

## 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. Subtypes are listed alongside their original Types for readability.

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



★☆☆

- ❖ 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 an enemy resists Physical attacks, your damage output will suffer
  - ❖ Slightly shorter range than other spells

### Gun



Physical Subtype added in Sea of Souls VI

★★★

- ❖ Focused around the *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
- ❖ 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
  - ❖ Slightly shorter range than other spells



Fire



☆☆☆

- ❖ High area-of-effect damage
  - ❖ Long range
- ❖ Access to instant kill and the Fearful status effect through the *Purifying Flame* and *Pyriphlegton* spells respectively
- ❖ Can create damage-over-time zones using the *Fire Monk's Trance* Feat
- ❖ Comparatively lower single-target damage

Earth



Fire Subtype added in Sea of Souls III

☆☆☆

- ❖ Focused around concentrating your attacks against one target and applying extra effects for that target, known as *Dueling*.
- ❖ 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 both Fire and Earth simultaneously, but benefits Physical and Gun spell users

Ice



☆☆☆

- ❖ 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

Water



Ice Subtype added in Sea of Souls III

☆☆☆

- ❖ Water spells can *Imbue* 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
- ❖ 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



## Wind



★★☆

- ❖ Spells offer the choice between a higher chance to hit or a higher chance to deal a Critical hit for extra damage
- ❖ Wind spell having both options simultaneously, making it a cheap Type to invest into
- ❖ Access to casting extra spells outside of your turn through the *Wind Knight's Charge* Feat.
- ❖ Slightly lower damage
- ❖ Few utility effects

## Bloom



Wind Subtype added in Sea of Souls VI

★★★

- ❖ 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



★★☆

- ❖ Thunder spells have an innate chance to Shock your target.
- ❖ 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 *Electric Chain* and *Strikes Twice*
- ❖ Slightly lower damage
- ❖ Shocked chances are relatively low in most spells, especially in lower levels

## Weather



Thunder Subtype added in Sea of Souls VI

★★★

- ❖ Weather spells trade the Shocked chance for a *Forecast* 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
- ❖ Cannot innately Shock targets
- ❖ Weather effects can be slow to set up, as each Weather often requires several Forecast counters



## Nuclear



★★☆

- ❖ Nuclear spells grant *Buildup* 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

## Cosmic



Nuclear Subtype added in Sea of Souls V

★★★

- ❖ Cosmic spells do not use Buildup counters, but *Stars*
- ❖ Stars can be spent when casting utility or damage-dealing Cosmic spells for added effects that include extra damage and supportive effects
  - ❖ Sizeable support for Critical hit builds
- ❖ Less versatility than base Nuclear spells
  - ❖ Slightly lower damage overall

## Psychokinesis (PSY)



★★☆

- ❖ PSY spells can innately *Ingrain* Status effects on the target
- ❖ Ingrained Status 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
  - ❖ Slightly lower damage overall
- ❖ Cannot innately place Status effects, requiring a Type that has access to Status, such as the Status, Nuclear or Thunder Types

## Occult



PSY Subtype added in Sea of Souls V

★★★

- ❖ Occult spells are not focused around Status, opting instead for *Ofuda*
- ❖ 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 *Maiden's Voyage into Yomi* Feat)
- ❖ Requires a high investment to acquire all required spells for certain builds



Light and Dark spells don't have separate Subtypes like some other Types, but instead have two separate play styles centered around specific skill trees.

## Light



★★★

- ❖ Light spells' damage scale 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 the Technique status, making it a versatile line of spells that can be used in several other builds
  - ❖ Most spells have exceedingly long ranges
- ❖ Deals little to no damage against targets with low HP
- ❖ Damage is considerably lower against "Boss"-type characters

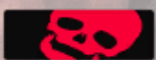
## Bless



★★★

- ❖ Creates a "Zenith", an object that can be freely moved and grants several supporting effects to allies in its range
- ❖ Scales traditionally using your Magic stat, and can be easily mixed into other builds that use it
- ❖ The Zenith range scales using your Technique, and starts relatively small, requiring good communication with your team
- ❖ Zenith effects have a limited duration, requiring constant upkeep
- ❖ Slightly lower damage than other Magic-scaling spells

## Dark



★★★

- ❖ Can instantly kill targets with low HP
- ❖ Does not roll to dodge, and the HP range the spells can function scales using the Technique status, making it a versatile line of spells that can be used in several other builds
  - ❖ Most spells have exceedingly long ranges
- ❖ Requires you to damage targets first before being usable
- ❖ Requires access to the target's HP, such as by the use of Intel Type spells, for maximum efficiency
- ❖ Does not work against "Boss"-type characters

## Curse



★★★

- ❖ Places a *Curse* on your targets, dealing extra damage or effects when the target's turn starts
- ❖ Curses will automatically deal damage, not requiring a second hit roll
- ❖ Spell range scales with Technique, being somewhat low at first
- ❖ Low initial damage, being potentially offset by Curse damage



## Almighty



★★☆

- ❖ Does not require being chosen as a Type to be acquired
- ❖ Choosing it as a Type grants a discount on acquiring Almighty spells
- ❖ Access to *Burst* spells, that can deal damage twice in two consecutive rounds while only spending one cast
  - ❖ Damage cannot be usually resisted by any effects, being a reliable source of damage
- ❖ Damage cannot be boosted by effects such as *Fire Boost* that are available to most other damage-dealing Types
  - ❖ Higher level Almighty spells have higher costs to acquire and cast than traditional spells
- ❖ Unlike other damage-dealing Types, targets cannot be *Weak* against Almighty spells, meaning opportunities for extra damage are limited.

## Heal



★★☆

- ❖ Can consistently heal HP, remove harmful Status effects, and even Revive targets
  - ❖ Healing scales with your Magic stat, making it easy to mix into several builds
- ❖ Ranges can be highly variable, requiring attention to your positioning

## Buff



★★☆

- ❖ 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
  - ❖ Only one Buff effect can be active at a time
- ❖ Buff spells that affect more than one target are comparatively weaker

## Debuff



★★☆

- ❖ Grants a temporary penalty to an enemy's combat skills
- ❖ Access to removing Debuff spells from yourself and your party
- ❖ Combat awareness is recommended for Debuff users, to prioritize dangerous targets with stronger Debuff or facilitating taking down key targets
  - ❖ Debuff spells that affect more than one target are comparatively weaker



## Status



☆☆☆

- ❖ Applies hindering effects to enemies, such as Poison, Charm, Slow, etc.
  - ❖ Access to multi-target status applications
- ❖ Application chance scales using your Technique stat, making it easy to use along other Types
  - ❖ Cannot innately deal damage
- ❖ Maximizing your application chance requires a high investment in Technique, which can make your damage output with most Types lower, boosting the hit chance of those spells instead

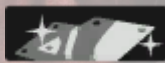
## Intel



★★★

- ❖ Centered around *Cognitive* counters that are shared between the entire party
  - ❖ Cognitive counters are used to analyze targets, revealing their HP, spells, weaknesses, etc.
    - ❖ Most analysis spells can be cast consecutively in one turn
- ❖ Extreme variety in spells, allowing for flexibility and build diversity, having access to support, battlefield control and damage
  - ❖ Acquiring a varied range of Intel spells accrues a high cost
- ❖ Casting consecutive spells can be a high drain on spell resources, such as Energy

## Defense



☆☆☆

## Miscellaneous



★★★

Can be acquired by any character, cannot be chosen as Types

- ❖ Can improve defenses against certain Types, covering weaknesses or improving defensive builds
- ❖ Must be acquired for each Type individually, incurring a potentially high cost

- ❖ A “toolbox” of spells that can bolster most builds and facilitate play styles
  - ❖ Popular choices include *Power Charge*, *Mind Charge* and *Blade of the Phantasm*
- ❖ Investing into higher level spells can accrue a high cost and limit access to more specific Typed spells