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## Mitsuru gift persona 3 fes

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And we have promised that we will never lose hope, no matter what tomorrow brings. —Mitsuru Kirijo, Persona 3 Mitsuru Kirijo is a playable character from Persona 3. He is the heir to the Kirijo Group and a student at Gekkouka High School during Persona 3. Appearance[edit] [edit source] Design[edit] [edit source] Mitsuru has long red hair that covers his left eye. The shade of her hair can sometimes look like a vibrant red or dark red. His eyes are brown, although they have sometimes been described with red clues. At school and in Tartare, she wears a Gekkouka Kirjo uniform with personal belongings: no jacket, a white blouse (long-sleeved in winter &amp; a short chump sleeve in summer), a black skirt that goes above the knees, and black knee-high high-heeled boots. On weekends and holidays, she is wearing a short black pea coat, white scarf and white trousers, as well as black boots. In the summer, however, he is wearing a white sleeveless polo shirt and black pants. As elsewhere in SEES, Mitsuru wears a swimsuit during the Yakushima excursion. She is seen wearing a kimono in numerous suitable situations. The younger Mitsuru, seen briefly in Reply, had curly sabbates. She previously wore a red ribbon with a green bead, white chump blouse, red skirt, white socks and brown shoes. During her middle school years, she is seen wearing a plain summer school uniform and black sweater vest. In Persona 3: Dancing in Moonlight, she retains some parts of her school dress, although her blouse is left unbuttoned, showing off her strappy black sports bra underneath, and this is matched with a green haroon short jacket, leggings and black thigh high boots. In addition, he wears a black strangler, magenta gloves and black headphons. Persona At arena, now 20-year-old Mitsuru reappears and wears a fur coat over a black catsuit. He's still fighting with the rapist and charging. Position. In a case on the thigh. Personality[edit] [edit source] See, I had overestimated my ability to deal with everything on my own. Few people can be so strong... There are times when we cannot stand without the support of others. —Mitsuru Kirijo, Persona 3, alternative id 1 study university-level material, for information. Mitsuru is calm, confident, mature, responsible, wise and very intelligent despite being a high school student. However, he can be interpreted as a little arrogant, self-righteous, cold-hearted or overconfident. As events progress, this may be an advantage of maturity, as he has taken on the role of head of SEES. Her persona Arcana is a caesarean wn who fits the mother/older sister role she plays in the group. Mitsuru has a strict demeanor. According to formal Japanese culture, Mitsuru is the only member of SEES to officially speak to his subordinates by his last name. Akihiko Sanada is an exception to this, as the duo are good friends and have known each other since middle school. Eventually, he gets to know other SEES members and refers to Yukari Takeba by his first name and sometimes to members of others. Mitsuru is also very insistent with the grades of keeping the team, even so far as to enroll in summer courses behind his back. Mitsuru is also outspoken and has zero tolerance for prejudice. For example, when a female executive is elected leader and Junpei Iori is annoyed because she is the only friend of the group, Mitsuru tells her harshly that it is not affected by whether it is a man or a woman. The responsibility falls on those who have a gift. And let me add that if you ever say or do something to demote her because she is a woman... Despite the fact that he was often irritated by Akihiko's combation, Shinjiro Aragaki claims in Persona Q that he enjoys fighting as much as he does, if not more. Mitsuru struggles with a hamburger. Mitsuru has proved quite embarrassing in dealing with normal social situations, most likely because of his upbringing. In fact, it has been hinted that she has never eaten various common foods due to her family conditions, such as burgers, ramen and tataoyak. His father notes that he finds it difficult to trust others, and at one point he tells him that he can only do so much on his own and remind him of the guiding principle of the Kirijo Group. Two in Harmony transcends one perfection that Mitsuru takes to heart. In response to the controversy about what to do with the keys, Mitsuru is on Yukar's side, much to Akihiko's confusion. His reason for this will only be revealed after the conflict has been resolved. After the protagonist's death, he vowed that if anything happened for Yukari to suffer, he would forget his own feelings and stand with him anyway, as payment for him to with him a year earlier. Previously, then the mitsuru really returns the favor; He tells Yukar that while losing a loved one is a pain, there is no need to suffer alone and that he and others can side with him when he needs it most, and that it is the reason why such bonds are formed. Profile[edit] [edit source] Aegis: The First Mission[edit] [edit source] Mitsuru Kirijo appears briefly as a cameo character in Aegis: The First Mission. Mitsuru speaks to Yuu on Aegis: The First Mission. He will meet Yuu Kimijima at the start of the game as Yuu searches for Aiges. Yuu asks Mitsuru if he has seen the woman before later revealing that he is looking for a seventh-generation anti-shadow weapon called Aigis. This is probably the first time Mitsuru has learned of Aigis' existence. Persona 3[edit] [edit source] The Journey[edit] [edit source] Persona 3 Movie 2 - Yukari and Mitsuru Finland The protagonist meets Yukar and Mitsuru. Mitsuru Kirijo is the only child of Kirijo group leader Takehara Kirijo and Hanae Kirjo. Although Mitsuru's mother Hanae is alive, she is rarely talked about other than persona 3 drama CD: New Moon. His grandfather, Kouetsu Kirijo, was a former leader of the Kirijo group and died in the incident. Mitsuru is the valedictorian of Gekkouka High School and the chairman of the student body, as well as a member of the school's fencing club. He is one of the school's most respected and popular students, as the students have said. Before joining the protagonist and even to some extent after joining, Mitsuru serves as the director of SEES because of his natural leadership talent. The protagonist and Mitsuru have a good relationship from the start of the game, and he even offers him rewards for getting high test results when he pressures him and other members of SEES to succeed. Mitsuru leads sees on his motorcycle, which can work in the dark. Mitsuru has been fighting the Shadows longer than any other member of THE, as he has been trained from a young age to use his Persona. From the beginning of the game, Mitsuru uses his Persona capability with special equipment to provide combat information and support to the party in the early stages of exploring Tartare. Mitsuru finally reached its limits, even though fitness and self-training continued, as his persona was above all more combat-oriented than anything else. After saving Fuuka Yamagish and induction, Mitsuru returns to the front line. He uses ice attacks, fencing rapists in battle, and is weak against fire. Mitsuru initially hides many details about Tartare and the Dark Hour from SEES, as he is guilty of his family's involvement in creating them. His grandfather's goal of triggering the fall caused most of the problems ISIS must overcome, and Mitsuru feels that he restoring the honor of his family is a burden. Mitsuru cries alongside his dead father. On November 4, 2009, the betrayal and murder of Shuji Ikutsuk's father destroys Mitsuru's will to fight and even his desire to live to a great extent. He thinks it's pointless to restore the honor of the Kirijo family if he's the only Kirijo left. Mitsuru begins to beat himself up, believing that he was foolish in blindly trusting Ikutsuk and was partly responsible for his father's death. While holidaying in Kyoto, Yukari manages to connect with Mitsuru. Mitsuru talks about his father and his heartburn at himself for fell into Ikutsu's trap. When Mitsuru says his life doesn't matter, Yukari slaps his face. Yukari says he wants to fulfill his father's wish to eliminate shadows and the dark hour, and Mitsuru agrees. His Persona Penthesilea becomes Artemisia. Mitsuru has decided to become the new President of the Kirijo Group and will continue to fight with SEES. When the protagonist encounters nyx avatar's true form Death, Mitsuru's voice is heard hoping the protagonist is strong, and he offers his life to her. Persona 3 Ending 4 "English Version" Mitsuru's speech. After winning the Nyx Avatar, Mitsuru is in charge of the school graduation ceremony speech. However, during the speech, when he mentions that his father died of a sudden illness, Mitsuru repeats the sudden illness and quiets down for a moment. Mitsuru's strong desire and unwillingness to forget what happened to his father prompts the erasing of memory caused by the end of the dark hour, which makes everyone else remember the promise they made with the protagonist. They run out of the auditorium and onto the roof to unite with him. Social Link[edit] [edit source] If the protagonist has the highest level of academics, Mitsuru will date him. In this case, Mitsuru reveals that she has a fiancé from an arranged marriage, and she doesn't really care about him. He intends to marry her in any case for the benefit of the Kirijo Group; However, setting up a relationship with the protagonist made him realize that it would not be best for him or the Kirijo group, and eventually fell in love with the protagonist. Portable[edit] [edit source] The protagonist is unable to start Mitsuru's Social Link because he is not yet a genius. Just like other versions of the game, the biggest academic requirement remains the same. However, during the female protagonist's route, she seems to be more protective of the protagonist and defends her, with Junpei complaining about her role as leader despite being a girl during the May operation. When Mitsuru's Social Link reaches Level 9, she reveals that she has full confidence in the female head and her advice to get her life together. At the end of the social connection, Mitsuru tells the protagonist that it's like her's Younger sister and thanks her. Plus, maximizing her social link in New Game + because the male character lets you spend time with her during the final surgery scene instead of Aigis. Response[edit] [edit source] Mitsuru returns as manager after SEES members are trapped in the dorm. He has Aigis leading the raiding party in Abyss of Time because Aigis now holds the Wild Card. Mitsuru decides to examine some old documents that he believes will help answer why Abyss appeared. Mitsuru as a child in Tartare. In Ptolomea, in one flashback, Mitsuru, still a small child, follows his father, Takehara Kirijo, a scientist from the Ergo Division, and some guards to Tartare after he has asked to join him. While one of the guards is still at the entrance, he turns into the Shadow and attacks his companions. Mitsuru stands between the shadow and his father, and then his Persona Penthesilea awakens and defeats the Shadow. The scientist who accompanied them, unconcerned, praises his unusual power and receives reprimands from Takehara, who laments the fate his daughter bears from now on. After overcoming the manifestation of sees' negative wills and the collective desire to see the protagonist, Aigis understands that they have the ability to travel back to the time when nyx was created by the protagonist. Outraged by Aigis' indecision as to whether to go back to the past, Yukari urges, revealing that he is jealous of Aigis being together with the protagonist and hearing his last words in his final moments. Declaring that he wants to go back and stop the protagonist, who Akhiko and Ken oppose, because that would be disrespectful to his will, and Junpei added that by stopping the protagonist's actions, SEES would essentially reverse their efforts to stop the fall. Colosso Purgatorio Mitsuru comforts the grieving Yukar. Because their opinions differ, sees members are fighting separately to determine which is right. Only Mitsuru supports Juka's decision, but it is later revealed that Mitsuru is not on Yukar's side, not because he really agrees with Jukar's plan, but for a few reasons: Mitsuru does not want Yukar to feel lonely as he needs to be; Mitsuru wants to compensate Yukar for kindness and support after Takehara's death; and give Yukar a fair chance, because a team of only one fighter would be unfair. Mitsuru and Yukari face Aigis and Metis from the keys and are won. Mitsuru comforts the grieving Yukar. Mitsuru tells Jukar that he has to accept the past, thanks Yukar for his support when his father died, and that he and his friends are always here for him. Once Erebus is defeated, Mitsuru and the team will fee the dorm. Em[edit] [edit source] Mitsuru is shown as a party member and as a social link persona 3 Em. Maximizing his social link give the player a unique weapon Excalibur. Mitsuru will also have to face Arche-Penthesilea Oneiros on 20 November. In Persona 4[edit] [edit source] Persona 4, Chihiro Fushimi, the new student body president of Gekkouka High School, mentions that one of the former presidents helped him write his speech to students at Yasogami High School during his visit. Mitsuru is believed to be this president. Persona 4 Arena[edit] [edit source] After graduating from Gekkouka High School, Mitsuru went to university and belongs to the social elite. He's going to be head of the Special Operations Unit, called the Shadow Agents. But when a plane en route is hijacked and the cargo, an anti-shadow gun labrys, gets lost in Inaba, he asks Akhiko and Aigisia to escort him to Inaba to retrieve it. He discovers that as users of Persona, they can only enter the TV world to find themselves in a bizarre tournament featuring Inaba's Persona users. When he saved Rise and found Labrys, he found another labry. As Labrys and his shadow karate, Rise reminds Mitsuru to trust Labrys as Mitsuru's cold and direct personality cornered Labrys. When he reaches Labrys, Rise connects him to everyone else, using his words to help Labrys accept himself when Mitsuru reflects their bonds, just like his own bonds, reminding him that he is not alone. After Labrys takes his shadow, they meet an Inaba group, but Labrys will soon be broken into when the shadow takes on the shape of Mitsuru. Mitsuru quickly realizes that the shadow is a fraud when Fuuka disrupts the hacker's signal and Mitsuru wins his shadow. Learning the weight of the situation, he asks the Inaba group to back away from the case to protect them, although he understands that they are likely to follow him, eventually giving Naoto Shiragane his approval to continue the case. Before he left, Labrys says he wants to find the real culprit behind the case to give back to his new friends, while Mitsuru is happy to accept his determination. Playstyle[edit] [edit source] Mitsuru is a fierce character with a variety of fast pokies with a respectable range. Like Yu, he's also a Jack-of-All Stats character, but since Yu tends to focus on speed, Mitsuru leans more on power. He has several options to put pressure on an opponent, even if he is not in direct contact and can lure his opponents with long-range Persona attacks. In addition, he can freeze opponents and cause Charm, which clears the opponent's SP metric to add to his own. Mitsuru, however, is a little limited in attacking options. So he relies on weass and delayed attacks to either bait to move away from his opponents or go reset. Like guild street fighter series and other examples, Mitsuru is one of the few charge motion characters. His special movements in the heat of battle require precise timing to attach them to the combos, except for his SP skills. Like Guile, he also has a jumping normal attack that can be directed backwards or forwards halfway through hops (like both Wild and Charlie Nash's Sobat attacks). Mitsuru's theme/leitmotif is called Missions for the Brilliant Executor, a nod to his duties and executes. The OST disc version has changed the instrumental compared to a few other themes, while the remixed version of Persona 4 The ULTIMATE IN MAYONAKA ARENA Original Arrange Soundtrack, known as Missions for the Brilliant Executor -2K Mix, has a faster tempo and more rock instrumentality. Mitsuru has a total of 4 Persona cards/units in the first Arena game. In Ultimax, this amount does not change. His Megaten series moves in these games include Marin Karin (used as his 2C), Getsu-no (used as his Furious Action), BufuLa, Myriad Arrows, Bufudnye, Mabufudnye and Nilfheim. In Ultimax, he also receives Tentarafoo (which is used as an attack of an ice element instead of a wind-based attack similar to yosuke's version). Score Attack[edit] [edit source] Mitsuru is the seventh character in Score Attack. More of his attacks are now causing freezing, charm or both (Persona 4 Arena Ultima[edit] [edit source] In Yukar's P3 mode episode, she finally manages to spend time with Mitsuru after not doing each other for a while. Yukari is concerned about Mitsuru's well-being after the folding events, partly because it was due to the negative legacy of the Kirijo Group... He is concerned that Mitsuru bears all the burden on its own. Yukari reflects on a time when he encountered Mitsuru emotionally in Kyoto three years earlier and thinks he is doing the same thing now, but this saddens him because it would repeat what has already been done. He believes they should be able to freely acknowledge their worries and burdens to each other because they are best friends. Yukar and Mitsuru's playing is then interrupted by a group of children who recognize Yukar as feathered red when the confused yukar manages to break up the audience Mitsuru teasingly asks Yukar what it's like to be a hero, Yukari says it's worth it because the kids really seem to be on the show. Mitsuru then recites Featherman's opening line, revealing that he himself watches the show much to Yukar's astonished surprise. When Yukari then asks why he watches the show, a confused Mitsuru responds by saying why he wouldn't do so when his best friend is one of the stars. Mitsuru further explains that he sensed something by watching the show that Yukari is trying to help people, especially children, teaching them not to bring harm to their lives. Yukari admits that's exactly how it is. Yukari expands on the subject in his internal monologue, saying that in heroic performances, protagonists don't just punish a villain; they protect those who are valuable to them, and everyone hopes to live, he believes, that these programs teach a lot of important lessons to children. Yukari spends time with Mitsuru. Mitsuru then mentions how other S.E.E.S. are trying to live their lives in the best possible way in their own way, saying that's why he can focus on his own tasks because they try them as a team isn't easily broken. Jukari feels defeated in conversation, promises to believe more in his best friend and watch Mitsuru as he does for him, the sweet yukari and Mitsuru then make a deal to meet and contact each other more often as Yukari takes Mitsuru on another shopping tour, he notes that all the emotions that have troubled him from the start have now disappeared. Persona Q: Shadow of the Labyrinth[edit] [edit source] Mitsuru and his team end up in the alternative world of Yasogami High School. They join forces with an investigative team to explore the new world and reveal a way to return to their own world. In this world, Mitsuru gets the power to use a sub persona under the influence of a wild card. He is easily afraid of vision and tries to maintain his cool side. The Mitsuru collaborative attack hits random enemies several times, including myriad Arrows skill. Persona Q2: New Cinema Labyrinth[edit] [edit source] Mitsuru and his team end up in the robot film world during the usual tartare mission. There, shadows ambush them and are separated from their two teammates, but rescued moments later by ghost thieves and an investigation team. Among them is a girl who wears the same Gekkoukan uniform and claims to be part of her team only so that everyone can learn that she is from an alternate reality in which she serves as field leader instead of a P3 hero. The three groups decide to work together to leave through the cinema. Mitsuru is one of the group's brains alongside Naoto and Akeh. Mitsuru learns two one-son attacks while conducting side studies that he can take advantage of with the following people: the first with P3P heroine Shinjiro Aragaki and Akhiko Medida after collaborating to find four selective objects; another with Makoto Niijima in Kamco City. Statistics[edit] [edit source] Response[edit] [edit source] Arcana Level HP SP Strength 74 Magic 88 Endurance 45 Agility 41 Luck 42 Emissy 77 2000 ? Slash Strike Pierce Fire Ice Elec Wind Light Dark Almi - - - Null - Null - Null - List of Skills Impact Slash Attack Normal Attack with Slash feature. Megidolom causes serious damage to all enemies. The magic damage from Mind Charge Doubles was shared on the next shift. (2.5x damage) Mabufudnye heavy ice damage / Freeze all enemies. (8% chance) Sexp dance charms all enemies. (25% chance) Tentarafoo makes all enemies panic. (25% chance) Vorpal Blade deals with heavy Slash damage to all enemies. (1.5x Great Fitness Bonus) Ice Amp significantly amplifies ice attacks by 50%. Angelo: Grace doubles attacks against everyone except Slash, Strike, Pierce and Almighty. A sharp student lowers the likelihood of critical damage. Battle Quotes[edit] [edit source] Persona 3 - Mitsuru Battle QuotesTallenna image for this gallery of Penthesilea! (Enemy weak to attack) Artemisia! (Enemy weak to attack) Obey my order! (Inviting persona: Penthesilea) I'm calling you! (Inviting persona: Penthesilea) I command you! (Inviting persona: Artemisia) It's overt! (Inviting persona: Artemisia) I will show no mercy! (Enemy weak to attack/critical with Phys skill) This isn't just our fight anymore. (Enemy weak to attack/critical with Phys skill) Hang in there. (Healing a party member) Here! (Use an item in a party member) Just be careful. (Use an item in a party member) Get out of the way! (Critical hit) Go away! (Critical hit) Such perseverance. (The enemy survives the attack) I didn't finish it. (The enemy survives the attack) This can't be... (The attack is not over) That enemy is pretty fast. (The attack is not over) Not good enough. (Dodges enemy attack) You did it. (The protagonist gets one more) Don't leave the job unfinished. (MG gets one more) How shameful... (Recovery down) I lowered my protection. (Recovery down) Understood. (Changing combat tactics) Leave it to me. (Changing combat tactics) The enemy is down! Let's finish this! (Prompts all-out attack) You're going to fall out of my hand. (Who are baffled by the all-out attack) Well, that's it, then. (I'm going to stop your attack) Now's our chance! Goes! (Requesting a collaborative attack) I'll give you my gratitude. (Ally's healed) Thank you. (Recovered from FA) You're cured. (The protagonist lands on a critical hit or a weak spot) It's unexpected. (Party member gets a critical hit) Great job, Iori! (Junpei hits a weak spot/critical hit) Go, Akhiko! (Akhiko hits a weak spot/critical hit) That's a good boy! You deserve a treat! (Koromaru hits a weak spot/critical hit) Yes, very well. Leave the rest to me. (Enters battle) Is this... Persona? We have to save them! (Finding a missing person) Even the shadows are getting stronger. (Battle won: Penthesilea) My critical hit is unfaithful. (Battle won) I can't waver. (Battle won) You're not worthy my time. (Battle won) Looks like this is just the beginning. (Battle won) Goes! (Inviting persona: in the answer, when you fight 2-on-2) I'm not in the condition to fight, can you handle this? (Asked to leave the battle) I'm sorry. (Fulfilling request to leave battle) You're quite a slave driver, aren't you? (Request to leave the battle) Slash attacks are. (The enemy that endures Slash) Strikes are ineffective. (The enemy can withstand the attack) Pierce's attacks are ineffective. (The enemy endures Pierce) The fire is inefficient. (Fire-resistant enemy) Ice is inefficient. (Ice-resistant enemy) The wind is inefficient. (The enemy can withstand the wind) Electricity is inefficient. (Electricity resistant enemy) The light doesn't seem to have any effect. (Light resistant enemy) The darkness doesn't seem to have any effect. (The enemy endures darkness) What? (Almighty-resistant enemy) Give him strength! Take my life if you have to! (Last Nyx battle) ... You're cheating. I have to punish you. (When using a scam) I trust you. I can't believe you cheated. (When using a scam) I'm very disappointed in you... (When using a scam) Okay, okay. I'm trying to analyze the enemy. (Ask to scan the enemy during support) Use Garu's skills against the enemy. (The enemy is weak against Garu spells during support) Take down the enemy (use of urgency during support) Keep up the good work. (Battle won with protagonist during support) Surprise attack! Prepare for battle! (Strike by the enemy outside the battle during support) Two bogeys left. Don't be sloppy. (Two enemies in battle during support) Two distressed enemies spotted! (Battle with two enemies with advantage and support) Attack by two enemies! Stay strong! (Enemies struck outside the battle during support) Three enemies on the scene! Don't be sloppy. (Fighting with enemies during support) Three enemies! We're at a disadvantage! (Fighting with enemies during support) Iori's in danger! (Junpei gets hit by the enemy and low in HP support) Just one more. (One enemy left during support) Just one more! (One enemy was left standing during support) There's one enemy left. (One enemy left during support) C'est magnifique! (The protagonist avoids attack during support) Beware! (The protagonist gets hit by the enemy and low in HP support) You're hurt. Can you heal yourself? (The protagonist's HP is running low during support) Okay, okay. I'm asking for help from the others! (Requesting assistance during support) Takeba's on his way. Hang in there. (Yukar was asked to help during the support) It's a rare form. Give it a lesson! (For fighting with a rare enemy) Stay sharp! (The protagonist is recovering from down mode) One punch...?! Oh, come on! Get up...! (The protagonist is knocked unconscious by a single attack) You have the potential to grow stronger than ever. (Won with protagonist during support) Persona 4 Arena Mitsuru Kirijo Sound Clips Finland - InglesPersona 4 Arena Mitsuru Kirijo Sound Clips Japan - JaponesAdd photo for this gallery Magnifico! (When character picker is selected on the screen) I can't believe you're going to be on TV. arcade mode! Akhiko! Show me what. What. Learned! (vs. Akhiko) Shirogane's young successor! (vs. Naoto) Is he an obstacle to overcome? (vs. Elizabeth) Akhiko! (Performs a powerful attack on Akhiko) Aigis! (Performs a powerful attack on Aigisia) I'll fight to the bitter end! No, no, no. The ice mirror! (When playing Bufula) Time to hurry! Get out of my way! (While performing a super transfer; Countless Arrows) Come out! Feel the cold! (While performing a super transfer; Bufudnye) I'm going to win! (When performing Awakening super move; Mabufudnye) Final! (Driving an imminent killing; Nilfheim) It's execution time! (Artemisia freezes the opponent) Adieu, come on! (Mitsuru slabs opponent, finishes instant kill) This isn't good! (P3/P4 hero dies) Akhiko! You're lowering your protection! (Akhiko dies) Zen, what are you doing? Rei! You're okay, aren't you? (Last Nyx battle) ... You're cheating. Mitsuru is too badly injured! (Low HP, Koromaru) Zen and Rei are badly injured. Focus on improving them! (Low HP, Zen and Rei) Maybe I should have used my personally sparingly. (Low SP) Sorry... No, no, no. Director Oh, this isn't good! (P3/P4 hero dies) Akhiko! You're lowering your protection! (Akhiko dies) Zen, what are you doing? Rei! You're okay, aren't you? (Zen and Rei die) Leave it to me! (Follow-up attack, prompt) I'm pushing! (Follow-up attack, prompt) I'm going to end it right now! (Tracking attack, accept) I'm going to put everything I can into this. (Tracking attack, accept) I'm going to perfection! (Tracking attack, accept) One more punch! (Tracking attack, accept) Perfection! (Follow-up attack, enemies defeated) How was it? (Follow-up attack, enemies defeated) That wasn't enough! (Follow-up attack, no enemies won) It's resilient. (Follow-up attack, no enemies won) Our morale is high. Now it's time to strike. (All-Out attack, prompt) Understood. I'm going to empty them! (All-Out Attack, accept) Give me your next order. (One enemy won, less than 3 laps) The battle has only just begun. (One enemy won, over 3 rounds) The enemy will be eliminated. (End of battle) Complete. (End of battle) Very good. (Battle ends, P3/P4 hero as leader ends) The red nurse is responsible for the healing. (Friendly doctor battle. Calm nurse heals Kind Doctor) Good! The red nurse and the doctor are all that's left! (Friendly doctor battle, caring nurse won) Good trip for those two! (Kind Doctor battle, both nurses won) Time for your execution! (Captor Spider battle, head bare) Let's move on! (Captor spider fight, one leg destroyed) Did it come back after a while? (Captor Spider battle, two or more legs again) Understood. It's almost over, Rei! (Captor Spider Battle, 25% HP) It was a good fight. I hope you lead us well again. (Result) This victory was based on our previous experience. (Result, low-level shadow control) It was a powerful enemy. I'm glad we're all safe. (Result, fight against high-level shadow) Eymology[edit] [edit source] mi 美 and tsuru 鶴 a crane/store. Her name literally means beautiful woman. Kirii 桐 paulownia, called the Empress tree or princess tree in Japan. The Paulownia tree used to be planted when the baby girl was born. The game apparently built by the Kirijo group is Paulownia Mall, already 桐 article, phrase, item, track, line condition string. Gallery[edit] [edit source] Persona 3Concept mitsuru Mitsuru Kirijo All-Out Attack render for Persona 3 Portable Mitsuru's various outfits Mitsuru (cinematic) Conceptual work of mitsuru's various expressions Early conceptual conceptual art Mitsuru Mitsuru

Mitsurun early concept art Soejima Shigenori Arts Book 2004-2010 Mitsuru in Soejima Shigenori Arts Book 2004-2010 Mitsuru & Yukari, wearing High Cut Armor and their joke set Back shot of Mitsuru wearing High Cut Armor Mitsuru's reaction to swimwear accessorized with Mitsuru yukar and Fuuka Protagonist and Mitsuru Mitsuru Kirijo blog persona 3 visual art A slightly younger Mitsuru Mitsuru approaches Akihiko Persona 3 (Mangaga) Persona 3 MovieConcept artwork persona 3 Film Mitsuru Kirijo's character info Concept artwork mitsuru's main weapon Illustration of Mitsuru Kirijo and other Watanabe Keisuke Illustration of Mitsuru By Yukio Hasegawa and painted Saori Goda midsummer countdown to The Knight's Knight's Illustrations Winter rebirth Mitsuru with other female members from S.E.E.S New Years artwork for the winter of rebirth Mitsuru Kirijo persona 3 In Mitsuru with his dead father Mits at Shinjiro's funeral Mitsuru remembers the promise From Mitsuru and SEES PERSONA3 the film's finale event Persona 3: Dancing in Moonlight Live ActionMitsuru as she appears in Persona 3 : Weird Masquerade -Ao no Kakusei- Mitsuru as she stars in Persona 3 : Weird Masquerade -Gunjou no Meikyuu- Mitsuru as he appears in Persona 3: Weird Masquerade -Souen no Kesshou- Mitsuru, when she performs arena stage play Persona 4 ArenaMitsuru in the Persona 4 The Ultimate Mayonaka Arena Official Book Mitsuru's Close Up with sunglasses Concept art of Mitsurun (2) Mitsurun concept art of expressions Mitsuru concept in arcade mode Mitsuru concept in arcade mode ( 2) Mitsuru Kirijo Arena opening Idle Stance with sunglasses Mitsuru's Instant Kill : Niflheim Mitsuru Kirijo in story mode A malevolent ensemble in the form shadow mitsuru mitsuru render in Persona 4 Arena Persona 4 Arena UltimaxConcept art of Mitsuru epilogysu Mitsuru Kirijo P1 Climax Mitsuru Kirijo in the trailer for Arena's Ultimax Shadow Mitsuru opening, when she appears in Persona 4 Arena Ultimax Shadow Mitsuru rendering persona 4 Arena Ultimax Persona 4 Arena Ultimax (Manga)Illustration calculation of Mitsuru Rokuro Saito Persona Q : Shadow of the LabyrinthMitsuru appears -Roundabout- volume cover Persona Q2: New Cinema LabyrinthMitsuru final credits PERSONA 20th Anniversary Festival OtherMargaret as Mitsuru in Persona 4: Dancing All Night Mitsuru on Persona -The Golden Best 4- Rie Tanaka (Mitsurun Japanese voice actor) cosplaying as Mitsuru Kirijo, in other languages[edit | edit source] Language name Suomi Mitsuru Kirijo Japan 桐条 美鶴 (Kirijō Mitsuru) Korea 키리조 미즈루 (Kirijo Micheuru) Traditional Chinese 桐條 美鶴 (Tóng tiáo měihè) Trivia[edit | edit source] Mitsuru is missing with Marin Karin. In Persona 3, if a player uses a cheat device, Mitsuru rebukes the player for it, saying they should be punished and he's disappointed in them. (0:49) In Persona 3, Mitsuru has been criticized for his poor artificial intelligence. He tends to use Marin Karin and Tentarafoo too much, which is tricky because they usually miss often. Some players recommend turning his tactics into Full Assault to reduce this habit or prioritize removing them from his skill list if possible, but his use of Marin Karin in particular has since become a meme associated with his character. In Persona 3 Portable, Mitsuru uses only fencing rapists and a jousting blanket. The other one-handed swords are for the exclusive use of the male head. One of the portraits in Persona 4 Arena is an updated version All-Out Attack Portrait Persona 3 Portable. At Persona 4 Arena, Mitsuru's Myriad Arrows/Setsuna Samidare Geki (early summer/fifth month rain attack) is based on his critical offensive animation. Also for this transfer, Mitsuru, together with Yu Narukam (Ziodyne), Aigisi (Megido), Naoto Shirogane (Double Fangs) and Elizabeth (Mind Charge), are among the characters, who do not naturally have the learned skill in their migratory forces (igniting that Yu and Aigis strictly use only Izanag and Athena), since both Penthesile and/ or Arymes are usually unable to learn Myriad Arrows. This also applies to Taito Getsu-no (used for Mitsuru's Furious Action), as it cannot naturally be learned from Penthesile or Ingemis either. According to Shigenori Soejima, Mitsuru is the most popular figure among development staff. [1] Persona 4 in Golden, if Yukiko Amag wears a Gekkou uniform, he imitates Mitsuru's winning position after the fights and says Mitsuru lines. Mitsuru also imitates Yukiko's line Persona 3 Portable Such perseverance in battle [1]. When he goes to karaoke, Mitsuru, he says he has trouble hitting high notes. His execution during a school trip to Persona 3, which is avoidable if a player manages to avoid girls in hot springs, is a kinon. Yukari mentions to Teddie that the execution took place once during a school trip during the events of Persona 3 at The Persona 4 Arena Ultimax. Mitsuru's asterisk is incorrectly marked as 10 characters in Persona 3: Official Design Works. Atlas USA's 2019 birthday tweet misspelled his name as Mitsuru Mirijo. Photo by Rie Tanaka Cosplaying as Mitsuru Kirijo. [2] Persona 3 Em reveals that Mitsuru prefers fruit salad and has a penchant for financier cakes. His sword in Persona Q is based on a rapist in his film who is impossible to get into Persona 3 games. Appearances in other media[edit | edit source] BlazBlue: Cross Tag BattleMitsuru blazBlue: Cross Tag Battle Puzzle and DragonsMitsuru Kirijo in Puzzle and Dragons References[edit | edit source] ↑ Behind the scenes of painter Soejima Shigenor, Vol.15 Community content is available under CC-BY-SA, unless otherwise noted. Said.

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