





Choosing Your Types

Each spell Type follows a loose gameplay style that will influence your positioning in combat, your role in a party, and which combat scenarios you're likely to excel in. Choosing your set of Types (generally anywhere between one and three Types) can take some time, so you can refer to this chart for a handy guide of strengths and weaknesses of each Type.

Subtypes, such as Occult and Weather, offer even more gameplay styles and can be opted into as long as your Persona has its "parent" Type, as subtypes deal the same Type of damage as them.





The complexity of each type is represented by stars, from least complex (★☆☆) to most complex (★★★). This guide also won't cover more advanced and niche builds, and is meant to give newcomers a general overview of each Type.

Physical Types

Physical 	Gun 
★☆☆	Physical Subtype added in Sea of Souls VI ★★☆
<ul style="list-style-type: none">❖ Building for this Type boosts your Strength, allowing you to get the most out of melee weapons❖ High damage in both single-target and area attacks❖ Status effects, such as poisoned and stunned, built into spells❖ Large variety of build options: Critical hits, pure damage, crowd control, mobility, etc.❖ Building purely for STR cripples your effectiveness with most "Elemental" Types, such as Fire, Ice, etc.❖ This also means that if any enemy resists Physical attacks, your damage output will suffer❖ Slightly shorter range than other spells	<ul style="list-style-type: none">❖ Focused around Warded condition, that can be applied to yourself and your allies through a spell❖ Warded targets gain a small defensive bonus for a fixed duration❖ Most Gun spells gain extra offensive effects if you're Warded<ul style="list-style-type: none">❖ High damage output, especially in later levels❖ Building purely for STR cripples your effectiveness with most "Elemental" Types, such as Fire, Ice, etc.❖ Although Gun Type damage can bypass Physical resistances, some enemies can resist both, highly diminishing your damage<ul style="list-style-type: none">❖ Slightly shorter range than other spells







Elemental Types

Fire 	Earth 
★★☆☆	Fire Subtype added in Sea of Souls III ★★★☆☆
<ul style="list-style-type: none"> ❖ High area of effect damage ❖ Long range ❖ Access to instant kill and Fearful status effect through the Purifying Flames and Pyriphlegton spells respectively ❖ Cat create damage-over-time zones using the Fire Monk's Trance Feat ❖ Comparatively lower single-target damage 	<ul style="list-style-type: none"> ❖ Focused around concentrating your attacks against one target and applying extra effects for that target, known as <i>Dueling</i> ❖ Damage scales off Strength instead of Magic ❖ Dueling can apply negative effects to the target, making them easier to hit, take more damage, or forcing them to reposition ❖ Slightly lower damage and range than Fire spells ❖ Strength scaling means that there are limited benefits from building Fire and Earth simultaneously, but benefits Physical and Gun spell users
Ice 	Water 
★★☆☆	Ice Subtype added in Sea of Souls III ★★★☆☆
<ul style="list-style-type: none"> ❖ High single-target damage ❖ Long range ❖ Can restrict enemy movement and make targets more brittle against Physical attacks ❖ Can benefit from skill-boosting effects for longer through the Ice Queen's Touch Feat ❖ Comparatively lower area damage ❖ Slightly less utility than other Types 	<ul style="list-style-type: none"> ❖ Water spells can <i>Imbue</i> support-type spells with extra effects ❖ Imbue effects include healing, removing negative effects, and raising the target's defenses ❖ Imbue effects can be applied to Heal, Buff, and Defense Spells <ul style="list-style-type: none"> ❖ Slightly lower damage than Ice spells ❖ Imbue effects generally require two rounds to fully realize: One turn to cast the Water spell, and another to use the Imbue effect with a Support spell







Elemental Types (Cont.)

Wind 	Bloom 
★★★☆☆	Wind Subtype added in Sea of Souls VI ★★★★
<ul style="list-style-type: none"> ❖ Spells offer the choice between a higher chance to hit or a higher chance to deal a Critical Hit for extra damage ❖ Wind spells offer both options simultaneously, making it a cheap Type to invest into ❖ Access to casting extra spells outside of your turn through the use of <i>Wind Knight's Charge</i> Feat <ul style="list-style-type: none"> ❖ Slightly lower damage ❖ Few utility effects 	<ul style="list-style-type: none"> ❖ Bloom spells scatter Pollen throughout the arena ❖ Pollen can then be triggered by specific Bloom spells to create both offensive and defensive effects, damage enemies, increase the damage of your allies and punish enemy movement ❖ Slightly lower damage than Wind spells and no boosts to hitting or Critical hits ❖ Pollen effects generally require two rounds to fully realize: One turn to place Pollen through Bloom spells, and another to use the required spell to trigger them ❖ Most damage-dealing Bloom spells include moving while casting, which can put you into enemy territory or outside of your allies' range
Thunder 	Weather 
★★★☆☆	Thunder Subtype added in Sea of Souls VI ★★★★
<ul style="list-style-type: none"> ❖ Thunder spells have an innate chance to Shock your target <ul style="list-style-type: none"> ❖ Shocked targets cannot dodge and become more vulnerable to Critical hits ❖ Can attack several times in a row through the use of spells such as <i>Electric Chain</i> and <i>Strikes Twice</i> <ul style="list-style-type: none"> ❖ Slightly lower damage ❖ Shocked chances are relatively low in most spells, especially in lower levels 	<ul style="list-style-type: none"> ❖ Weather spells trade the Shocked chance for a <i>Forecast</i> mechanic. Casting damage-dealing Weather spells grants Forecast counters that can then be used to apply a Weather into combat ❖ Weathers are permanent fixtures into combat that can be activated by any player for various defensive effects <ul style="list-style-type: none"> ❖ Cannot innately Shock targets ❖ Weather effects can be slow to set up, as each Weather often requires several Forecast counters







Elemental Types (Cont..)

Nuclear 	Cosmic 
★★★☆	Nuclear Subtype added in Sea of Souls V ★★★☆
<ul style="list-style-type: none"> ❖ Nuclear spells grant <i>Buildup</i> counters ❖ Buildup counters are required to cast certain spells that apply harmful status effects, boost your own stats, or cast a chain of spells ❖ Exceeding your Buildup “limit” causes a violent explosion that deals massive damage to you and any characters around you 	<ul style="list-style-type: none"> ❖ Cosmic spells do not use buildup counters, but <i>Stars</i> ❖ Stars can be spent when casting utility or damage-dealing Cosmic spells for added effects that include extra damage and supportive effects <ul style="list-style-type: none"> ❖ Sizable support for Critical hit builds ❖ Less versatility than base Nuclear spells <ul style="list-style-type: none"> ❖ Slightly lower damage overall
Psychokinesis (PSY) 	Occult 
★☆☆☆	PSY Subtype added in Sea of Souls V ★★★☆
<ul style="list-style-type: none"> ❖ PSY spells can innately <i>Ingrain</i> status effects on the target ❖ Ingrained statuses are much deadlier than their base counterparts, and can make enemies easier to handle ❖ Utility PSY spells can spread already placed status effects and remove status from the caster <ul style="list-style-type: none"> ❖ Slightly lower damage overall ❖ Cannot innately place status effects, requiring a Type that has access to statuses, such as the Status, Nuclear, or Thunder Types 	<ul style="list-style-type: none"> ❖ Occult spells are not focused around statuses, opting instead for <i>Ofuda</i> ❖ Ofuda are placed on enemies that take damage from Occult spells. Ofuda can then be removed to trigger bonuses to the caster or weaken enemies ❖ Slightly slower play style, requiring Ofuda to be placed before the utility effects can be triggered (this is somewhat offset by the <i>Maiden's Voyage into Yomi</i> Feat) ❖ Requires a high investment to acquire all required spells for certain builds







Elemental Types (Cont...)

<i>Light and Dark spells don't have separate Subtypes like some other Types, instead having two separate play styles centered around specific skill trees.</i>	
Light 	Bless 
★★★☆☆	★★★☆☆
<ul style="list-style-type: none"> ❖ Light spells' damage scales based on the target's current HP, exceeding in weakening stronger threats in the early rounds of combat ❖ Does not roll to dodge, and damage scales using TEC, making it a versatile line of spells that can be used in several other builds <ul style="list-style-type: none"> ❖ Most spells have exceedingly long ranges ❖ Deals little to no damage against targets with low HP ❖ Damage is considerably reduced against "Boss"-type characters 	<ul style="list-style-type: none"> ❖ Creates a "Zenith", an object that can be freely moved and grants several supportive effects to allies in its range ❖ Scales traditionally using MAG and can be easily mixed into other builds that use MAG <ul style="list-style-type: none"> ❖ The Zenith range scales with TEC and starts relatively small, requiring good communication with your team ❖ Zenith effects have a limited duration, requiring continuous upkeep ❖ Slightly lower damage than other MAG-based spells
Dark 	Curse 
★★★☆☆	★★★☆☆
<ul style="list-style-type: none"> ❖ Can instantly kill targets with low HP ❖ Does not roll to dodge, and the HP range that spells can function in scales using TEC, making it a versatile line of spells that can be used in several other builds <ul style="list-style-type: none"> ❖ Most spells have exceedingly long ranges ❖ Requires a target to be damaged before being usable <ul style="list-style-type: none"> ❖ Requires knowledge of the target's HP, such as through the use of Intel Type spells, to have maximum efficiency ❖ Ineffective against "Boss"-type characters 	<ul style="list-style-type: none"> ❖ Places a <i>Curse</i> on your targets, dealing extra damage or effects when the target's turn starts ❖ Curses deal damage automatically and do not require a second hit roll ❖ Spell range scales with TEC and starts relatively low ❖ Low initial damage, which can be potentially offset by Curse damage







Other Types

Almighty 	
★☆☆	
<ul style="list-style-type: none"> ❖ Does not require being chosen as a Type to acquire Almighty spells ❖ Choosing Almighty as a Type grants a discount on acquiring spells ❖ Access to <i>Burst</i> spells, that can deal damage twice in two consecutive rounds while only spending one cast <ul style="list-style-type: none"> ❖ Damage cannot usually be resisted by any effect, making it a reliable source of damage ❖ Damage cannot be boosted by effects like <i>Fire Boost</i> that are available to most other damage-dealing Types <ul style="list-style-type: none"> ❖ Higher level spells have steeper costs to acquire and cast than traditional spells ❖ Targets cannot be <i>Weak</i> against Almighty spells, so opportunities for extra damage are limited 	
Heal 	
★☆☆	
<ul style="list-style-type: none"> ❖ Can instantly heal HP, remove harmful effects, and Revive targets ❖ Healing scales with MAG, making it easy to mix into MAG-based builds <ul style="list-style-type: none"> ❖ Ranges are highly variable, requiring attention to your position 	
Buff 	Debuff 
★☆☆	★★☆
<ul style="list-style-type: none"> ❖ Grants temporary boosts to your and your allies' combat skills ❖ Access to “Auto” skills that trigger when combat starts and do not require being manually activated ❖ A character can only have one Buff effect active at any given time <ul style="list-style-type: none"> ❖ Multi-target spells are comparatively weaker 	<ul style="list-style-type: none"> ❖ Grants a temporary penalty to your enemy's combat skills ❖ Access to removing Debuff spells from yourself and your party ❖ Combat awareness is recommended to prioritize dangerous targets with stronger a stronger Debuff or to facilitate taking down key targets <ul style="list-style-type: none"> ❖ Multi-target spells are comparatively weaker



Other Types (Cont.)

Status 	
★☆☆	
<ul style="list-style-type: none"> ❖ Applies hindering effects to enemies, such as Poison, Charm, Slow, etc. <ul style="list-style-type: none"> ❖ Access to multi-target status application ❖ Application chance scales with TEC, making it easy to mix with other Types <ul style="list-style-type: none"> ❖ Cannot innately deal damage ❖ Focusing on Status requires high TEC investment, trading off potential damage for better hit chance 	
Intel 	
★★★	
<ul style="list-style-type: none"> ❖ Centered around <i>Cognitive</i> counters that are shared by the entire party ❖ Cognitive counters are used to analyze targets, revealing HP, spells, weaknesses, etc. <ul style="list-style-type: none"> ❖ Most analysis spells can be consecutively cast in a single turn ❖ Extreme spell variety, allowing for flexibility and diversity with access to support, field control, and damage <ul style="list-style-type: none"> ❖ Acquiring a wide variety can accrue a high Spell Point cost ❖ Casting consecutive spells can drain resources, such as Energy, quickly 	
Defense 	Miscellaneous 
<i>Defense and Miscellaneous spells can be acquired by any character, but cannot be chosen as Types</i>	
★☆☆	★★☆
<ul style="list-style-type: none"> ❖ Can improve defenses against certain Types, covering weaknesses or improving defensive builds ❖ Must be acquired for each Type individually, incurring a potentially high Spell Point cost 	<ul style="list-style-type: none"> ❖ A “toolbox” of spells that can bolster most builds and facilitate almost any play style ❖ Increase damage with spells such as <i>Power Charge</i> and <i>Mind charge</i> ❖ Use MAG instead of STR for any check with <i>Blade of the Phantasm</i> ❖ Investing into higher level spells can accrue a steep cost and limit access to more specific Typed spells