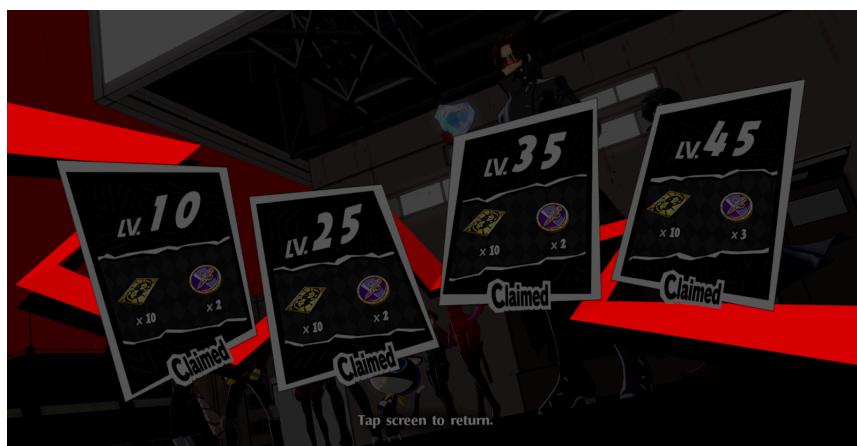


## P5X CN/NA Changes

**Reminder: 1 platinum ticket (character) = 150 jewels, 1 platinum milicoin (weapon) = 100 jewels**

**Changes:** All levels had their jewels replaced by platinum milicoins. Level 25 has a reduction of 100 jewels, level 35 has a reduction of 200 jewels, level 45 has a reduction of 300 jewels for a cumulative 600 jewels reduction (or 6 weapon pulls). NA is also locked into only weapon pulls as opposed to jewels which are more versatile and can be used for character pulls.

**Source:** <https://p5x.wanmei.com/news/gamebroad/20240411/249830.shtml>



**Changes:** Marian released in V1.1 in NA as opposed to V1.2 in CN. Marian being added to the standard banner has also been confirmed to be delayed until half-year anniversary.

**Source:** <https://p5x.wanmei.com/news/gamenews/20240509/250454.html>

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**Changes:** One gold ticket removed from follow official page event.

Edit: It appears Korean servers gave out 4 gold tickets but CN servers gave out 3 which aligns with NA.

**Source:** <https://p5x.wanmei.com/news/gamebroad/20240411/249830.shtml>





**Changes:** Cafe Leblanc rewards are all reduced. Each mission gives 40 jewels less and 30 rebel coins less for a grand total reduction of 200 jewels and 150 rebel coins. Keep in mind I couldn't find info on the rebel coin shop so the rebel coin reduction might not matter if both servers are able to clear the shop.

**Source:** <https://p5x.wanmei.com/news/gamebroad/20240411/249830.shtml>



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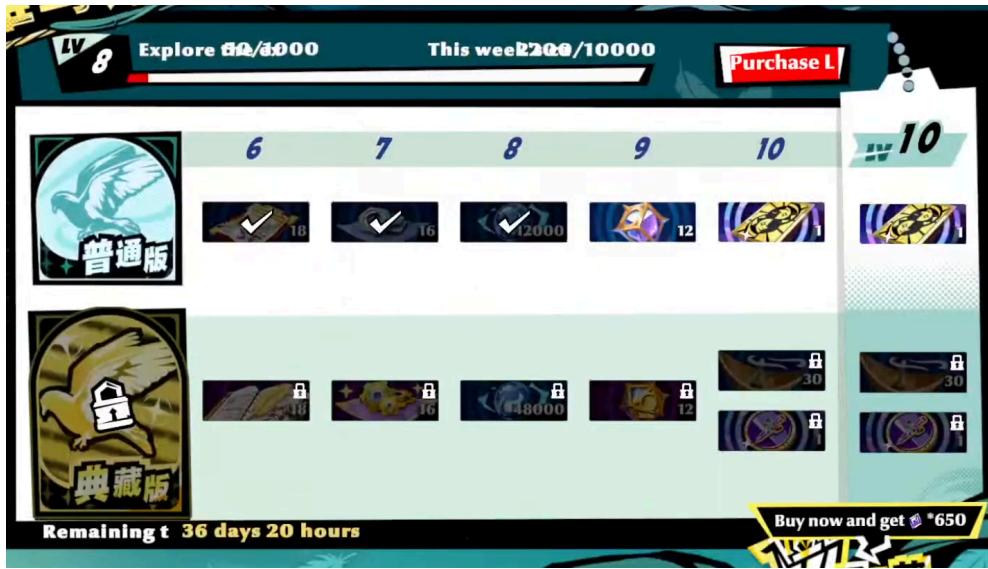
**Changes:** Beginner pack outfit swapped to a pink outfit. Brown outfit is available in NA for 600 wingbeat coins.

**Source:** <https://www.youtube.com/watch?v=dMHPBtp274o> (45:08)



**Changes:** Battlepass rewards appear changed, NA actually gets slightly more character materials.

Source: <https://www.youtube.com/watch?v=dMHPBtp274o> (37:42)



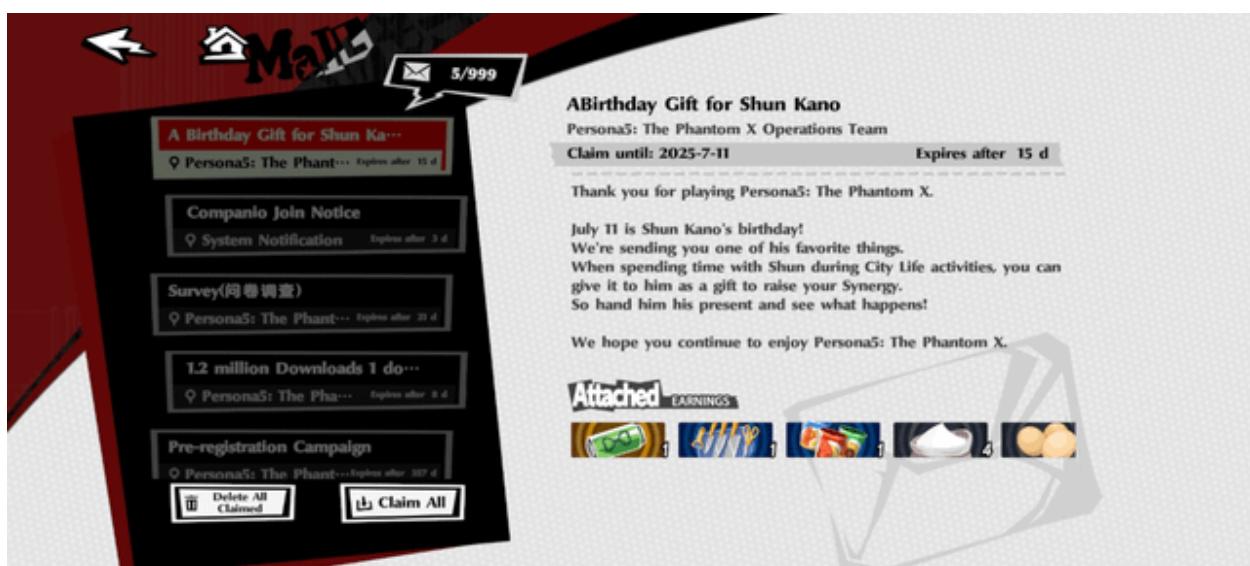
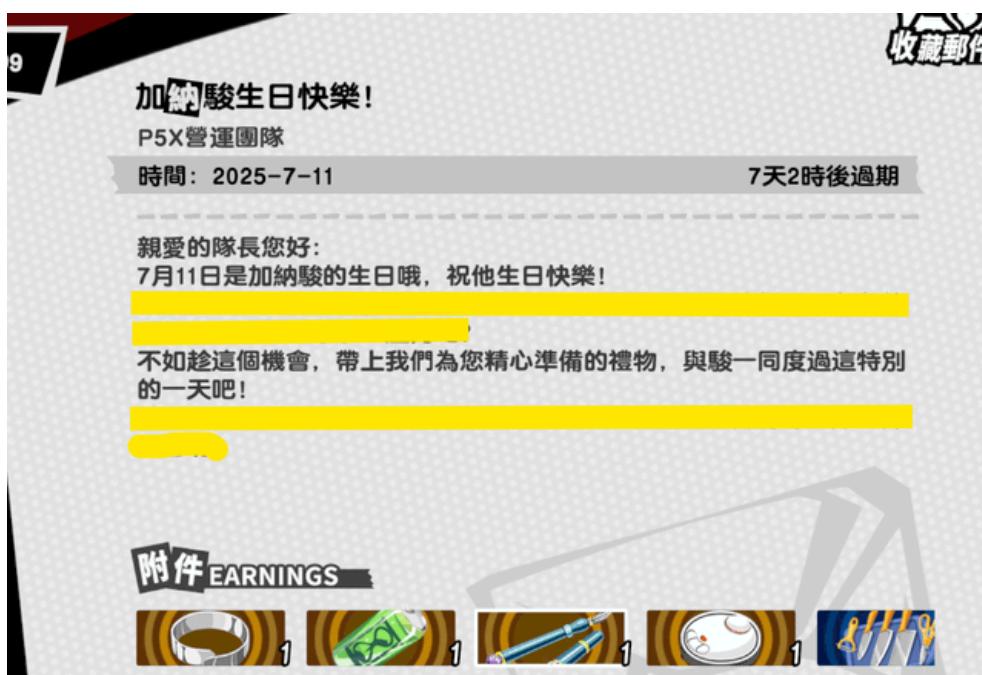
**Changes:** Character birthday rewards are changed.

CN servers got: Silver Bangle, MaraThon Energy (Energy Drink), Limited Edition Ball Pen, Robot Vacuum, and Kitchen Goods Set.

NA servers got Silver Bangle, MaraThon Energy (Energy drink), 4x flour, 2x eggs and 2x miso. Of note, NA lost some rather pricy gifts you can give to other characters.

**Source:**

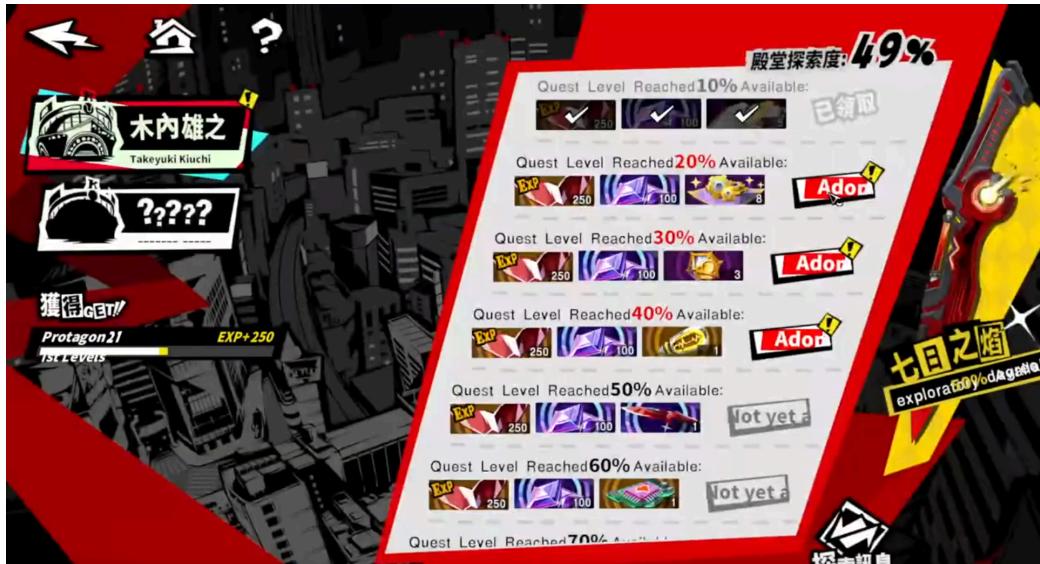
[https://www.reddit.com/r/personaphantomx/comments/1lx8fsf/today\\_is\\_my\\_boy\\_shuns\\_birthday\\_but\\_it\\_is\\_jarring/](https://www.reddit.com/r/personaphantomx/comments/1lx8fsf/today_is_my_boy_shuns_birthday_but_it_is_jarring/)





**Changes:** Palace and mementos exploration rewards changed in NA. In CN server, each level gives out 100 jewels (total 1000 jewels). In NA, each level from 10% - 50% had 30 jewels taken from it while each level from 60% - 100% had 50 jewels added to it (total 1100 jewels). This does work out to a net positive 100 jewels but this also means that most of the jewels are back loaded.

**Source:** [https://www.youtube.com/watch?v=7SBOT\\_acAs8](https://www.youtube.com/watch?v=7SBOT_acAs8) (1:38:03)



**Changes:** Synergy rank rewards reshuffled. In CN server, Lufel's ranks give you 80 jewels. In NA, ranks 1 to 2 give 50 jewels, rank 3 all jewels were removed (loss of 80 jewels), ranks 4 to 5 give 80 jewels, ranks 6 to 8 give 100 jewels and ranks 9 to 10 give 120 jewels. Total jewels don't change (both give 800 jewels total per synergy).

All non-Lufel synergy's give 1120 jewels in both NA and CN but early rewards are nerfed in Global in favor of larger rewards in the higher levels.

**Source:** <https://www.youtube.com/watch?v=hBYoIKMmT2Y> (1:42:56)

# 等级奖励



好感度等级解锁内容

1



领奖

2



3



4



5



6



7





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**Changes:** NA server has multiple P2W pop up ads that will appear even when in a palace or after completing a palace.

**Source:**

[https://www.reddit.com/r/personaphantomx/comments/11ws7mk/these\\_popup\\_ads\\_are\\_too\\_much/](https://www.reddit.com/r/personaphantomx/comments/11ws7mk/these_popup_ads_are_too_much/)



**Changes:** Marian's cognite and weapon was removed from Lufel's Business Plan 3 and 4. ~~The question of whether or not Marian's weapon was removed from Business Plan 4 is a little more confusing because some videos show it but others don't.~~

Edit:

 **WooHoll** • 8h ago

With regard to Marian's weapon in the business plan, there's actually a display bug in the weapon selector preview (at least on mobile; I don't know how it behaves on other platforms). If you scroll to the end by tapping the arrows, the scrolling stops one weapon too soon, but if you swipe on the list itself to scroll, you can see the last weapon. In Global, this can make it look like Puppet's weapon is missing, since it's the last one on the list. (There was actually a post about this earlier, which is how I learned about this bug, but I can't find it now)

You can actually see this exact same behavior in the two videos in the document: One advances by tapping and doesn't see Marian's weapon, while the other slides and does see it.

If this really is the answer to this mystery and the weapon was there all along on other servers, it certainly wasn't the outcome I was expecting.

0  18     ...

### Source:

Marian's weapon appearing in Business Plan 4:

<https://www.huya.com/video/play/989013316.html> (1:38).

Marian's weapon not appearing in Business Plan 4:

<https://www.youtube.com/watch?v=vpQpbIEKMFI> (10:36).

**Changes:** CN/TW/KR new permanent banner characters have their weapons added to Iwais shop immediately in the Salamander exchange. Global/JP does not.

**Source:** P5X Worldwide Discord (courtesy of r/planetarial)

 **UnnamedRando**   12/4/24, 8:25 PM

nevermind it's there  
oh what

they don't want to make the moneys

 **RedHarv**   12/4/24, 8:25 PM

Yep right there

 **Najox2314 | Persona5X.I...**  12/4/24, 8:25 PM

Need to know if it's in weapon box as well

 **@Najox2314 | Persona5X.INFO 2025** Need to know if it's in weapon box as well

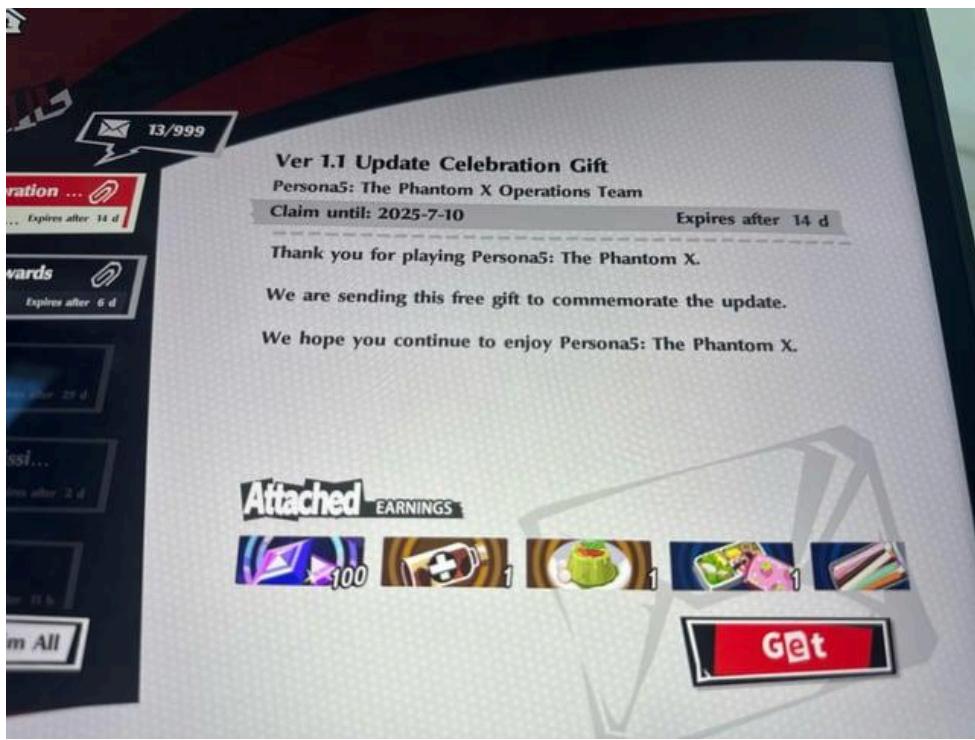
 **UnnamedRando**   12/4/24, 8:25 PM

it is

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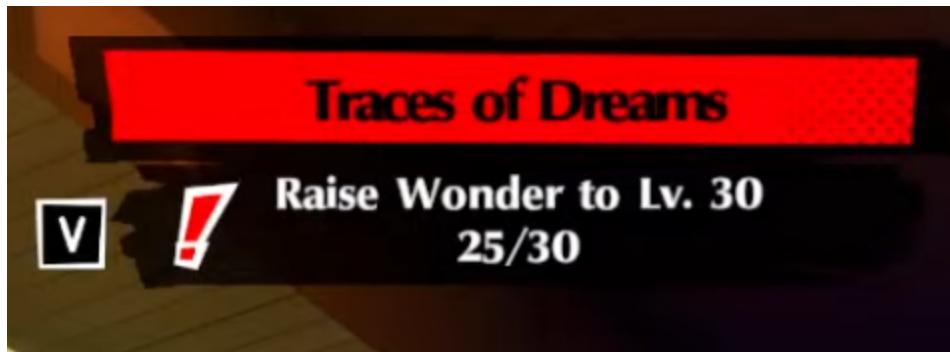
**Changes:** Maintenance compensation reduced to 100 jewels compared to 300 jewels in CN. CN server also gets codes for an additional 300 jewels while Global servers get nothing.

**Source:** [https://www.reddit.com/r/personaphantomx/comments/1lw7uok/100\\_jewels\\_really/](https://www.reddit.com/r/personaphantomx/comments/1lw7uok/100_jewels_really/)



**Changes:** Sending the calling card in Global is level locked to level 30. CN does not have this roadblock.

**Source:** <https://www.youtube.com/watch?v=luZA5PsZMZE> (10:04)



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**Changes:** Shop button added to Contract page in NA server. Discount button was also added to the main screen.

**Source:**

<https://www.youtube.com/watch?v=dMHPBtp274o&t=292s> (1:25:02)

<https://www.youtube.com/watch?v=dMHPBtp274o&t=292s> (2:04:51)





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**Changes:** Global server only allows for cognition crystals to be exchanged for jewels. CN allows for exchange to tickets/coins.

**Source:** (?)

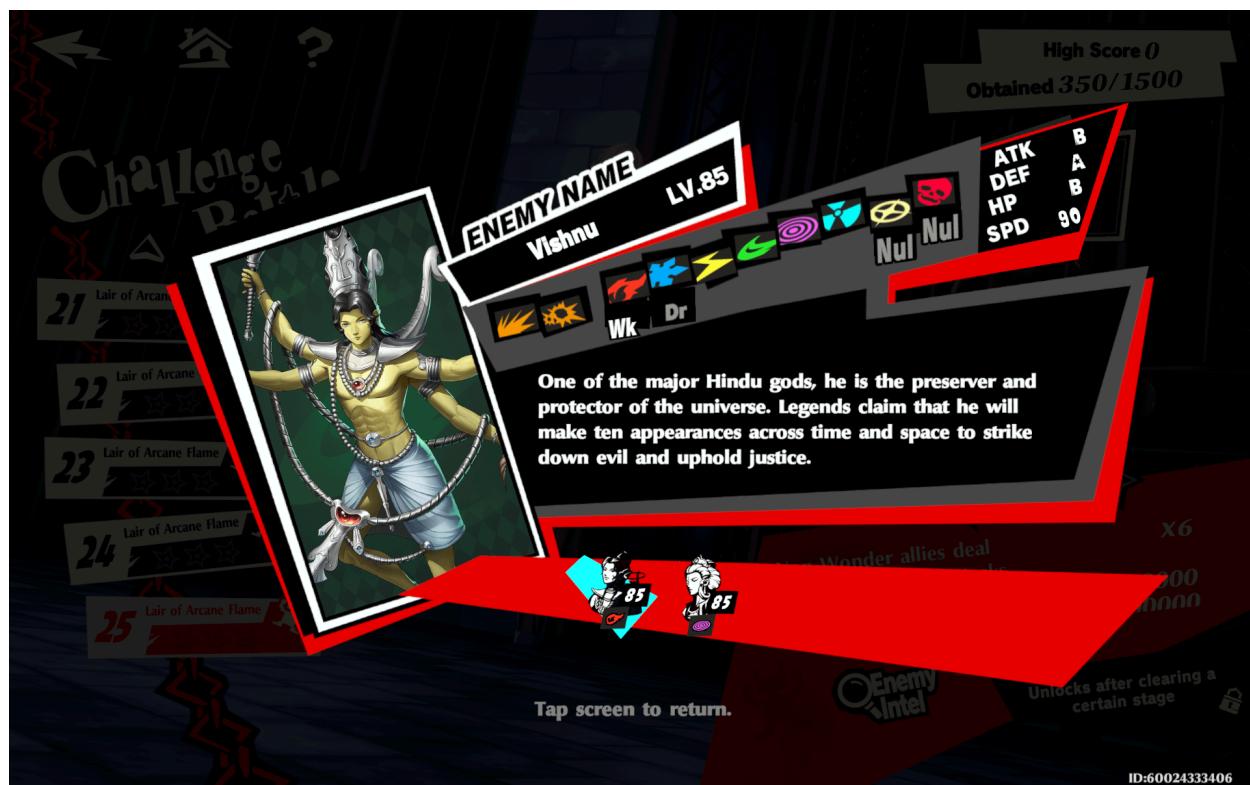
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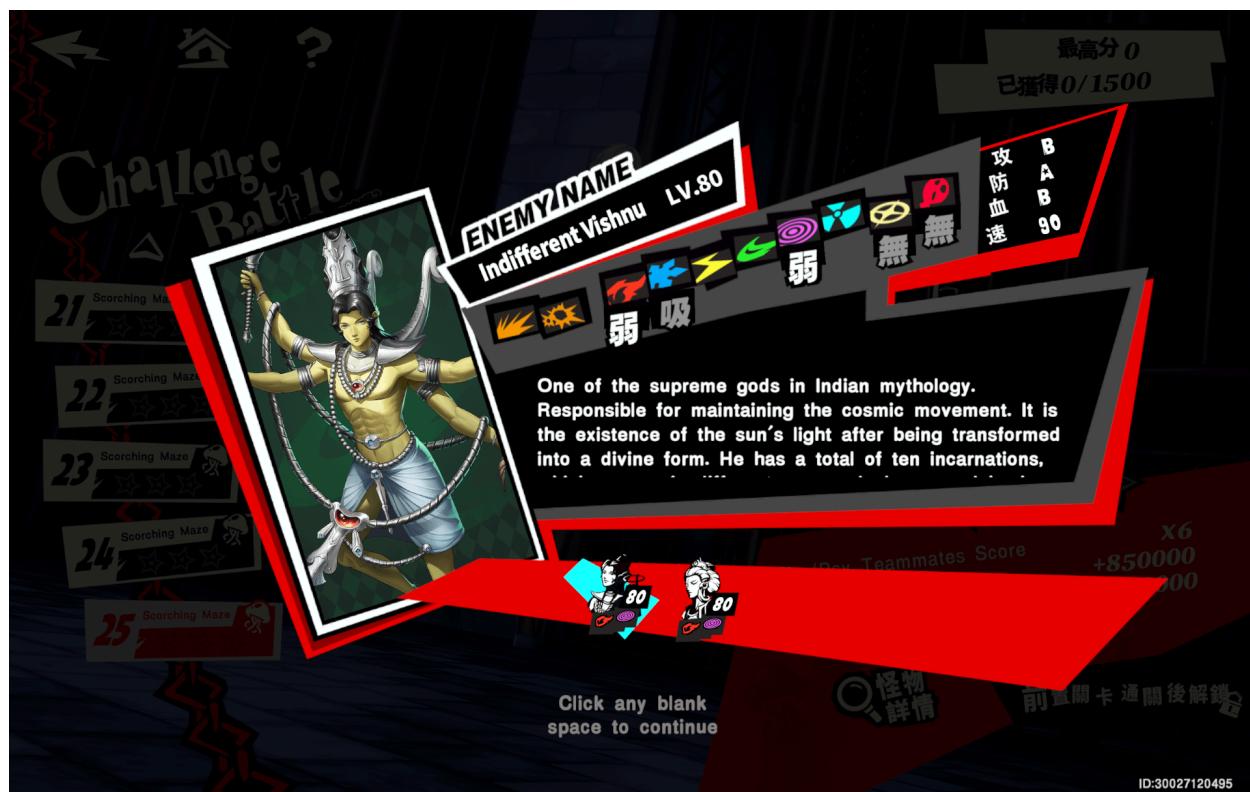
**Changes:** Jewels have been back loaded with rewards from 5 - 20 stars being nerfed to 50 jewels (loss of 50 jewels each level), 25 - 45 stars being nerfed to 80 jewels (loss of 20 jewels per level), 50 - 70 stars being buffed to 120 jewels (gain of 20 jewels per level) and 75 - 90 stars being buffed to 150 jewels (gain of 50 jewels per level). Cumulatively, both CN and NA rewards amount to 1800 jewels although most of NA's jewels are back loaded into stars 50 - 90.

Enemies have also been buffed to be 5 levels higher and weak to only one element as opposed to two in later stages.

**Source:**

[https://www.reddit.com/r/personaphantomx/comments/11z0z8w/dual\\_element\\_velvet\\_trials\\_nerfed\\_on\\_global/](https://www.reddit.com/r/personaphantomx/comments/11z0z8w/dual_element_velvet_trials_nerfed_on_global/)





**Changes:** Bui and Ann both buffed. CN has implemented these buffs in CN's latest patch although this came shortly after Global's implementation.

**Source:** (?)

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**Changes:** All characters have their A2/A3 switched in Global. CN has only applied this change to newer characters.

**Source:** (?)

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**Changes:** NA is missing an option to fight a lower difficulty mainline boss in the case of defeat.

**Source:** (?)

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**Changes:** Double awakening materials event nerfed from 5 times to 4 times.

**Source:** <https://x.com/NajoxP5X/status/1945584050753663370>



#### 7. Bonus Drop Event: "Potential Burst"

Event Period: June 2, 2025, 05:00 – June 9, 2025, 05:00

During the event, participating in the following Material Stages will grant double drops 5 times per day:

- Skill Upgrade Materials
- Character Ascension Material
- Weapon Ascension Material
- Mental Image HP Upgrade Material

Double drop counts are shared across all stages and reset daily at 05:00.

Leaders can also claim 1 Concentrated Coffee daily from the event page during the event period. (edited)

**Changes:** Mainline story quests give no jewels on NA as opposed to 50 jewels on CN.

**Source:** <https://www.youtube.com/watch?v=yeaPZ2EeeNE> (1:24)



**Changes:** Login events on NA give 7 weapon pulls instead of 10 weapon pulls.

**Source:** <https://www.youtube.com/watch?v=yeaPZ2EeeNE> (1:46)



**Changes:** P2W packages on Global were nerfed.

**Source:** <https://www.youtube.com/watch?v=yeaPZ2EeeNE> (3:31)



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I'd like to thank [Bladecifer](#) for documenting his journey with the TW server as it made this a lot easier to verify and check for changes.