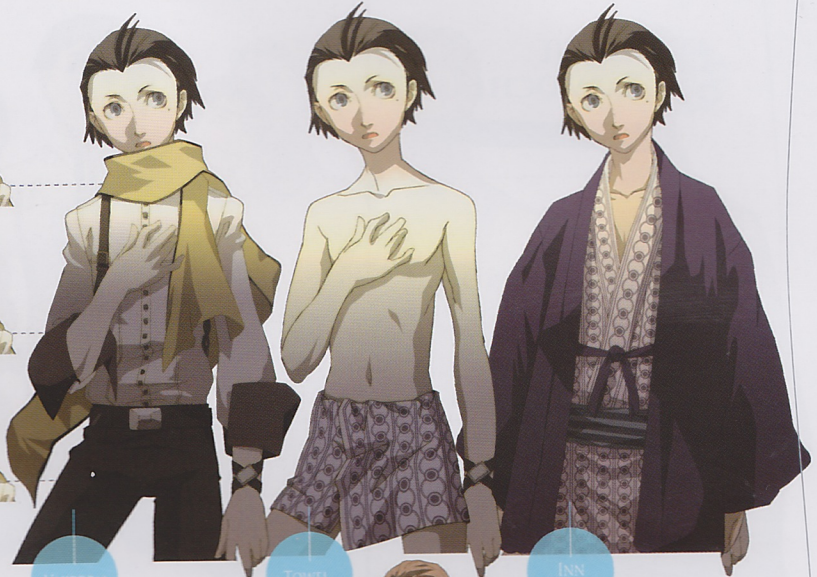


HOSPITAL CLOTHES

CHARACTERS

RYOJI MOCHIZUKI

TRANSFER STUDENT



SHUJI IKUTSUKI

CHAIRMAN OF THE BOARD OF GEKKOUKAN



IGOR

PROPRIETOR OF THE VELVET ROOM



ELIZABETH

IGOR'S ASSISTANT



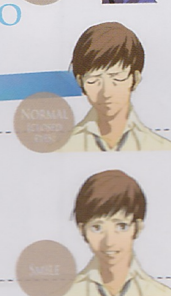
TAKEHARU KIRIJO

CURRENT LEADER OF KIRIJO GROUP



EIICHIRO TAKEBA

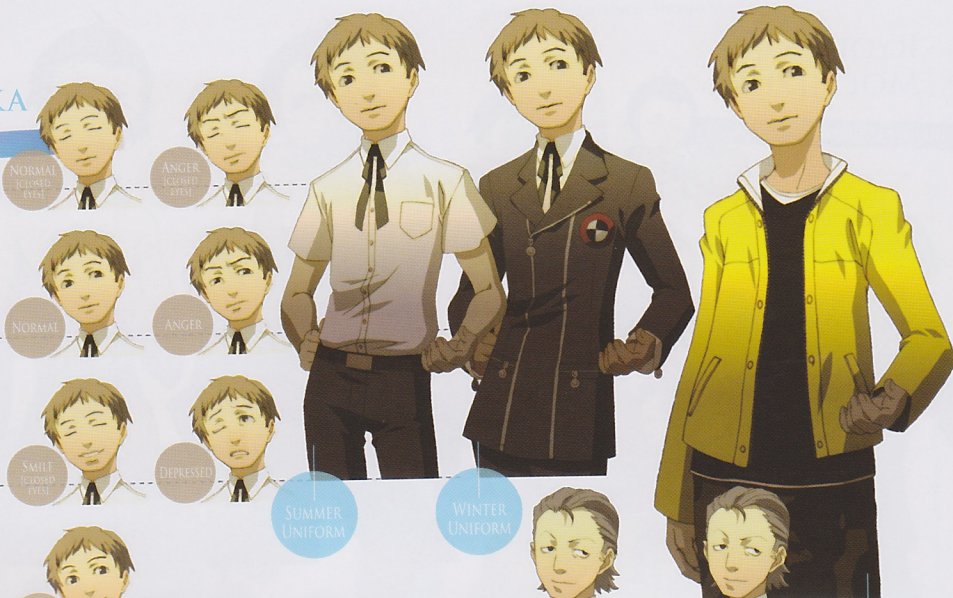
YUKARI'S FATHER



Chapter 1
Characters

KENJI TOMOCHIKA

CLASSMATE



SUMMER
UNIFORM

WINTER
UNIFORM

CASUAL
CLOTHES

HIDETOSHI ODAGIRI

STUDENT COUNCIL



SUMMER
UNIFORM

WINTER
UNIFORM

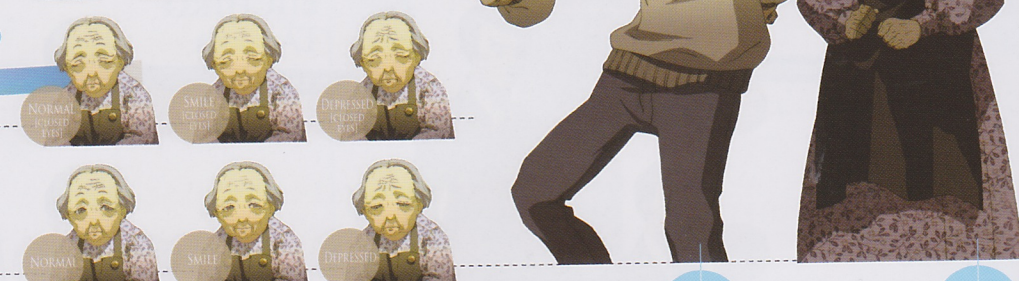
BUNKICHI

OWNER OF BOOKSTORE



MITSUKO

OWNER OF BOOKSTORE



NORMAL

NORMAL

CHARACTERS

KAZUSHI MIYAMOTO

ATHLETIC CLUB



GYM CLOTHES



SWIMMING CLUB



TRACK & FIELD CLUB



KENDO CLUB

CHIIHIRO FUSHIMI

STUDENT COUNCIL TREASURER



SUMMER UNIFORM



WINTER UNIFORM



CASUAL CLOTHES

MAIKO

GIRL AT SHRINE



NORMAL

Chapter 1
Characters

PRESIDENT TANAKA

PRESIDENT OF MEGA-CORP. COMPANY



NORMAL



SUMMER UNIFORM



CASUAL CLOTHES

YUKO NISHIWAKI

CLUB MANAGER



GYM CLOTHES



WINTER UNIFORM



BEBE

FOREIGN EXCHANGE STUDENT



SUMMER UNIFORM



CASUAL CLOTHES



WINTER UNIFORM

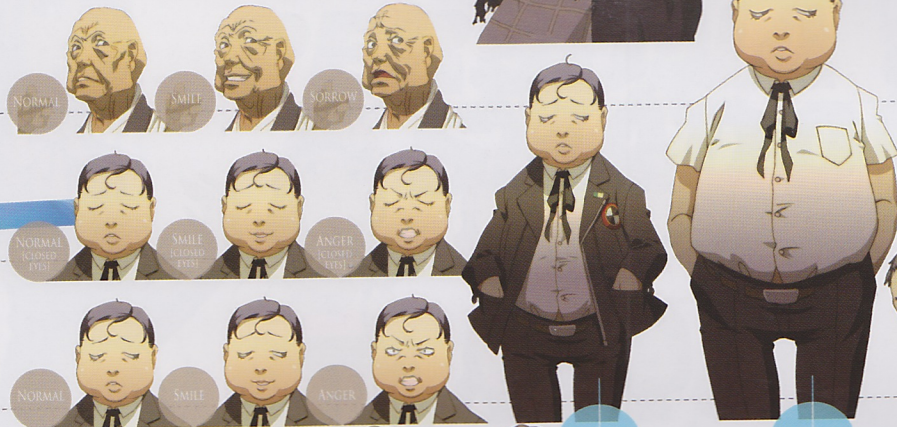
MUTATSU

UNCONVENTIONAL MONK



NOZOMI SUEMITSU

GOURMET KING



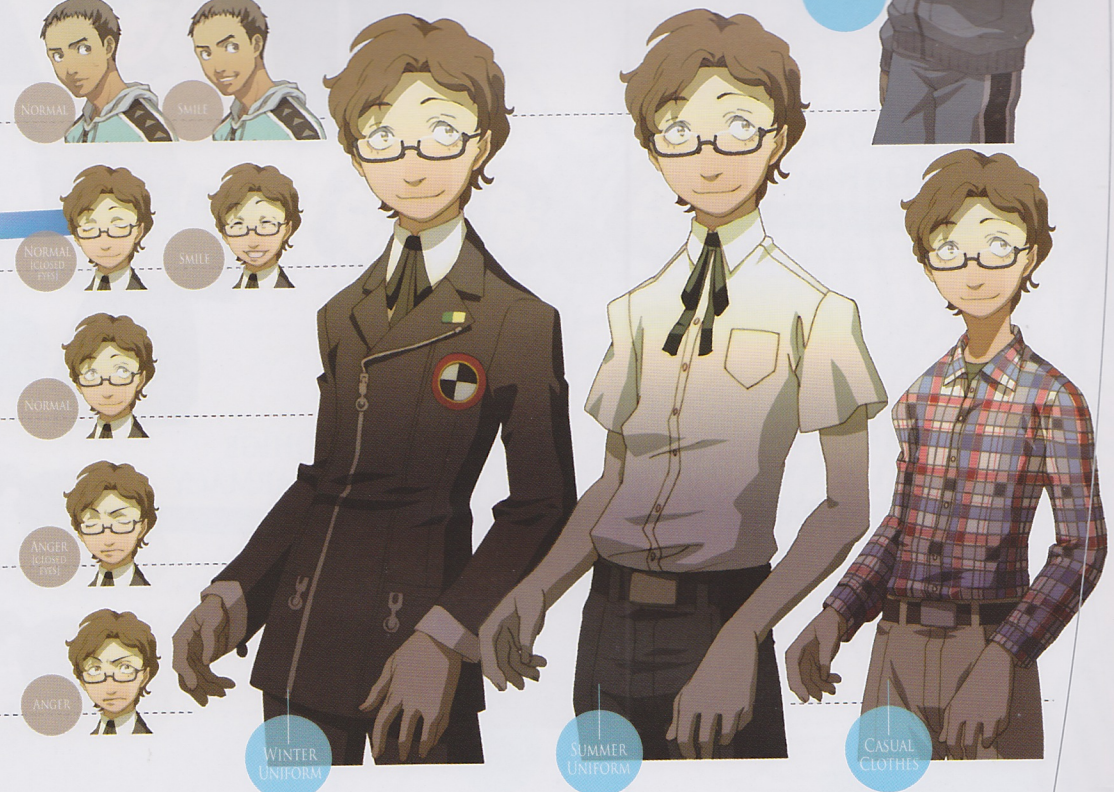
MAMORU HAYASE

TOP ATHLETE OF ANOTHER SCHOOL



KEISUKE HIRAGA

CULTURAL CLUB



Characters

AKINARI KAMIKI

DYING YOUNG MAN



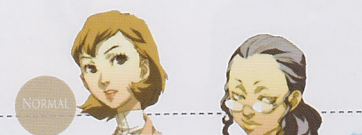
NATSUKI MORIYAMA

FUUKA'S CLASSMATE



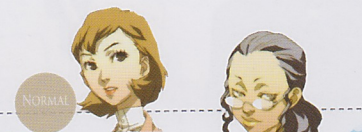
ISAKO TORIUMI

FEMALE HOME ROOM TEACHER



SHINSHOUDO ANTIQUES

SHOPKEEPER



AOHIGE PHARMACY

SHOPKEEPER

