

PR:P - Jessie

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# Jessie

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Jessie is one of the eight main [expendables](#) from [Project Revive](#). She is the team's scavenger, and her role primarily involves looking for items around the Blacksite and lending any spare items to the rest of the team.

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PR-0000-05

Jessie

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Appearance

Jessie is a short woman with actual white skin. The white skin is a result of her being from an alternate universe — in her original universe, she is pale, a mix of Canadian and Chinese descent. Her hair is medium-length black, and she wears a witch-like hat on her head.

Her white arms are adorned with markings: blue on her left arm and yellow on her right. On her face, she wears a bandage on her cheek, and she also has a black star on her cheek. Jessie also has heterochromia, matching the colour of her arms' markings.

Her EXR-P uniform consists of stylish black overalls and a black collared Expendable Urbanshade shirt underneath. Her pants are ripped like jeans, and she wears black boots on her feet. Jessie also wears a dangling earring taken from a piece of [Z-2 \(The Crystal\)](#) in Run #248, Jessie's first run. She also wears a necklace with a black key on it. Separately, Jessie wears a beaked mask on her hat, resembling a bird, like a crow or a raven. When Narrator takes control of her body, she puts the mask on to symbolise it visually.

Personality

Jessie is selfless, kind, and acts as the moral support of the group. After everything she has been through, she remains optimistic through it al, even though she prone to getting lost in the Blacksite easily. When it comes to rules, she is quite rebellious, but not in a way that would hurt anyone around her, but in a way that benefits the entire group.

She is much less traumatised compared to the other members of the team because of Narrator's ability to wipe her memories. This is what helps her be the group's morale support despite going through so many runs.

She has a love for [Deep Sea Bunnies](#) and any creatures that are typically cute, which is why she owns two birds from her universe. Jessie also enjoys hoarding. She is always looking through



INFORMATION

Aliases	<i>Narrator*</i> Jess PR-0000-03
Position	Urbanshade: Hadal Division EXR-P EXR-P: Group Scavenger
Voiced by	<a href="#">Sally Amaki</a> <i>Kiriko from Overwatch</i>
Portrayed by	Mine_Emeralds

PERSONAL INFORMATION

Gender	Female
Pronouns	She/Her
Species	Human

Urbanshade

▼

Pressure UGC

Pressure Soundtrack

Official Pressure  
Discord Server

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Discord Server

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drawers for things to give to the group, especially Quill, as she loves scavenging for stuff in the Blacksite. Another thing she loves is gambling; always excited whenever the group encounters the [gambling room](#).

Date of Birth	March 7, 2001 (23:58)
Place of Birth	Vancouver, Canada
Ethnicity	Chinese, Canadian
Nationality	Canadian
Age	24
Blood Type	O+
Height	5'8"
Weight	131 lbs
SIGNATURE INFORMATION	
Item	Lantern
Entity	Candlebrute

# Lore

## Background

Jessie ██████ was born in Vancouver, Canada, on March 7th, 2001, at 11:58 pm. She was born in a separate universe from the main Project Revive: Pressure team. Jessie was born into a rich and powerful family with her twin sister, Tina ██████. Her father, Ricky ██████, was a politician, going on to become the Vice President of the Canada in 2012. Jessie's mother, Ashley ██████, was a scientist who specialised in astronomy, also known as space sciences.

Over the years, Jessie grew up obsessing over magic and how she would obtain it, or even invent it. Her father would get stressed about his career constantly, even debating whether or not he should quit. This stress, along with his dislike for Jessie's fascination with magic, caused him to abuse Jessie and her twin sister physically.

Through this abuse, Jessie was hallucinating a friend to help her get through it. This hallucination was who we now know as Narrator. These hallucinations concern Jessie's mother, so she began prescribing her daughter medication to get rid of these hallucinations. This caused Narrator to stop showing up, leading to Jessie's decline in her mental state and desire to have her friend back.

After having had enough of her father's abuse and her mother's misunderstandings, Jessie decided to tell her mother about the abuse. Ashley decides to confront Ricky about the abuse, and he reacts surprisingly calmly. Not wanting to ruin Ricky's reputation, Ashley keeps quiet about it. Behind the



scenes, the abuse from Ricky gets worse, especially since Jessie told her mother everything. Jessie receives most of the beatings rather than Tina, so she receives many scars, prominently on her back and legs.

One night, Ricky is driving while drinking and runs over and kills a little girl named Anna Bell, the daughter of a man named Chris Bell, who had to watch his daughter die in front of him. In an attempt to expose Ricky for his crimes, the judge concluded that he did nothing wrong, and that Anna jumped in front of his car — this was because the judge was paid off to let him off scott-free, and especially because he was the vice president of the country. After this, Chris was furious, and decides to start the 'Anna Bell Foundation,' a foundation to rehabilitate those who have lost their children. However, in reality, this foundation was a rebellion against the corruption of the government.

In the background, a meteor hit and destroyed three cities in Western Canada, however, the meteor was barely a metre wide, but it was glowing unnaturally. Ashley, Jessie's mother and the head scientist at her organisation, take the meteor back to their headquarters before anyone notices them, and they begin to run experiments on it. Meanwhile, a spy from an enemy lab finds out that they are withholding valuable information about the meteor and using it for themselves and selling it off to the government, since the spy saw Ricky and Ashley looking at the meteor. After taking photos of the lab and a bunch of documents, they leak it to the Anna Bell Foundation, who leaks it to the public.

There are many protests, and the government sends in the military to settle everyone down. Unprompted, the military began killing the protesters, which sent the country into chaos and anarchy. Everyone wants to kill Ricky, as it was revealed that he was the one who ordered the military to start killing protesters. Chris leads the charge, finding him with Tina. They both start running, but Ricky hides in the bushes, leaving Tina to die by the hand of the citizens.

Broadcasted on live television, Tina is tied to a chair. Chris demands that Ricky turn himself in for all the crimes he has committed against the citizens and the country, or else Tina dies within 24 hours. Ricky does not reveal himself within the given time, so Chris kills Tina on live television, hanging her while they light her remains on fire. Jessie watches, horrified by the sight of her sister's death. Ashley decides to hide Jessie for months, as she was her only daughter left. As people find their house and start breaking into it, Ashley sacrifices herself, giving Jessie a piece of the meteor on a necklace to remember her by. Ashley is killed while trying to ward the angry people off, and Jessie is so scared.

After many months, Jessie finds her father in the garden shed. She tries to confront him about Tina, but he talks about how much of a failure Tina was to the family. Jessie is immediately enraged, wishing that her father would just die already. Suddenly, the piece of the meteor around her neck blasts an unexplainable powerful beam through Ricky's face, killing him. Jessie immediately regrets it, but not before Chris walks in on the both of them. Jessie recognises him, and she tries to grab the meteor piece, attempting to kill him, but he knocks her out because she can.

Chris ties her to the meteor in the back of his pickup truck, having picked it up during all the chaos in the first month of the country turning to anarchy, since he claimed to be the first one to know about it. Chris takes all the credit for killing Ricky, and in turn, decides that it would be best to eradicate the last of Ricky's bloodline. Jessie wakes up to a punch in her face, and she starts screaming for help, yelling for anyone to protect her. The meteor suddenly blows up in an array of light, destroying the world.

### Before PR:P

Jessie wakes up in the middle of a junkyard, with no memory of her background nor how she got here in the first place. She suddenly gets jumped by bandits, and they are about to kidnap her, but she falls unconscious again, waking up in the middle of the ocean on a raft. She is then attacked by a shark, falling unconscious once more and waking up on a campsite.

Narrator decides to reveal herself to Jessie, being the one to transporting her to different worlds to try and find a safe place to live. She reveals that her existence was in the form of Jessie's wish on a star — this was represented through Jessie crying for someone while tied to the meteor. Jessie recognises Narrator as the hallucination from back when her father abused her, and Narrator reveals that the wish she made has made her real. After noticing how traumatised Jessie was after everything she had gone through, Narrator decides to remove her memories, including the ones about her family and her original world. Despite her efforts, she cannot completely remove them, but she can repress them far *enough*.

Narrator's jealousy of Jessie gets the better of her, since Jessie has the bliss of not knowing what happened to her while hopping between worlds. Narrator falls into a depression in disbelief that protecting Jessie was her only purpose, and after it boils over, Narrator makes Jessie relive all the memories of everything that happened in Jessie's original world. Jessie starts going insane, and Narrator makes her forget about it again, her regret overtaking her. She swears to never do that again and vows to protect her from now on.

After that, Narrator leaves Jessie in the Doors dimension, no longer having control over her body or being in her mind. However, she is unable to restore her former memories, as if she hits Jessie with all of it at once, then Jessie will go insane again. After Jessie roams through Doors, she finally makes it to the end, only to be met with Figure on top of her elevator. Sensing the danger, Narrator asks for the help of the architects; guiding light and curious light, who lend some of their power to Jessie. This is why Jessie has the markings on her arms, and why her eyes are blue and yellow.

After Narrator teleports them both out, they appear in the Pressure universe. They try to get back, but Narrator's abilities were null here. In an attempt to create magic with a fire, Jessie accidentally burns down an Urbanshade facility. This gets her arrested and put into a high security prison. Jessie is then notified of the EXR-P programme, a chance to earn her freedom, which is when she meets Quill and Kodai.

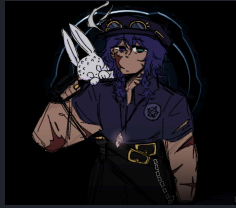
### During PR:P

In Run #256, Jessie dies. Instead of putting her through the revival process, Narrator decides to erase her memories and bring her back to Doors in an attempt to find a different world for her to live in. Despite this, Jessie still remembered her encounters with Quill and their relationship. Once she finally remembered fully, she begged for Narrator to send them back, not caring about the dangers, and Narrator begrudgingly agrees.

## Relationships

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### Quill Ren



Quill and Jessie meet in Run #248, Jessie's first run. The two naturally get close. Quill acted oddly protective of them, more protective than she is with Kodai. Jessie was the first person to accompany the two on one of the Hadal Blacksite expeditions. As the expeditions continued, the two got closer, developing a romantic relationship. This comes to an abrupt end when Jessie dies in Run #256 due to the Internal Defence System.

After her death, Jessie respawns in Doors, confused as to why she was back here. Narrator had tried to wipe the memories of the Pressure runs, but she decides to let her keep them, deeming the memories of Quill more positive than negative. This causes Jessie to have an objective: to escape the hotel and reunite with Quill.

Quill and Jessie meet again during the burning of the submarine in Run #2002, when Jessie walks in on them being the lone survivors while the submarine burns around them. Mr. Lopee resets the memories of everyone in that run except Jessie, who only remembers Quill lying in the submarine while it is on fire and all the other team members dead.

Quill may prefer Jessie over Narrator, but they (Narrator and Quill) are still very good friends and share a similar intent: getting out of the Blacksite and protecting Jessie in the process. However, in Run #2008, Jessie is self-conscious about Quill liking Narrator more than her, since Narrator is more serious when it comes to the main objective of runs. These worries are put to rest when Quill reassures her that they love her and only her.



*Jessie Kissing Quill.*

### Kodai Ren



Jessie has no solid opinion on Kodai. She does find her stuck-up and frustrating to work with, especially when she rushes ahead of the group without warning; however, Jessie is still impressed by her inherent knowledge of the Blacksite and her way of navigating it.

However, Jessie does not enjoy Kodai's seriousness despite Quill being serious as well. She believes that Quill is stern to protect everyone, while Kodai just does it for herself; however, she is unable to blame her, as she thinks that it's what an ordinary person would do.

### Placeholder



Jessie and Placeholder have been best friends ever since Jessie first joined the team. They get along really well, usually sharing scavenged items and Placeholder even lending his blood to speed her up. Jessie also repays the favour by speeding her up with her ghost abilities after she dies in a run.

Placeholder and Jessie are less serious about runs than Quill and Kodai, which is something they both have in common. With this, they usually talk about things unrelated to the run, while other members of the team have to find a keycard or a password for a locked door. They usually talk about their lives before the Blacksite, despite Jessie only remembering a little bit.

### Default



Jessie, similarly to Placeholder, gets along well with Default. She finds him funny and enjoys his company, and Default is very kind to everyone. Jessie admires this quality in him and appreciates that there is someone similar to her on the team as well. Default is much more responsible compared to Jessie and Placeholder, but can have fun when he wants to.

Just like Placeholder and Quill, Default is a common recipient of Jessie's scavenging finds. He is always grateful for her finds, and he allows her to take a sip out of the Slurpee on his back whenever she needs a drink.

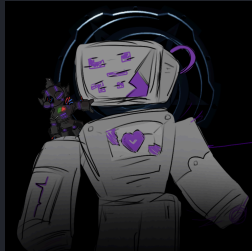
## Pick



Although Jessie finds Pick visually terrifying, she does not have anything against him. She usually tries to stay away from him, as she hears strange, tentacle-like, wet sounds coming from underneath his gown, and would rather not be near him.

She was one of the ones who advocated for not releasing him from his binds whenever the group would find keys, which she eventually gave up on. After his release, she still remains neutral to Pick, a bit more trusting after his redemption and explanation for his actions in the run after he is released.

## Fonitikos & ArthenIQ



Jessie hates anything associated with artificial intelligence, which is why she has such a deep hatred for Fonitikos. She believes that Fonitikos does not actually feel his emotions, and that it is merely his programming making him "feel" these things. Although she is partially correct, Fonitikos' defibrillator actually allows him to feel things that robots cannot.

ArthenIQ has unintelligible gibberish as a voice, and Jessie hates this fact about him. Jessie also always accidentally kicks ArthenIQ over, or even almost steps on him.

Jessie has resorted to expressing her hatred for Fonitikos towards him, as she believes he can't feel emotions. She calls him things like "Clanker", a slur given to those who are of mechanical parts, or those who have any form of artificial intelligence.

## General

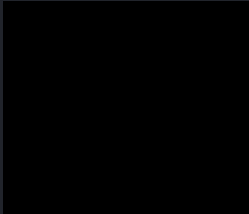


Although General likes Jessie, the feeling is not reciprocated. Jessie believes that General is too physically demanding at times, and she can detect something suspicious about him that she can't quite put her finger on.

Most of the members have been quite transparent about their crimes (despite Kodai coming up with a made up crime), but General doesn't really talk about his.

This, paired with the fact that he is difficult to work with, is the main reason why Jessie doesn't consider General as something she likes.

## Evin, Sea, and Salt



Sea and Salt, known (originally) by Narrator as 'River' and 'Holly,' are Jessie's pet birds inherited from Narrator. Narrator was the original owner of these crows, but she has since left Jessie in charge of them, as she has full control of the body most of the time. With this inheritance, she has almost full control of the birds, and she can call them to sit on her shoulder, or even scout ahead.

Evin (pronounced ih-vin) is Jessie's sea bunny, who she decorated with glowing star glasses. Jessie adopts Evin in Run #253 after the group finds a sea bunny room, and she immediately wants to take one with her.

## Quotes

- "I don't know, my alter ego likes to narrate a lot. I guess you could call it a.... Narrator."
  - Jessie talking about Narrator.
- "Throughout all the universes that I've been through, you have been the only one I ever truly loved."
  - Jessie talking to Quill.
- "SEA AND SALT! I NEED YOU SEA AND SALT."
  - Run #3268, Jessie after a Quill death.

- "It's okay, I'll be fine..."
  - Jessie before dying in Run #256.
- "Is that you, Father?"
  - Jessie after seeing her father after a few months.
- "I don't know what's going on, but Quill is here so I'm happy."
  - Run #2003.

## Trivia

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- Jessie was the fifth member to join the team, which is what the last number in PR-0000-05 means.
- Jessie's markings glow the same colour as her Necrobloxicon. Without a Necrobloxicon, they go back to their default colour, blue and yellow.
  - Her markings are blue and yellow to represent Guiding Light and Curious Light from Roblox: DOORS.
  - She got these markings after Narrator lended some of her power to Jessie.
- Quill and Jessie's real-life counterparts are also dating.
- Jessie has the same birthday as her real-life counterpart, excluding the year.
- Jessie's name is a girl version of Mine\_Emeralds' real name.
- Regarding Jessie's sexuality and gender identity, she is a bisexual woman.
- As of September 2025, Jessie has cried to every sea bunny death in every run.
  - This includes when she cries after a Quill death, and Sybill also dies.
- Jessie has the most pets out of all the expendables, totalling to three pets.
  - Mine\_Emeralds named Jessie's sea bunny 'Evin' to complete the beginning of Quill's sea bunny name (Sybill), so together, their names say "Evin-Sybill," a reference to [Invincible](#), a show that Mine\_Emeralds introduced to QuillQuakes.
  - Jessie calls her birds 'Sea' and 'Salt', who were named after [a misheard quote from Invincible](#) *[SPOILER FOR INVINCIBLE S3]*.
  - Narrator calls her birds 'River' and 'Holly', who were named after the lead singer of Weezer (River Cuomo) and a popular song by Weezer (Buddy Holly) respectively.
- Jessie hates robots, which is why she has such a dislike for Fonitikos and ArthenIQ.
- The reason for Narrator's existence is because the meteor Jessie "died" on represented a shooting star, thus wishing Narrator into existence.

- After Narrator lended Jessie her magical abilities in DOORS, she is unable to use these abilities in the Pressure universe.
- The name "Narrator" comes from Mine\_Emeralds' display name on Roblox.
  - Lore wise, this is because his Roblox avatar always has the mask on.
  - In reality, this is because Mine\_Emeralds was wearing a cosplay of a character from Fight Club, specifically, Narrator. He didn't bother to change the name after taking off this cosplay.
- Jessie and Quill's ship name is "Scarcrow" – 'Scar' for Quill's scars, and 'Crow' for Jessie's birds.
  - The ship name can also be pronounced "Scarecrow".
- Many of Jessie's personality data have been confirmed by the creator.
  - Jessie's MBTI is ENFP-T
  - Jessie's Enneagram is 4w5.
  - Jessie's D&D Alignment is Chaotic Good.
  - Jessie's Love Language is Giving Gifts.

## Gallery

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Art Credits: kevinsu721, @k\_noniez



Jessie and Quill Doodles





Jessie, Quill, and Sybill as Ghosts



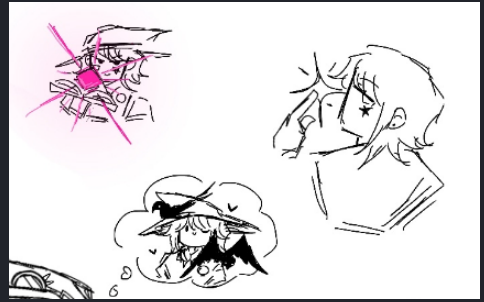
Jessie in Run 2002



Jessie Doodles



*Jessie on Quill's Shoulder*



*More Jessie Doodles*



*Jessie in the First Project Revive Drawing*

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