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Persona 4 strength arcana

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Days Available: Monday Wednesday Wednesday Thursday Saturday Sunday Sunday Rainy Daily O O O O Rank 2 Answer 1 Got it. +0 (Understanding) Why should I? +0 Answer 2 Thanks for the help. +2 I didn't ask you to do that. +0 Rating 3 No Thought Required Rank 4 Answer 1 Right. +2 This is not true ... +0 stop showing off. +0 Rank 5 Answer 1 Thanks, guys ... +2 I just get warmed up. +3 Rating 6 Answer 1 No problem. +2 Everything for you guys. +3 (Understanding 4 Required) If it is not a hassle ... +0 Rank 7 Answer 1 If you say so. +0 It's okay, I'll wait. +0 Answer 2 Sounds good. +3 Last time you treated. +0 3 answer can be... +3 Maybe not... +0 What are we talking about? +0 4 answer We have a problem. +3 This is a daisuke problem. +0 Answer 5 Count me. +3 Count me. +0 Rating 8 Answer 1 Stop them +3 Be calm and watch +0 provoke them +0 Answer 2 Yes we do! +0 ..... +0 3 answer This is his charm. +3 You think? +0 9 rank 1 answer can be. +3 I doubt it. +0 I don't know. + 3 Rating MAX No Thought Required &lt;&lt; Return to basic social link hub &gt;&gt; \* Values highlighted in red is the optimal choice. \* All values are with the same Arcana Persona in your possession. Days Available: Monday Wednesday Saturday Saturday Sunday Sunday Rainy Daily O O O O Rank 2 Answer 1 Aiya. +3 June +3 Let's go home. +2 Answer 2 I'm jealous. +2 Unhappy? +0 Sounds like pain... +0 Answer 3 Of course. +2 It's okay. +2 3 rank 1 answer What does it mean? +0 Just tell me how. +3 2 answer It sucks. +0 But it's just a sport... +2 I see. +2 Answer 3 Easier said than done. +0 Leave it to me. +3 What can I do? +2 Rating 4 Answer 1 Hard to imagine. +2 I see this. +2 2 answer This is right for you. +2 Cheer up, man. +3 ..... +0 Rating 5 Answer 1 It ended hours ago. +0 You have a little nervous... +3 Something wrong? +2 Answer 2 Get a handle, man. +0 You just need a rest. +2 Let's go do something fun. +3 Rating 6 Answer 1 You could say that ... +0 It's something else. +0 2 answer You are right. +3 A real game? It's impossible... +2 We have to save Coo. +2 3 Answer You are quite a strategist. +2 Isn't that blackmail...? +2 What about yourself? +2 Rating 7 Answer 1 You are thinking too much. +0 Did they say anything? +0 2 answer? +0 Planning to escape? +0 3 answer And when do you know? +0 You're going to meet them? I'll go with you. +0 Rating 8 Answer 1 What? +0 Let's get him. +3 Answer 2 You're all right? +3 Something +3 3 answer This is not true. +0 What do you mean? +0 Rating 9 Answer 1 Are you going to leave? +0 What do you mean? +0 Do not jump to conclusions. +3 Answer Response Was it well guarded? +0 The letter has been changed? +0 It was written recently? +3 Answer 3 There is no way. +0 I'd better get home. +0 Rating MAX Response 1 Isn't that a bit much? +0 You can do this, man. +0 Answer 2 Return it to Kou +0 Accept it +0 This article is about Arcana. On the shadow, see Arcana Strength. Strength Arcana (剛鬼, Gōki)? or (鬼, Chikara)? is a recurring Arcana in the Persona series. Overview [edit | edit source] Arcana is a tool by which all are revealed ... Only with strength can suffering and suffering be endured. Portrayed as a young woman with a terrible beast (more often a lion). Strength Arcana symbolizes images of the beast and beauty, and is associated with morality about stronger self-control, tenderness, courage and virtue through the brutal force of morality. Tarot readings, it can also represent the creative or physical energy that must be or intends to be unleashed, sometimes out of a desire to be recognized. The card is also named Sturdy on some decks, further giving meanings of renewing courage. Gameplay-wise, strength Arcana Personas is usually personas excelling physical qualities. Archetypes embody the strength of Arcana Personas are warrior figures and heroes, or figures that embody the strength of the body or character. The commonality between the strength of the characters arcana is the strength of their heart. Strength symbols do not upset easily and usually depict the strength of that strength card represents readings. Appearances[edit source] List of Personas [edit | edit source] Strength Arcana in Persona 1 and Persona 2 are personas all kinds of dragons, mostly snake race. Another arcana stake of this feature is the World Arcana. Megami Ibunroku Persona [edit | edit source] Persona Level PSP Revelations Otohime Viper 50 Persona 2[edit | edit source] Innocent Sin [edit | edit source] Persona Level Longma 12 Oto 21 Cule 29 Taksaka 43 Vitra 56 Eternal Punishment[edit/edit source] Persona 3[edit | edit source] The Strength Arcana Social Link is represented by Yuko Nishiwaki, head of the player's sports club team. Social Link can be started after the protagonist involved in the sports club he chose (between Kendo, Track Team and Swimming) twice, in which Yuko invites the protagonist to the café after their sporting practice. Strength Arcana powers every time a protagonist interacts with Yuko, where he helps her understand her dreams and her future career. After completing the social link, Yuko will give the character a letter of gratitude, which they taught the children, bestowed on the final form of the strength of the Arcana, Siegfried, the carrier of Victory. Strength Arcana is also a member of Koromaru Persona Arcana, SEES. FES [edit | edit source] Strength of Arcana remains relatively as Persona 3, however, in an exclusive persona, Rakshasa was included in the strength of arcana repertoire. Portable[edit | edit source] If a female protagonist is selected, Social Link will be represented by Koromaru. Persona 4[edit | edit source] The Strength Arcana Social Link begins after the protagonist decides to join one of the school's sports clubs. The player can choose between a basketball team led by Kou Ichijo or a football team led by Daisuke Nagase. If the protagonist choose to join the basketball team, he helps Kou understand his worries and woes of an adopted son in his family. On the other hand, if the protagonist choose to join the football team, the protagonist helps Daisuke understand his mixed feelings and his anxiety of the girls. Either way, the protagonist would communicate with both Kou and Daisuke during the events of the strength of Arcana. Complete Strength Arcana Social Link bestows the protagonist with the final form strength of Arcana, Zaou-Gongen, the one who requires surrender. Persona Q: Shadow of the Labyrinth[edit | edit source] Persona 5[edit | edit source] The Strength Arcana represents a confidant with Caroline and Justine, who ranks as the protagonist completes his request for fusing a specific persona with a specific skill. This confidant unlocks fusion of more than 2 personas, lockdown and the ability to fuse personas with a higher level than the protagonist as it ranks up. As confidant simply requires access to the Velvet Room, it's just Confidant that can be ranked until December 24 without Fool Arcana Confidant which automatically progresses along with the story. However, it can no longer be ranked after the protagonist is forced inside Qliphoth World, as confidant can not be ranked with Lavenza, but only with the twins it gets out. Complete Strength Arcana Confidant also donates the final form to Arcana, Zaou-Gongen. Royal[edit source] In Persona 5 Royal, Strength Arcana was significantly replaced by the removal of Kushi Mitama to the Council of Arcana, who replaced Shisaa from Chariot Arcana, chimera addition and replaced Siegfried with Hanuman from Star Arcana. Persona Q2: New Film Maze [edit | edit source] List of demons [edit | edit source] Persona 2[edit | edit source] Innocent sin[edit | edit source] Persona Level Apep 9 Kiyohime 17 Culebre 29 Python 35 Taxisaka 43 Fafnir 52 Eternal Punishment[edit | edit Source] Shadow List[edit | edit Source] Persona Level Source Basalt 45 Metal Guru 89 Characters[edit source] Card Designs[edit source] Points needed to Rank UPRank 1: 0Rank 2: 0Rank 3: 6Rank 4: 6Rank 5: 6Rank 6: 4Rank 7: 0Rank 8: 5Rank 9: 7Rank 10: 6Ranking Level 1 to 2 Points Needed: 0Kou: Hey Main Character, Aiya or Junes? You decide. W/O W1. Aiya? +32. June +3 +33. Let's go home? I like sweets... W/O W1. I'm jealous. +1 +22. dissatisfied with this? -3. Sounds like a pain... - Kou: You like candy, main character You want me to get you, too? W/O W1. Really. +1 +22. It's okay. +1 +2Hand level from 2 to 3 points: 6Daisuke: ... I want you to help him from W/O W1. What do you mean? -2. Just tell me how. +3 +3Daisuke: She calls it barbaric W / O W1. It's disgusting. - -2. But it's just a sport... +1 +23. See. +1 +2Daisuke: So... I want you to help him from W/O W1. Easier said than done. ? ?2. Leave it to me. +3 +33. What can I do? +2 +2Rank level 3 to 4 points Required: 6Kou: Just the other day I was greeting people at one of those high society gatherings. Can you imagine? Am I in one of those things? W/O W1. It's hard to imagine. +1 +22. See. +2+2Kou: But for me, I feel like I've sunk into the ocean W/O W1 bottom. Get back, man. - -2. All you have to do is rest. +2 +23. Let's go do something fun. +2 +3Hand level from 5 to 6 points required: W/O W1. This for more than an hour. - -2. You have nerves... +3 +33. Something's wrong? +2+2Kou: But for me, I feel like I've sunk into the ocean W/O W1 bottom. Get back, man. +3 +32. A real game? Impossible...? +23. We have to save Coo. +2 +2Daisuke: I have a bunch 4Daisuke: Hey, Main Character, what's his problem? Is he sick or something? W/O W1. You could say... - 2. It's something else. - Daisuke: Isn't it? W/O W1. You're right. +3 +32. A real game? Impossible...? +23. We have to save Coo. +2 +2Daisuke: I have a bunch other guys too much dirt, so we shouldn't have any problems getting along the whole team. W/O W1. You're quite a strategist. +2 +2 2. Isn't that blackmail...? +2 +23. What about yourself? +2 +2Hand level from 6 to 7 points required: 0Kou: Should I just leave? W/O W1. You thinl too much. - -2. Did they say anything? - yes, an orphanage. W/O W1. For what? - -2. Planning to escape? - I was thinking, maybe I'd like to ask about my real parents. W/O W1. And when you find out? - -2. You going to meet them? - -3. I'll go with you. - -Rating level 7-8 points Required: 5Daisuke: I'm kinda worried... W/O W1. What about? - -2. We'd catch up with him. +3 +3Kou: What are you doing here? W/O W1. You okay? +3 +32. You going to find out something? +3 +3Kou: I have nothing ... W/O W1. That's not true. What do you mean? - -Rating level 8 to 9 points required: 7Kou: And now that I do not wear that mask anymore ... I think it's time to get off the stage. W/O W1. Are you going to leave? - -2. What do you mean? -3 Don't jump to conclusions. +2 +3Kou: ... What do you think? W/O W1. Was it well guarded? - -2. The message has been changed? ? ?3. It was written recently? +2 +3Kou: How afraid are you? You want to go to the dip? W/O W1. In any way. - -2. I'd better go home. - -Rating level 9 to 10 points required: 6Kou: Studying, lessons, and all that crap ... I think I'm still going to do it. W/O W1. Isn't that much? - -2. You can do that. - Daisuke: D-Dude... We can't take this... W/O W1. Get him back to Cooney. - -2. Take it. - - - -