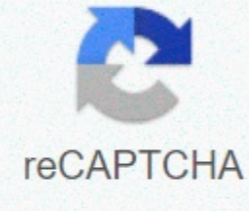




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Persona 3 stats guide

Battle statistics are individual characteristics that determine the key aspects of battle systems in the series. These are the visual values of the player. Whether these parameters are the only thing that affects certain stats or does not depend on the game. For example, in some games only the parameter determines the attack force on this character, while in other games it is a combination of multiple parameters, such as strength and vitality. Moreover, not all parameters are present in all games, and they may have different effects depending on the game. For more information on how these parameters affect later formulas, see Damage and Accuracy. HP [Editing Source] HP (Abbreviation for Hit Points) determines how much damage a party member can get before fainting. HP is restricted to a maximum value, but some games have elements that allow HP to recover higher than hp's maximum character. For most games, HP is crowned for a playable character in 999, but some games like Shin Megami's Tense IV and Shin Megami's Tense Fourth Apocalyptes allow that number to reach four figures. In some games, physical skills and/or gun costs HP. In most games this means that enemies and bosses are able to use HP skills consumed for free, but there are situations where even enemies spend HP to use skills, such as the Devil's Children series. Depending on the game, HP can be its own parameter or can be calculated by a set of other parameters. SP [Editing | Source Edit] SP (abbreviation for skill points) is a necessary value for party members to use skills. Casting these skills will use up their limited supply of SP in the process. Similarly to HP, their remaining SP is restricted to a maximum value. In most games, enemies and bosses possess their own limited Pool SP. However, there are games where both enemies and head possess infinite SP, as well as games where regular enemies have limited SP but bosses have an infinite amount. Also depending on the game, SP can have its own parameter or can be calculated by a set of other parameters. Power [Editing Source] Force (腕力, Wanryoku), also shortened to St. (力, Chikara)? Depending on the game, it may also affect the damage caused by gun attacks and gun skills. Intelligence [editing source] intelligence (知力, Chiryoku?, or in (知, Chi), affects evasion and the success rate of inflicting disease status. Magic [editing source] Magic (魔力, Mariko), or what (魔力, what?), affects the power of magic and recovery skills. Depending on the game, it may also affect the defense of magical attacks. Stamina or Vitality [Editing / Source Edit] Endurance (耐久力, Taikyūryoku)? Or vitality (体力, Tairyoku 耐)? Or Vi (体, Ty)? In games where physical defense and magic Separate, endurance/vitality usually only affects physical defense. Versatility or technique [editing source] versatility or technique (技力, Wazaryoku?), shortening either to Dx or TEC (技, Waza?), may work either as an alternative to the magic parameter or influence the damage of gun attacks and gun skills. Agility [editing the source] Agility (俊敏さ, Shunbin Sa?, or a (速, come on?), affects the order of turn as well as accuracy and evasion. In games with random encounters, Agility may also determine which side works first. Depending on the game, Agility can also affect the chances of successfully escaping from a battle, either by itself or in conjunction with the lucky parameter. Luck [editing source] Luck (運の強さ, Un no tsuyo-sa), or if (運, UN)? affects the user's critical injury rate. Depending on the game, it may also affect the chances of appending and/or recovering from illness and condition, as well as the chances of appending and/or evading instant killing skills. Luck can also have several other uses outside the battle. In games in which confused enemies have dropped money, the amount that will be scattered by the user's luck stats is affected. In Persona 5, Luck plays a role in determining the payments the party will receive when the shadow is asked to give some during negotiations. The parameters for each game [edit | source] battle stats [editing source] these are the specific parameters that are selected by other user stats, rather than directly by their primary distribution. Megami Iburoku Persona [Edit | Edit Source] Stat Formula Attack Weapon Attack Weapon Assault Gun Attack Defense Evasion Enemy Strike Rate Enemy Strike Rate Dodging Statistics [edit] Edit | edit source] The basic statistics are the basic values of an individual demon or user, which mainly determinehow to distribute their statistics. The [editing] editing source] level determines the user's current value for their basic statistics, where it earns points by leveling, and level 99 is magnified. The equipment [editing | source of editing] processing of certain weapons, armor or accessories will give the user stat boosts depending on the item. The stat changes will be removed when the said equipment is booted. Negative Skills [Editing Source] in Persona 5 Royal, some negative skills are able to enhance user Max HP and SP. It can only be obtained by processing a specific accessory. Incense and incense cards [editing source] incense can permanently increase the personality and/or persona stats, being consumed when used. In personal 2 duology, incense cards are used during the call to increase personal ity stats. At Persona 5 Royal, the protagonist can buy incense from Kitchigoji, which he can use to enhance his character's statistics. Training and The Ancient Temple [Editing Source] Character 5 Protagonist able to spend his time in training to promote his HP Max In battle. The site he trains in determines the distribution between the two stats: training at the gym in Shibuya will enhance both his HP and SP, in his attic at The LeBlanc Café will only enhance his HP, and meditation at the temple in Kichijoji (available only in The Royal Persona 5) will only enhance his SP. Some of the confidants [editing source] in The Royal Persona 5, hanging out with specific confidants, in this case Sumer Yoshizawa and Takuto Maroki, the protagonist will receive 5 points from Max HP o SP, respectively. For information on confidants, see close relatives → Sumer Yoshizawa and → takuto Maroci. Jazz Jin [Edit] at Persona 5 Royal, the protagonist can bring one of his allies to the Jazz Club in Kitchigoji for drinking, which can directly reinforce some statistics about the party member of their choice. Stat Modifiers [edit | source] during battle, many rates can be used to influence the strength of these statistics in battle. They are only temporary, ending after the relevant battle is over, and possibly after a certain amount of turns have passed. Some prayer skills are able to polish user stats, such as Tarukaja, which promotes a single ally attack. Additionally, some can also debuff, such as Taronda, which reduces the target enemy attack. These effects can be removed with dicaga and deconda. Social Statistics is a game mechanic appearing in the Persona series. Appearances [Editing Source] Personality 3 / FES / Persona Portable 4 / Golden Figure 5 / Royal Character 3 [Editing Source] Increased Social Statistics Will Help The Protagonist Start Some Social Links. There are three social statistics: academics, courage and charm. Social links that are unlocked, including the required level for some of them, vary between male and female protagonists. In addition, Charm Rank 2 to 6 titles vary between protagonists. Rank Stat 1 rank 2 rank 4 rank 5 rank MAX academics middle slack above the average intelligent intelligent genius of the intelligent genius of the ordinary shy genius that has been designed tough Tough Fearless Each stat and its ranks different standards. Academic statistics require the most points up. The ♪ 30 ♪ 45 ♪ ♪ 80 ♪ the courage ♪ 15 ♪ 30 ♪ 45 ♪ 65 ♪ 80 ♪ Rank 2 rank 3 rank 5 rank max knowledge 20 ♪ 55 ♪ 100 ♪ 155 ♪ 230 ♪ Magic 15 ♪ 30 ♪ 45 ♪ 70 ♪ 100 ♪ Courage 15 ♪ 30 ♪ 45 ♪ 60 ♪ 80 ♪ ♪ ♪ Academics[edit[edit source] Charm[edit |] Courage[edit [edit source] Persona 4[edit | Social statistics] increase social statistics will help the protagonist start or resume certain social bonds, or get to work in certain part-time jobs. There are five social statistics in Persona 4: courage, knowledge, expression, understanding and diligence. Stat Rank 1 Rank 2 Rank 3 Rank 4 Rank MAX Courage Average Trusted Brave Daring Brave Diligence Callow Continuous Strong And Comprehensive Steel Essential Lyon salvo Generous Mother's Sacred Sacred Expression Raw Eloquent Poignant Lysbyterian Delightfully Enlightened Knowledge Wide Expert Professor Sage All Stats and Their Ranks Have Different Criteria for Arranging Up. The expression of statistics requires the lowest score to the maximum, while knowledge statistics require much more focus to a higher level. Rank Stat 2 rank 2 rank 3 rank MAX Courage 16 ♪ 40 ♪ 80 ♪ 140 ♪ Ijtihad 16 ♪ 40 ♪ 80 ♪ 130 ♪ they are 16 ♪ 40 ♪ 80 ♪ 1 expression ♪ ♪ 33 ♪ ♪ 53 ♪ 85 ♪ knowledge 30 ♪ 80 ♪ 150 ♪ 240 ♪ courage [editing] Source Ijt [edit] Editing rank | The requirements of origami crane crane volume 2 (continuous) hospital concierge job 3 (strong) Sayoko Uehara rank 1 understanding [editing | source] unlock the requirements of teacher rank 5 (Santi) Shu Nakajima rank 1 expression [edit] Knowledge [editing source] Persona 5 [editing source] social statistics dictate the possibility of the protagonist's access in different parts of their daily lives. Increasing them will help the protagonist start or resume some of his confidants, or get to work in certain part-time jobs. There are five different stats: knowledge, courage, efficiency, kindness and charm. Stat Rank 1 Rank 2 Rank 3 Rank 4 Rank MAX Knowledge Informed Scientific Learnen Erudite Guts Milquetoast Bold Staunch Daunt Lionhearted Proficiened Bumblinged Inoffensive SelfFul Kindness Compassion Taxi Charm selfic Charm, for example, efficiency statistics require the lowest score to the maximum, while Knowledgegestat requires a much greater focus to the top level. Rank Stat 2 Rank 3 Rank 4 Rank Max Knowledge 34 82 126 192 Guts 11 29 57 113 Proficiency 12 34 60 87 Kindness 14 44 91 136 Magic 6 52 92 132 132 Rank Stat 2 Rank 3 Rank 4 Rank 44 91 136 Magic 6 52 92 132 132 Rank 6 Rank 2 Rank 3 Rank 44 91 136 Rank Max Knowledge 34 82 126 192 Guts 11 38 68 113 Mastery 12 34 60 87 Kindness 14 47 94 136 Charm 6 52 92 132 Is Displayed Earn Points in Musical Notes, can be shown from 1 to 3 at a time. However, the number of notes displayed is not equal to the number of points received. Although notes 1 and 2 indicate the number Received, for 3 observations, there are 3 possible results, which vary depending on the activity. One main rate is the ability to read Chihaiia Mifun's luck, which can only be received through the establishment of her confidant. If consulted, the social statistics points received from activities during that day will be increased by one stage. The highest possible points that can give it activity can only be received by the Chihaiia rate. Point Notes Phase 1 ♪ 2 2 ♪ 3 ♪ ♪ 5 4 ♪ ♪ 7 5 ♪ ♪ 10 Knowledge [edit | Knowledge plays a role in helping the protagonist score better in exams. Courage [editing source] can get courage by studying in the school library, spending time with Tai Takemi and taking on the Big Bang challenge. Efficiency [editing | source editing] rank efficiency allows the protagonist to make more sneak tools at the time, along with hunting. In addition, the performance of these activities will give them additional efficiency points. At Persona 5 Royal, the rank of competence is essential for arranging the technical rank of the group. The requirements of beef bowl shop (Raw La Pico) 2 (decent) bar (crossroads)

rank 3 (skilled) + kindness Yusuke Kitagawa rank 6 rank 4 (masterful) Haru Okumura rank 2 rank 5 (overrun) kindness [editing] Source Editing] can get kindness by taking care of the protagonist's house in the attic, working in a flower shop and spending time with Sujiro Sakura and Shinia Oda. Magic [Ediing Source] Can enhance the charm by spending time in the bathroom or with Ishiko Ohya and Toranosuke Toshinida. At Persona 5 Royal, the Stat Charm arrangement is essential to accessing a particular store catalog. Opens the requirements of the flower shop (Rafflesia) rank 2 (Head shift) Hifumi Togo Rank 1 Rank 3 (Suave) Tai Takemi Rank 8 Rank 4 (Charismatic) Makoto Nijima Rank 6 Rank 5 (Debonaire) Open Flower Shop Requirements (Rafflesia) Ranked 2 (Head Shift) Hifumi Togo Ranked 1st Ranked 3 (Suave) Shibuya Central Street - Street Vendor GoRo Akechi Rank 3 + Knowledge Tae Takemi Rank 8 Rank 4 (Charismatic) Makoto Nijima Rank 6 Rank 5 (Debonair) Trivia [edit | edit Source] some actions or events can not be overcome even if the protagonist has already reached the limit of their courage/courage while playing NG +: In Persona 4: If the protagonist decides to eat mysterious X, he will experience the same reaction as he does without maximum in the bathroom, if the protagonist decides to hold the line with the boys, the girls will continue to throw buckets at them regardless before retreating at the end. At school, if the protagonist decides to enter the girls' bathroom, he will have the courage to go inside. In Persona 5: During an early close-up scene with Igor, the protagonist will have a dialogue To be attracted back to his face, however, his Guts stat will be too low to do so. If the protagonist decides to enter the girls' bathroom, Morgana will scold and prevent him from entering. Enter.

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